

QUANN'RA-TIOLL MOORCHLYNE'S

**MOST EXCELLENT
COMPILATION
OF ALL THE
REALMS
KNOWN**

IOUN STONES

**A MOST USEFUL CATALOG OF MORE THAN 600
MAGICAL GEMS, WITH FULL DESCRIPTIONS
OF THEIR LATENT POWERS AND GENERAL
PRINCIPLES FOR THEIR PROPER USAGE**

(FOR USE WITH 1ST EDITION AD&D, COMPILED / WRITTEN BY MATTHEW HARGENRADER)



This is the only known image of the mysterious Zaeranni who dwell within the crystal, beyond the shimmering veil we know as the Portal of Worlds...

Drawing by Zachery Hargenrader

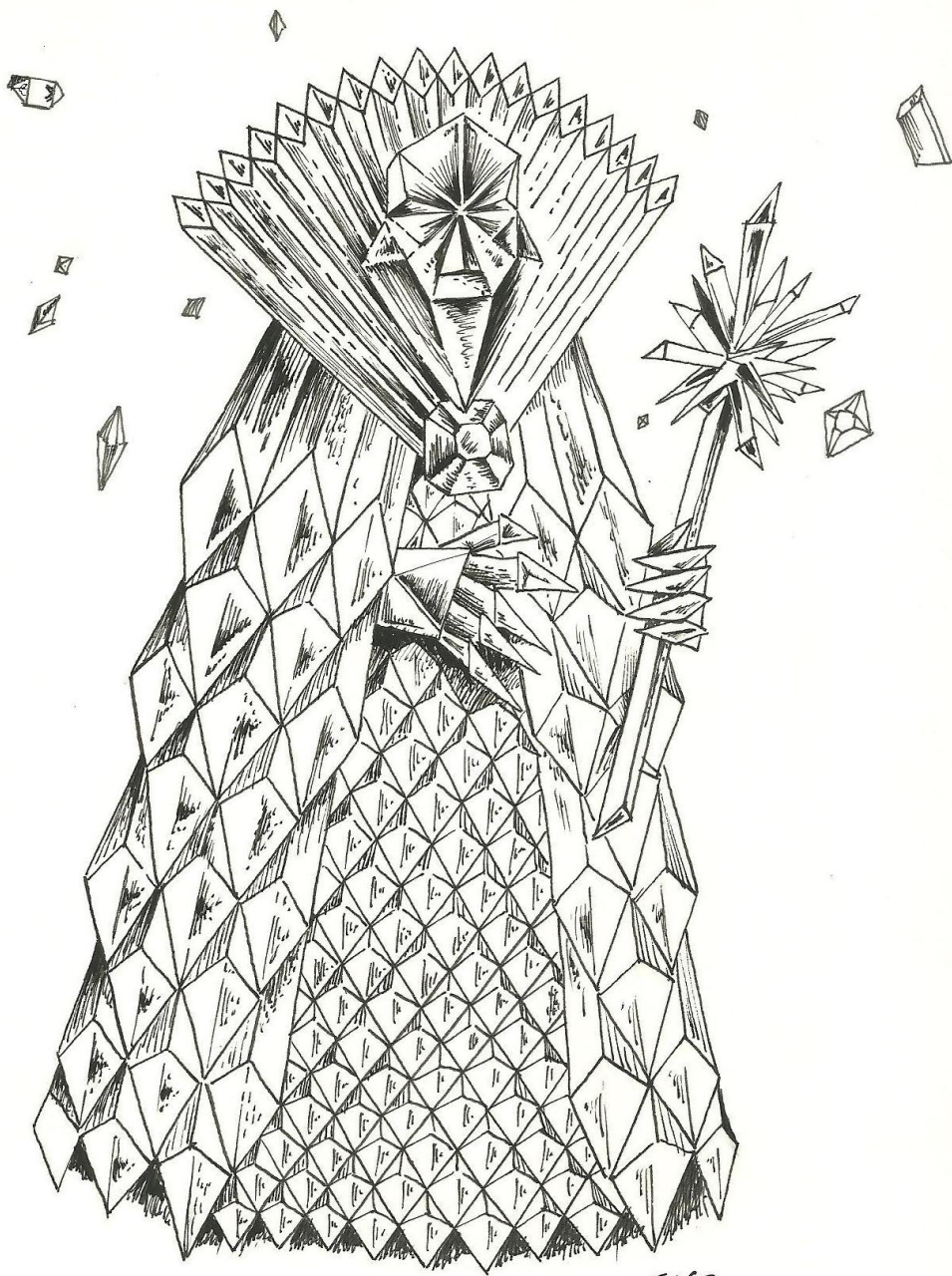
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Interior illustrations by: Frank Gunter, Zachery Hargenrader, Hunter Reid, Jessica Brinkley, Adam Szafranski, Jennifer Eck, and Matthew Hargenrader

Also, a very special thanks for artwork goes to Tom Baxa for granting me permission to use two of his sketches from the original IOUN stone articles from Dragon Magazine #174.

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Drawing by Frank Gunter

This is the regal form that is most often taken by Crystalle when negotiating with those from outside his realm. His shape shifting ability allows for alteration of his crystal structure into many forms in but mere moments. But the cloud of IOUN stones that constantly surrounds him will always be present no matter what aspect he assumes.

AUTHORS INTRODUCTION

As I begin the final stages of assembling this treatise I feel that I must reflect back on my first memories of the fascinating IOUN stones. Since the very first time I held an IUON stone in my grasp, felt the initial pulse of energy that it contained, and days later watched with wonder as it slowly glided into orbit around me, I was determined to learn all that I could about these fantastic gems. Sitting here now with more than a double score of them circling slowly about me I still marvel at how little I really have learned. They are such a small thing, yet they hold incredible power.

As a young man of but 16 years I had left the service of my mentor, Talmun Forion, to begin the journeyman's phase of my arcane training. For eight years Talmon had struggled to teach me, eventually succeeding in pushing a bit of knowledge through my thick skull. It was decided that I must find another who would advance my training. My destination was far to the west, through the Krantiin Mountains; a journey that would take several months as I would be travelling with a slow caravan. My hope was to find an elder wizard in the young kingdoms that would be willing to accept service from a fledgling mage.

But after the years of staying within my master's towers, boredom and impatience with the slow pace of the caravan set in after the first week. After almost a decade of study, I was free for a time. I wanted excitement! So I chose to ride on ahead of the rest, hoping to amuse myself in the next town (or two) for a few days while awaiting the caravan's arrival. The road was safe and well patrolled, so off I went, soon leaving the caravan far behind. It was one of life's small decisions, a minor whim that would greatly influence the rest of my days. Without incident I travelled for three days, finally arriving in the town of Drak, a pleasant little place that bustled with life.

I spent much of the next few days sitting in a small tavern listening to the stories told by the local adventurers, avidly dreaming that I was along with them on their fanciful journeys. I was enthralled by their tales of treasure; I was thrilled by the thoughts of combating the strange creatures they described. I longed for the opportunity to negotiate my way through the deadly traps, and solve the clever puzzles set to block the way. Oh, for just a single chance to be the heroic one who would save companions and gain riches. Why not? I had no place that I needed to be!

On a sudden impulse I made my decision. I would do it! I would brave the depths and find my fortune! Full of my own self worth, armed with my precious spell book, a few meager scrolls, and a quickly acquired pack full of very simple traveling gear, I felt a sudden longing to prove myself. Without even realizing why, I sought companions and adventure. Within a few days I had found a small group that was desperately in need of a mage. Forgetting the caravan that was soon to arrive, I ventured into the unknown, my feet now set on a path I could have never imagined.

There were six of us on that first exploration; inexperienced young scrubs without a clue, seeking fame and fortune within a small Zaeranni¹ complex located near the fringes of the Fash Domain. The place had already been entered many times, yet, for some strange reason there were always new chambers within that were ready to be explored. We were well aware that many brave adventurers had perished over the past years while investigating the secrets of the caverns of Drak-Kientor; but full of the rashness of youth we were confident that we could overcome any obstacles.

The full story of that meeting, the names of my companions, and how four of the six survived those first days together can be found in another text² and need not be repeated here; suffice it to say that with luck we succeeded where many before us had failed. Gold and jewels aplenty were found by us along with almost a dozen wondrous magical items after six harrowing days of adventure. With delight we divided our treasures and as part of my share I was the recipient of two of the four fabulous IOUN stones that we had recovered. I had read of these gems in the dusty tomes owned by Talmon, but this was the first time I had ever handled such a thing. Call it fate; call it the design of the Gods, but it was those two little stones, more than anything else, that changed me forever.

They felt warm as I first handled them, almost throbbing with some inner life of their own. I sensed a slowly spreading warmth from my hand as the pulse wrapped my entire being with a feeling of power. The Pale Green Prism throbbed with an indefinable energy, sending a heady surge of life into me as it slowly attuned to my needs. The other stone, a Vibrant Purple Prism was beyond value, and is a stone that I hold dear even now. As it attuned itself to me I found that I could hold many more spells in my memory, the stone growing brighter as each spell was memorized. I was instantly enthralled by the IOUN stones, watching for hours as they swirled and drifted lazily around me. Their antics started me thinking; what was their origin, how were they made, or were they a natural phenomenon? And most important, how soon could I obtain more?

¹ Interested readers may wish to consult my treatise titled: ZAERANNI- THE GREAT ONES WHO LIVE BEYOND THE VEIL OF LIGHT for my conjectures on the reasons behind the Zaeranni ruins that are found around Kytheria.

² My autobiography titled: MOORCHLYNE: MAN, APPRENTICE, MAGE contains all of the details of my early adventuring days and details most of my early years with the Arch-Mage Siljameer Varooste.

With a bit of regret I knew that I was destined to bid farewell to my new found friends, for I knew where I must go. I would not be able to rest until I knew all that could be learned about the fabulous IOUN stones. I had heard from my mentor that the true expert on IOUN stones was a Mage named Siljameer Varooste who lived to the north, near the Acitian Glacier fields, deep in the heart of the great Legasitor Mountain range. My new goal was to seek apprenticeship with him in order to learn the lore of IOUN stones. I cannot explain my reasons; but I knew that even though Siljameer chose to live in seclusion, he would be willing to take me in as his apprentice.

I was lucky in my search, for after two grueling months of travel, and a few harrowing adventures with my companions, I finally reached the hidden manse of Siljameer. I gaped in amazement at the walls of precious metal and jewels that stood before me. Just as I prepared to knock on the great iron door it was opened from within revealing Siljameer himself grinning at me. He was clad in a crystal robe of shimmering prismatic fire, and he was surrounded by a cloud of more than a dozen IOUN stones. They circled him, spinning slowly, drifting with a wind that only they could feel, and glowing with their special form of inner fire. I could swear that I could hear them...singing³.

As I stood transfixed, one of the stones, a most lovely Lavender Spindle, drifted forward to hover directly before my eyes. Twice the stone circled slowly around me before moving back to hover just above Siljameer's head. It tilted slightly, "regarded" me with seeming curiosity, then without a sound it moved back to orbit my head. I watched with trepidation while Siljameer grinned broadly, it appeared that I had been accepted. The best days of my life were about to begin. Lost was the desire to quest for petty baubles and treasure; found was the overwhelming desire for knowledge.

With a sense of sadness my travelling companions and I said our goodbyes. Our paths would part here for a while, and although they returned several times over the next decades, and I assisted them in a few of their harrowing quests, my life was now set upon the path of discovery, a journey I never regretted.

Over the next few years I worked with my new master, helping him to compile all of his scattered notes.⁴ He taught me much about other forms of magic, but always we returned to the enigma of the IOUN stones. While he lived we made no less than a dozen journeys into the fabulous realm that lies between the Plane of Positive Energy and the Elemental Plane of Earth: a zone of energetic crystals and veins of the purest metals -The Quasi-Plane of Mineral. During this time we fabricated the Arackle of Siljameer, and more than two dozen lesser IOUN stone items.

Along the border of the Quasi-Elemental Plane of Mineral and the Positive Material Plane we conducted research into the mysteries of the IOUN stones. From the safety of the great lead towers that extend like spires deep into the energy realm we attempted to duplicate the conditions that created the valuable geodes from which IOUN stones are born. We were assisted many times by a being known as CRYSTALLE who wished to learn as much as we did about the formation of the stones.

Siljameer and I consulted many times with this apparent ruler of that Plane, a lordly figure known to all lesser elementals as CRYSTALLE, and even lent aid to him on a great quest. For our efforts we were gifted a newly gathered geode full of a dozen of the rarest of IOUN stones. With true ceremony CRYSTALLE stood within a swarm of more than 200 of his most powerful IOUN stones that spun and danced in every direction. Thousands of his SHARD warriors stood silently in ranks nearby as he held out the geode to Siljameer. He also gestured for each of us to choose one additional stone apiece from his own cloud of glittering companions. Never have two been so honored. I chose a Lavender Rod that has since saved my life on innumerable occasions. It is perhaps my most prized possession.

We also puzzled for years over the strange affinity that the ancient Zaeranni race had for IOUN stones, in addition to all forms of crystal energy. The two are linked in a strange way, for according to the fragments we have deciphered it appears that the Zaeranni could attune an IOUN stone as soon as they touched the stone to their flesh. Many times we learned that IOUN stones were in some way associated with many of the strange ruins that were scattered all around the world. We visited dozens of the sites, even ventured into the valley of Athen-Annara, but learned little during our investigation. If not for IOUN stones I know that Siljameer and I would have delved deeper into the lost mysteries of the Zaeranni.

³ IOUN stones are playful, and at times show very low intelligence. They seem to play at games of tag, darting and gliding around, hiding from each other. They show a level of child-like curiosity, hovering close-by whenever I investigate some new object or tome. They even seem to show concern for other IOUN stones; I once witnessed a small stone as it burned out and turned grey. Other stones in orbit moved close to it, following the same current, and seemed to be trying to support their "friend" as it slowly faded.

⁴ IOUN STONES: THEIR SECRETS REVEALED by Siljameer Varooste is a series of compiled documents and notes that I assembled during my first years with the great mage, and in many respects they are the true introduction to these wondrous stones of power, and a precursor to this very tome. That rare libram also contains a list of the many IOUN related items that we created during our decades together.

Decades passed along, with Siljameer and me now working as equals, moving to other magical distractions. After his untimely death I continued the work alone, with the aid of many assistants. But now in my twilight years I hope to finish this final work, an expansion of Siljameer's earlier efforts. It is my desire to travel the world, seeking to catalog the many hundreds (perhaps thousands) of known IOUN stones. I have heard that in a land called Kandarand the IOUN stones are a symbol of prestige, and a target for war and assassination as petty lords struggle to obtain them. The Khybiil Mages are said to be most greedy about acquiring IOUN stones, and I have narrowly averted several attempts they made against my own collection.

The task at cataloging was daunting, for some of the powers they possess cannot be accurately demonstrated without possibly destroying the stone involved; some effects are a onetime use that is difficult to prove. There were even many clever fakeries that proved to be of no value at all; merely crude displays of levitation and colored lights. There were many who were not willing to reveal the power of their IOUN stones, fearing that I only wished to steal them. But I am now beyond such petty motives, and little did they realize that my own collection was without equal. At the time of this writing more than 180 IOUN stones are my attuned companions. Only a few dozen will travel with me, the rest are carefully stored awaiting my return. This humble tome then is the result of those years of work...may you find it informative.

QUANN' RA-TIOLL MOORCHLYNE

Bazrith stood transfixed, he cared very little about the other treasures that had been found beneath the idol...what matter were rings, weapons and potions...only the precious IOUN stone in his grasp mattered...so warm ...and so bright. With eyes gleaming he looked towards his fellow adventurers...at their IOUN stones, and greed filled his heart.



Drawing by Zachery Hargenrader



Drawing by Zachery Hargenrader

It is known that in the dark times before the Tarmidian Empire, the 121st High Clerist of Rhamannin, Hugo Mikal III, could perform incredible miracles of healing. This rendering of the woodcut Icon that resides within the sacristy of the Abbey of Hishimian clearly shows that part of his strength lay perhaps in the IOUN stones seen around his head.

GENERAL RULES AND DETAILS OF IOUN STONES:

The rules presented here are my own interpretation on how IOUN stones would theoretically function and is intended to place these gems into a proper AD&D setting. I envision the IOUN stones as originating naturally, not as a magical item that is created by some wizard. The actual origin of IOUN stones is from the Dying Earth novels by Jack Vance where they are found within the hearts of dead stars. In this dangerous place they are mined by beings who pluck them out of pockets of black dust on the dense stellar core before they are destroyed by "the nothing"? A zone/ barrier which will destroy everything it touches.

I used the Manual of the Planes for a lot of the information on the Planes involved, extrapolating and adding as needed, and my two articles from Dragon Magazine #174 would also be of aid, providing a little more information, and details of a few creatures from the Elemental Plane of Mineral.

Those who have downloaded this document can feel free to use or ignore any part or all of the information in their own campaigns...very little of the information after #1 is in any way official.

1) The basic gaming statistics of IOUN stones are derived from the AD&D 1st Edition Dungeon Masters Guide. Two sections are important to this discussion, which are:

"These magical stones always float in the air and must be within 3' of the owner to be efficacious. The new possessor of the stones must hold each and then release it, so it takes up a circling orbit, whirling and trailing, circling at 1' to 3' radius of his or her head. Thereafter, they must be grasped or netted to separate them from their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe. He or she would of course lose any of the benefits they confer during that time."

"Whenever IOUN stones are exposed to attack, they are treated as armor class -4 and take 10 hit points of damage to destroy. They save as if they were made of hard metal, +3."

All of this has been retained as "gospel" for this list; much more has been added in order to make them a much more varied and desirable magical item. Large portions of the additional background presented here have been taken from two articles I wrote that appeared in Dragon Magazine #174 quite a few years ago.

2) Usually any IOUN stone must be attuned for a minimum of one full week before any benefit is gained; it must remain in physical contact or stay within 1' of the user during this entire time period. As the week of attunement progresses the user slowly gains insight into what benefit the stone will impart. Many times it is at this stage that the stone and the owner find that they do not "fit". Remember that many types of IOUN stones will only benefit a certain class of character. But any IOUN stone can be attuned to any character, even if the user cannot activate the stones power.

The IOUN stone functions by "leeching" energy across the extra-planar boundary, tapping Positive energy in a method that is still a mystery. They then transmit certain frequencies to their owner, granting seemingly miraculous benefits. Sometimes the degree of energy varies, giving IOUN stones with random results or fluctuating levels of power.

After the initial week of "contact" is over the IOUN stone can now be put into use by gently throwing it into the air. The stone will now glide into orbit, slowly circling around the user in a meandering path, drifting along a psychic current that only the stone is able to detect. At times it moves quite slowly, occasionally it will simply hover and slowly rotate in one place; at other times, as in combat situations, it may spin rapidly while racing quickly around the users head. The sight of a character possessing several IOUN stones engaged in combat can be quite incredible, as the stones, in a shimmering curtain of color, dart and twist about his figure.

3) IOUN stones are considered to be special "magical" items that follow some rather unique laws. Even though they occur naturally, deep within the Quasi-Elemental Plane of Mineral and the border with the Positive Material Plane (almost always under the guidance of that realm's denizens), they still draw on the same forces of energy as do all magic spells. For countless centuries they slowly form in thick geodes, continually bathed in waves of Positive energy, the engine that powers everything magical. Thereafter they form a permanent and almost unbreakable conduit to the energy plane.

After attunement they are able to create a link which makes them able to draw on the vast pool of power needed to initiate their unique ability. Since they have permanent contact, the powers they exert are not able to be stopped by any mortal spell effect of 5th level or less, with the exception of Dispel Magic which is only rarely effective. Thus they will work through the 4th level Minor Globe of Invulnerability but not a 6th level Globe of Invulnerability. However, they can be destroyed by many different spell attacks.

4) IOUN stones are subject to possibly having their often unique effects stopped by almost all forms of magic resistance. The reason for this is as follows: magic resistance is also a naturally radiated field drawing on the same pool of power in a very similar fashion to IOUN stones. Therefore it is possible to stop an IOUN stones effect with magic resistance. It becomes a simple matter of force against force.

5) Thus there are currently only a few spells known that will inhibit the power of an IOUN stone:

A	A Dispel Magic spell may momentarily cancel the power of an IOUN stone. The affected stone will drop to the ground and one week of attunement is needed to restore the stone. The stone is considered to be 16th level in this regard. It is also very difficult to target a drifting stone with any form of spell.
B	An Anti Magic spell will automatically cancel the power of an IOUN stone. As soon as they encounter the barrier the stone will temporarily cease to function. They will continue to orbit their owner, drawing back power that is needed. A full week of attunement is required before the stone will function again.
C	A Mordenkainen's Disjunction spell has a 25% chance to permanently destroy an IOUN stone. Any stone that survives the effect will function normally.
D	A Globe of Invulnerability will stop an IOUN stones effects from penetrating, but does not affect the stone in any other way.

6) There are not truly any cursed IOUN stones, only cleverly cursed fakeries. However some true IOUN stones may form incorrectly with minor flaws within the crystalline structure. These flaws will cause the stones to sometimes have an adverse effect on the user. They may actually be usable, but almost always with a strange or even dangerous side effect. (See notes on "Cursed" IOUN stones for details on several "Cursed IOUN stones")

7) Super-charged versions of many of these IOUN stones are known to exist, having the same shape and color, but in addition they also have multi-colored sparkles that swirl deep within their matrix. These stones only occur 5% of the time, and not all stones have a super-charged counterpart. Super charged versions of any IOUN stone will have triple the experience point value and a minimum of triple the GP cost (even more than this in some rare cases with powerful stones).

8) In many cases an IOUN stones user will roll a D10 when activating the power of a stone. The resulting number determines how many segments (casting time) are required before its effect can manifest. If used to block a spell from an attacker that is not in the line of sight, a +2 modifier is made to the die roll. Compare the casting time of the spell to the result to determine if the IOUN stone is effective. There are some IOUN stones that are listed as "Instant", these stone activate in less than one tenth of a segment. Here is a listing of the "types" of IOUN stones:

Type	Effect
I	Instant effect IOUN stones activate in 1/10th of a segment (see 1st level Magic User spell: Featherfall).
B	Boosting IOUN stones allows for the storage of additional spells, or adds additional hit points.
P	Permanent effect IOUN stone have a continual radiated field (+1 Protection etc.) for as long as the IOUN stone is in "orbit".
V	Voluntary effect IOUN stones, use the D10 roll when are activated by the user.
L	Limited use IOUN stone effects use the D10 roll and can be used "x" times per day or week, and then slowly regain their energy.
S	Single use IOUN stones almost always crumble into a fine dust after activation.
C	Charge holding IOUN stones are similar to voluntary use stones. They are also activated by the user with the D10 roll and when depleted they turn gray or crumble.
T	Temporary IOUN stones absorb damage effects from various sources before burning out.

9) Because they draw on the Positive energy link that is also linked to the owner's life-force, free floating IOUN stones will almost never work for any undead creature. Undead are still able to use the powers from any IOUN stone that has been incorporated into a magical device of some sort, but devices of this kind are extremely rare. Liches are able to use IOUN stones since their life force is still "active", albeit very well hidden; the link that they use to their essence is also a link that an IOUN stone is able to use in order to attach itself.

10) Except in very rare cases the powers gained from IOUN stones will only work as long as the stone orbits the user. This means that a spell caster who gains additional spells from an IOUN stone will lose access to those spells if the stone is removed from orbit before the spells are cast. Some magic items, especially those that incorporate IOUN dust can be fabricated to hold IOUN stones in a single location, and some of these devices also allow for the storage of extra spells.

11) IOUN stones orbit the user slowly, seemingly to drift aimlessly in random paths yet staying within 3' at all times. They are steadily absorbing the positive energy (Life Force, Kirlian Aura, Ki, etc.) that is constantly flowing from the Positive Material Plane, giving life to the user. In a symbiotic exchange they will convert a portion of this energy into the various effects that they grant to the user.

12) When a user of an IOUN stone dies naturally the stones slowly drop to the ground. When death from bleeding occurs the same effect will occur. However if the user perishes from a violent death (dropping from positive hp to -10 or below from one series of attacks) the stones will fly D3x10' from the body before they drop to the ground. Any stones that are owned by a character that has been raised from the dead or resurrected will need to be re-attuned.

13) Usually only one IOUN stone of a single type can be used at the same time by a single character, with the exception of #15-burned out stones. Multiple IOUN stones of identical color and shape will not stack with each other except in very rare cases; curiously however this does not include any of the random shape changing stones that happen to become similar to one possessed by the user. Multiple stones of the same color and shape can be attuned; however you only gain the effects of one stone. (See #450 for the only known exception to this rule)

14) It is believed by many that perhaps since IOUN stones are cared for, and nurtured by other elemental creatures during their "growth" within the Quasi-Elemental Plane of Mineral, they are possibly a form of sentient mineral life? Perhaps IOUN stones are alive and only thrive by somehow being capable of forming a symbiotic relationship with another creature.

15) IOUN stones can alter their size to accommodate any creature that employs them. This seems to be a proportional change linked to the energy required by the owning creature. When employed by a dragon the stones may swell with more energy, becoming the size of a grown mans fist; yet when used by a kobold they will be but ½" in size. For human sized users the stones will usually be approximately 1" in size.

16) Any living creature of at least semi-intelligence can benefit from the power of most IOUN stones. Some mages will even attune IOUN stones to their familiars in order to augment their powers. Over the years there are many tales of strange occurrences whenever IOUN stones are involved.

17) There are also known to be a few micro-IOUN stones (designated SMALL in the lists) that have the look and color of normal stones, but with temporary or greatly reduced duration effects. Such stone are small, being about ¼" in size. They are much sought after by those who are able to use them in the fabrication of magical items. Not all IOUN stones have a micro version, and less than four dozen have been identified.

18) Except in very rare cases it is not possible for one character to use another's IOUN stones during an adventure. Switching owners, for even a brief moment requires re-attunement.

19) Once attuned, an IOUN stone can be freely captured by its owner at any time by using a small net, or even with his bare hands. The power gained from the stone is lost when it is not in orbit, but as long as the stone is within 1' of its user at all times it will not need to be re-attuned. IOUN stones that are stored within any type of extra-dimensional device like a Bag of Holding, or Portable Hole will need to be re-attuned.

20) So far there has been no reason found for the connection between a stones shape and color. But the color and shape pairings listed here are always consistent. Crystalline structure determines the power.

21) The additional benefits / downside of owning multiple IOUN stones are as follows:

The Good:

A	Prime Material dwellers always have a Charisma of "0" when dealing with most Elementals creatures. In their eyes we are polluted conglomerates composed of all elements that have been messily thrown together. Each IOUN stone gives a +1 to the users Charisma score to a maximum of +18 when dealing with Earth Elementals.
B	Characters with multiple IOUN stones will be regarded with much more respect by others. Many adventurers never have the chance to acquire such items.
C	Each IOUN stone that is in use will reduce the attunement process of any new stones by one day to a minimum of three days.
D	Owners of 12 or more IOUN stones are able to "send" an IOUN stone to another creature by thought alone. There is an un-modifiable 50% chance that the stone will accept the new owner, becoming instantly attuned. The stone will need re-attuned if this roll fails.

The Bad:

E	Many commoners will view the owner of a cloud of IOUN stones with a mixture of superstitious fear and curiosity which could draw undue attention.
F	Some powerful individuals who see the IOUN stones will be subject to intense greed, and will have a strong desire to obtain your IOUN stones. Powerful enemies and hired thieves are always a threat.
G	It is very difficult, if not impossible, to use some abilities when IOUN stones are in use (i.e. hide in shadows, or simply moving in the dark).
H	Creatures from the Elemental Plane of Earth can sense these stones, and some of the more intelligent may attempt to retrieve them for their liege, CRYSTALLE.

22) The self proclaimed Lord of the Plane of Mineral, a great Elemental named CRYSTALLE derives most of his powers from an immense assortment of IOUN stones, many of which have incredible abilities that have never been catalogued. Rarely is this Lord ever seen with fewer than 100 of these fabulous gems. It is rumored that CRYSTALLE has hundreds of secret places where he has his minions cultivating the geodes that contain the IOUN stones. Some of these have been subjected to millennia of immersions into the Positive Material Plane; what incredible powers IOUN stones from these geodes would contain can only be imagined. (See creature section for complete details on Crystalle)

23) When they are discovered it is usually quite easy for adventurers to identify IOUN stones, even when they are mixed in with several dozen cut gemstones. The scintillating colors that they give off are truly breathtaking, almost moving as if they had a living pulse. When touched they feel slightly warm, giving off an almost electric tingle that is quite pleasant; a soothing sensation that flows like sentient water into any living creature. The feeling is almost like finding a lost companion, the first blush of...youth. It is an addictive touch that is slightly different for every single IOUN stone. It is suggested that it is this sensation that very often triggers such powerful lust for the stones in some characters.

24) IOUN stones form in large geode like structures that are found along the border line between the Positive Material Plane and the Elemental Plane of Earth. In this dangerous border zone full of rampant energies a prospecting character will have the greatest luck in locating these incredible formations. The geodes are large, usually a foot across, with some reaching truly massive proportions of over a yard across.

They appear as large rather unattractive conglomerates of dense crystal of little or no intrinsic value. But nestled within them; enmeshed in a fine crystalline web and surrounded by a super fine sand like substance are the IOUN stones, usually from 3-12 stones per geode. Their shapes and colors are absolutely dazzling when revealed, pulsing with energy like no other. And each individual IOUN stone within a geode will have different powers, as each shape and color absorbs a different pattern of Positive energy.

How these geodes are formed, and what exactly is the trigger that imbues the IOUN stones within is completely a mystery. Several theories exist but Siljameer Varooste had a theory that is the most common. He proposes that occasionally, small groups of valuable crystalline gemstones become encased within a globule of Proto-Elemental Earth material. Compressed over time by the immense pressures of the Elemental Plane of Earth the geode is slowly formed.

During the formation process the geode is also subjected to immersion within the frequent pulsating waves of energy that occurs along the Positive Material Planer border. The energy passes through the outer shell and becomes trapped within the crystals inside the thick shell. During the process the stones gain a natural repulsion field, and also lose much of their physical weight, replacing it with pure energy that is held in flux.

Millions of geodes fail to survive the many trips into the positive Material Plane; rupturing and spewing the unformed stones into the energetic nothingness. Those geodes that manage to withstand the rigors are pushed back into the Elemental Plane of Earth where they are almost always recovered by the denizens of that place. But occasionally a geode escapes their attentions. There are surely occasions when the geodes will spend a short time (perhaps a few hundred to a thousand years) lodged within or near one of the other Quasi-Elemental Planes (Lightning / Steam / Radiance / Vacuum / Salt / Ash / Dust). Because of this exposure they absorb different frequencies of energy, thus picking up powers associated with those dangerous places.

Almost all of the few IOUN stones that are found on the Prime Material Planes are from such lost geodes that have been recovered by adventuring groups. But such missions are not without risk, since the harvesting of IOUN stone geodes is full of dangers; both from the natural forces of the Planes involved and from those who dwell within them. The inhabitants of the Elemental Plane of Earth will not react kindly to any removal of large numbers IOUN stones without massive compensation. There are even reports of immense SHARD warriors being sent to the Prime Material Planes to recover "stolen" IOUN stones.

25) The opening of any IOUN geode is a very risky business. The positive energies confined within can be quite lethal when the outer shell is broken, inflicting 6D12+8 damage to any unprotected individuals within 30', so remember to use extreme precautions when opening an IOUN geode. Their centuries of immersion in the Positive Material Plane have infused the interior matrix with incredible amounts of raw energy that will be released as soon as the shell is breached. Without proper preparation and protections a player could be seriously injured, or even killed by the released forces.

26) There are other things found within these geodes that are discussed more fully in another volume of Magic Items related to this work, most notably the strange IOUN Wands of Majkoor Kethra.

27) IOUN sand is discovered almost every time when an IOUN geode is found intact and unbroken. The stones within are always surrounded by this heavy, glittering material. Occasionally it will naturally form itself into small vortices into which IOUN stones can be placed. Even by itself, IOUN sand has a definite value, with a small bag fetching up to 1000GP.

Some high level magic users have the ability to shape this sand into fantastic items: robes, cloaks, helms, bracers, gauntlets, wands, and staffs, can be created. There is even a rumor that ages ago complete suit of armor was crafted from the dust, which would form a matrix that would allow for almost a dozen small stones to be inserted; if this is true it could well be among the most valuable magic items ever crafted.

However, such items are quite rare and very powerful. The dust is most commonly found in such items as an IOUN Halo, IOUN Ring, and the many known variations of IOUN bracers pendants and torq's. As part of these items stones actually function to double an IOUN stones effects whenever the stone is placed within its matrix. Once placed, an IOUN stone will always remain inside the "dust" until removed.

Ultra-powerful mages have succeeded in manufacturing items from multiple IOUN stones: the Arackle of Siljameer Varooste and the four smaller Arackles of Tohur-Zoic are only the most renowned of such achievements. Moorchlyne himself is rumored to have made a staff with two powerful IOUN stones as part of its matrix and the fighter/mage known as Hasq-Demmrn supposedly had a pendant containing four small violet hued IOUN stones that swirled within a cloud of Cobalt Blue IOUN sand.

How to use these tables:

Roll a D6 for the table number, and then roll D100 to determine which IOUN stone is found, or simply choose the one required.

D6	Table:
1	Table #1 - IOUN stones #001-#100
2	Table #2 - IOUN stones #101-#200
3	Table #3 - IOUN stones #201-#300
4	Table #4 - IOUN stones #301-#400
5	Table #5 - IOUN stones #401-#500
6	Table #6 - IOUN stones #501-#600

Each D100 table is presented in two formats, Quick and Detailed. Quick lists the stone and type for quick reference while Detailed presents all the IOUN Stone's information that is needed.

Sometimes even the lowest of creatures will have the ability to understand the power within IOUN stones...often with unexpected or quite dangerous results.



Drawing by Zachery Hargenrader



Dym watched in amazement as the IOUN stones power knitted her flesh back together, the glow of its energy pulsing through the wounds...

Drawing by Hunter Reid

Table #1 - IOUN stones #1-#100 – Quick

D100	IOUN Stone	D100	IOUN Stone
1	PALE BLUE RHOMBOID (P)	51	MOTTLED YELLOW & WHITE CUBE (V/L)
2	SCARLET & BLUE SPHERE (P)	52	CLEAR TEARDROP (V/L)
3	INCANDESCENT BLUE SPHERE (P)	53	DARK GREEN ELLIPSOID (V/L)
4	DEEP RED SPHERE (P)	54	PALE GREEN LOZENGE (V/L)
5	PINK RHOMBOID (P)	55	DULL ORANGE RHOMBOID (V/L)
6	PINK & GREEN SPHERE (P)	56	EMERALD ELLIPSOID (B)
7	PALE GREEN PRISM (P)	57	MARbled BLUE & WHITE SPHERE (P)
8	CLEAR SPINDLE (P)	58	OCHRE SPINDLE (P)
9	INCANDESCENT SPINDLE (P)	59	PALE AUQUAMARINE PRISM (P)
10	PEARLY WHITE SPINDLE (P)	60	PALE TURQUOISE STAR (P)
11	PALE LAVENDER ELLIPSOID (T)	61	PEARL BROWN RHOMBOID (V/L)
12	LAVENDER & GREEN ELLIPSOID (T)	62	BRILLIANT GREEN CYLINDER (V/L)
13	VIBRANT PURPLE PRISM (B)	63	RED PRISM (V/L)
14	DUSTY ROSE PRISM (P)	64	SKY BLUE SPHERE (V/L)
15	DULL GRAY (ANY SHAPE) (B)	65	RAINBOW STAR (V/L)
16	DARK BLUE RHOMBOID (P)	66	BLACK RHOMBOID (I)
17	ORANGE PRISM (P)	67	PALE BLUE LOZENGE (P)
18	BLUE & GREEN SPINDLE (V/L)	68	PINK LOZENGE (V/L)
19	BRASS LOZENGE (B)	69	DEEP BLUE FACETED EGG (P)
20	BRIGHT SILVER CYLINDER (V/L)	70	PALE GREEN RECTANGLE (V/L)
21	BRIGHT WHITE RECTANGLE (P)	71	BLUE FACETED RECTANGLE (V/L)
22	BROWN RHOMBOID (V/L)	72	SLATE BLUE PRISM (P)
23	CERULEAN BLUE RHOMBOID (V/L)	73	GOLD RHOMBOID (I)
24	CLEAR PINK SPHERE (T)	74	GLOWING ROSE PRISM (P)
25	CLEAR PRISM (B)	75	PURPLE FACETED CONE (P)
26	CLEAR SPHERE (P)	76	CLEAR FACETED LENS (P/I)
27	COPPER RECTANGLE (P)	77	GREEN & SILVER CUBE (V/L)
28	DEEP BLACK SPHERE (P)	78	WHITE & PINK SPHERE (V/L)
29	DEEP PURPLE PRISM (P)	79	BLACK TWISTED HEXAGONAL ROD (V/L)
30	FLICKERING SNOWFLAKE (P)	80	YELLOW TWISTED HEXAGONAL ROD (T)
31	GOLD ELLIPSOID (V/L)	81	STEEL LOZENGE (P)
32	GREEN SPHERE (P)	82	BLUE & GREEN CUBE (V/L)
33	LIGHT BLUE PRISM (P)	83	PURPLE & WHITE FACETED CONE (V/L)
34	MAROON STAR (V/L)	84	LIME GREEN PRISM (P)
35	BLUE CUBE (P)	85	BRIGHT WHITE LOZENGE (V/L)
36	PALE YELLOW LOZENGE (V/L)	86	BLACK LOZENGE (V/L)
37	PUCE CUBE (V/L)	87	BLUE DODECAHEDRON (V/L)
38	PULSING RED STAR (P)	88	YELLOW ELLIPSOID (P)
39	RAINBOW ELLIPSOID (V/L)	89	BLUE ELLIPSOID (B/I)
40	RAINBOW SPINDLE (V/L)	90	BRIGHT GREEN SPINDLE (V/L)
41	BRIGHT SILVER ROD (P)	91	DEEP PURPLE TETRAGONAL (V/L)
42	BRIGHT SILVER SPHERE (V/L)	92	RED TWISTED HEXAGONAL ROD (P)
43	SILVERY MIRRORRED CUBE (P)	93	PEARL PRISM (V/L)
44	SOFT BLACK RECTANGLE (T)	94	BLUE TWISTED HEXAGONAL ROD (V/I/L)
45	YELLOW SPHERE (V/L)	95	RED MULTI-FACETED CYLINDER (V/L)
46	GREEN STAR (P)	96	BLACK SPINDLE (V/L)
47	BRIGHT BLUE LOZENGE (P)	97	RED FACETED PYRAMID (V/L)
48	DAZZLING WHITE STAR (V/L)	98	BRIGHT ROSE PRISM (P)
49	PULSING WHITE RHOMBOID (L)	99	BALIANS YELLOW SPINDLE (B/P)
50	AMBER & RED SPINDLE (P)	100	PEARL SPHERE (T)

Table #1 - IOUN stones #1-#100 - Detailed

D100	IOUN Stone	Effect: Version 1	Effect: Version 2
1	PALE BLUE RHOMBOID (P)	Using this IOUN stone adds +1 to a characters Strength, and has the power to raise scores above racial maximums. Such an IOUN stone is very powerful, and can raise the ability score to 18. There are known to be super-charged versions of this stone that are able to take the Strength to 20.	Using this IOUN stone adds +1 to Strength, and will even raise scores above racial maximums. This IOUN stone is very powerful, and will even take strength one full point above 18, or higher. There are known to be super-charged versions of this stone that add two points to this ability, but only to a maximum Strength score of 18.
2	SCARLET & BLUE SPHERE (P)	Using this IOUN stone adds +1 to a characters Intelligence, and has the power to raise scores above racial maximums. Such an IOUN stone is very powerful, and can raise the ability score to 18. There are known to be super-charged versions of this stone that are able to take the Intelligence to 20.	Using this IOUN stone adds +1 to Intelligence, and will even raise scores above racial maximums. This IOUN stone is very powerful, and will even take Intelligence one full point above 18, or higher. There are known to be super-charged versions of this stone that add two points to this ability, but only to a maximum Intelligence score of 18.
3	INCANDESCENT BLUE SPHERE (P)	Using this IOUN stone adds +1 to a characters Wisdom, and has the power to raise scores above racial maximums. Such an IOUN stone is very powerful, and can raise the ability score to 18. There are known to be super-charged versions of this stone that are able to take the Wisdom to 20.	Using this IOUN stone adds +1 to Wisdom, and will even raise scores above racial maximums. This IOUN stone is very powerful, and will even take Wisdom one full point above 18, or higher. There are known to be super-charged versions of this stone that add two points to this ability, but only to a maximum Wisdom score of 18.
4	DEEP RED SPHERE (P)	Using this IOUN stone adds +1 to a characters Dexterity, and has the power to raise scores above racial maximums. Such an IOUN stone is very powerful, and can raise the ability score to 18. There are known to be super-charged versions of this stone that are able to take the Dexterity to 20.	Using this IOUN stone adds +1 to Dexterity, and will even raise scores above racial maximums. This IOUN stone is very powerful, and will even take Dexterity one full point above 18, or higher. There are known to be super-charged versions of this stone that add two points to this ability, but only to a maximum Dexterity score of 18.
5	PINK RHOMBOID (P)	Using this IOUN stone adds +1 to a characters Constitution, and has the power to raise scores above racial maximums. Such an IOUN stone is very powerful, and can raise the ability score to 18. There are known to be super-charged versions of this stone that are able to take the Constitution to 20.	Using this IOUN stone adds +1 to Constitution, and will even raise scores above racial maximums. This IOUN stone is very powerful, and will even take Constitution one full point above 18, or higher. There are known to be super-charged versions of this stone that add two points to this ability, but only to a maximum Constitution score of 18. Users of this stone will also gain any retroactive hit point bonus for levels with this stone as long as it is in use.
6	PINK & GREEN SPHERE (P)	Using this IOUN stone adds +1 to a characters Charisma, and has the power to raise scores above racial maximums. Such an IOUN stone is very powerful, and can raise the ability score to 18. There are known to be super-charged versions of this stone that are able to take the Charisma to 20.	Using this IOUN stone adds +1 to Charisma, and will even raise scores above racial maximums. This IOUN stone is very powerful, and will even take strength one full point above 18, or higher. There are known to be super-charged versions of this stone that add two points to this ability, but only to a maximum Charisma score of 18.

7	PALE GREEN PRISM (P)	One of the most coveted, and perhaps most powerful of all IOUN stones; this gem adds +1 entire level of experience (the user gains sufficient experience points to take him one point above the next level). The user will gain full hit points and benefits for the level gained. This stone is very powerful and can easily be used to take characters above racial maximums. There are known to be super-charged versions of this stone that add two levels, but only one of these stones can ever be in use by a single character at a time. (See #588 for a version that is of benefit to multi-classed characters)	<p>Optional rules:</p> <p>A- For multi-classed characters they have the power to raise the class level that requires the most experience.</p> <p>B- For the super-charged version they have the power to raise all of the characters classes by one level. (This even applies to characters with three classes)</p> <p>C- For a character with two classes they will boost the current class by one level.</p>												
8	CLEAR SPINDLE (P)	Use of this IOUN stone sustains the user without food and water. Users who rely completely on this stone to survive for long periods of time (one month or longer) will become thin, slowly losing muscle mass. So it is recommended that this stone be used sparingly, or only in emergencies.													
9	INCANDESCENT SPINDLE (P)	This stone will sustain the user without air. This allows the user to survive in a vacuum, under water, or even in a hostile environment of gas. This stone will not protect a character completely from caustic effects of a Green Dragons breath weapon, but it will reduce the damage by half, thus a successful save takes ¼ damage.													
10	PEARLY WHITE SPINDLE (P)	Use of this powerful IOUN stone allows the user to regenerate 1 hit point per turn, up to a maximum of 100 hit points per day. The stone must be in use at the time damage is taken for it to perform this function. (In my campaign any device that regenerates a character can only replace as many hit points as he starts with, per day. Thus a character with a maximum of 35 hit points can only regenerate 35 hit points per day). There are super-charged stones which regenerate 2 hit points per turn, but they are quite rare, and they also follow the same guidelines. (See IOUN stones #430 and #596 for similar stones)	<p>Regeneration times of this stone and any other regenerative magic (slightly modified from basic source material- Dragon Magazine # 263 page 23):</p> <p>Beyond the ability to restore hit point damage, this powerful IOUN stone can over time completely regenerate missing body parts, and only as long as the stone was in use at the time of the parts removal, using the following table:</p> <table border="1" data-bbox="1049 1066 1463 1255"> <tr> <td>Finger or Toe</td> <td>30 minutes</td> </tr> <tr> <td>Hand or Foot</td> <td>1 Hour</td> </tr> <tr> <td>Forearm or Lower leg</td> <td>2 Hours</td> </tr> <tr> <td>Complete Arm</td> <td>4 Hours</td> </tr> <tr> <td>Complete Leg</td> <td>8 Hours</td> </tr> <tr> <td>Massive torso damage</td> <td>1 Week</td> </tr> </table> <p>****Note that in all cases the removal of the users head will always result in death, as the IOUN stones connection will be instantly cut as soon as the character's head is removed.</p>	Finger or Toe	30 minutes	Hand or Foot	1 Hour	Forearm or Lower leg	2 Hours	Complete Arm	4 Hours	Complete Leg	8 Hours	Massive torso damage	1 Week
Finger or Toe	30 minutes														
Hand or Foot	1 Hour														
Forearm or Lower leg	2 Hours														
Complete Arm	4 Hours														
Complete Leg	8 Hours														
Massive torso damage	1 Week														
11	PALE LAVENDER ELLIPSOID (T)	This powerful IOUN stone will absorb Magic Spells up to 4th level, protecting the user of the stone from any harmful effects. Thus an area affect spell will only be stopped completely if the user is the primary target of such an attack (only the stones user is protected from such spells). After absorbing 10-40 (10D4) spell levels it will burn out, turning dull gray. Roll for the remaining level of protection upon obtaining this stone. (See #15 for details on burned out IOUN stones)													
12	LAVENDER & GREEN ELLIPSOID (T)	This stone will absorb Magic Spells of 5th through 8th level protecting the user of the stone from any harmful effects. Thus an area affect spell will only be stopped completely if the user is the primary target of such an attack (only the stones user is protected from such spells). After absorbing 20-80 (20D4) spell levels it will burn out, turning dull gray. Roll for the remaining level of protection upon obtaining this stone. (See #15 for details on burned out IOUN stones)													
13	VIBRANT PURPLE PRISM (B)	This stone allows spell casters to store 2-12 (2D6) additional spell levels. These stored spells can only be accessed and used by the appropriate class of spell caster who stored the spells. Occasionally these IOUN stones are found with spells already stored. The extremely rare super-charged version of this stone will store 3-18 (3D6) levels of spells.													

14	DUSTY ROSE PRISM (P)	This IOUN stone gives the user a +1 bonus to AC and a +1 on any personal saving throw. This stone will not add to the saving throws of any items held or carried by the user. There are rumored to be super-charged versions of this stone that grant a +2 bonus to AC and personal saving throws, but they are quite rare and jealously guarded by their owners.
15	DULL GRAY (ANY SHAPE) (B)	These are burned out, depleted stones. They have no power, but to a Psionic character they will add +10 to Psionic strength (50 points maximum can be gained from multiple stones). It is rumored that the powers of "dead" IOUN stones can possibly be restored by certain creatures that live deep within the Elemental Plane of Mineral; beings accustomed to the dangers along its border with the Positive Material Plane. (See stone #245 for a related IOUN stone)
16	DARK BLUE RHOMBOID (P)	The "Watcher" Grants alertness to the user giving a +2 bonus to any required initiative or surprise rolls needed by the user. The user of this IOUN stone also has a 5' radius detection field that will completely negate surprise back attack bonuses, including enemies made invisible by any magical means; as such opponents will become visible as soon as they enter the zone of protection.
17	ORANGE PRISM (P)	Spell casters using this IOUN stone will cast spells at +1 level of power. This does not in any way affect the number of spells they are able to memorize; it will only increase the strength, area of effect, or duration of their spells, based on level. (See # 194 for a similar, but more powerful stone)
18	BLUE & GREEN SPINDLE (V/L)	This stone gives the user the Airy Water ability, as the spell, once per day for 3D4+3 rounds. This effect covers a 5' radius that surrounds and moves with the user. Other characters within the area can also benefit from this stones power when it is activated.
19	BRASS LOZENGE (B)	This highly prized IOUN stone will add 2D4+2 temporary hit points to the user's total. These additional hit points will always be used before the owner of the stone loses any of his normal hit points. The stone recharges its energy in 24 hours, always regaining a random number of hit points, so the user will reroll each day for the new amount. Super-charged versions of this stone are known to exist, but are extremely rare; they add 4D4+4 hit points to the user's total.
20	BRIGHT SILVER CYLINDER (V/L)	The user of this IOUN stone along with 200 lbs of possessions can enter and travel within the border Ethereal Plane for up to one hour (2D3 turns). The user is still visible to creatures in the Prime Material Plane as a ghost-like form, and is subject to very limited forms of attack. This powerful stone will function once per week, and the user can end the effects at will. The user is also subject to any dangers from the Ethereal Plane while using this stones power.
21	BRIGHT WHITE RECTANGLE (P)	Those who use this IOUN stone will gain a +1 save versus acid attacks (gas or liquid, including magical acid attacks, and Dragon breath weapon attacks). Damage received is reduced by 1 point per die (a minimum of 1 point of damage per die will be taken). (See #218 for a related stone)
22	BROWN RHOMBOID (V/L)	The user of this IOUN stone along with 200 lbs of possessions can go gaseous as per the potion (See item description DMG page 126 for complete details), for 3D3+3 rounds. This type of stone will function once per week and the user can end the effects at will.
23	CERULEAN BLUE RHOMBOID (V/L)	The user of this IOUN stone receives the same benefits as a Ring of Free Action (See item description DMG page 130 for complete details). The effects last for the duration of 2D3+2 rounds and is usable once per week.
24	CLEAR PINK SPHERE (T)	This IOUN stone is highly prized by Elves, and Half-Orcs, for this stone will act as a temporary storage device for their spirit if they are killed, allowing for a Raise Dead spell to bring them back from -10 hit points and beyond. Stones of this type usually have only 2D4 charges before burning out. The user will still suffer a loss of one point of Constitution when using this stone as per normal Raise Dead spell.
25	CLEAR PRISM (B)	Another highly prized IOUN stone, it can be used to store 2D3 levels of spells. These stored spells can only be of 1st -2nd level, and no more than one of each spell can be stored. If the owner of the stone is not a spell caster he is able to have either Cleric or Magic User spells cast directly into the IOUN stone by another character. These spells can then be released from the IOUN stone by the user, regardless of his class. These spells are released from the stone either at the level of the character that is attuned to this stone, or at the level of the caster, whichever is lower. (I.e. a 9th level Magic Missile cast into a stone owned by a third level fighter will have but two missiles instead of five) There are rumors of very rare super-charged versions of this IOUN stone that can hold 3rd-4th level spells.
26	CLEAR SPHERE (P)	This stone will give its user a 5% Magic Resistance versus spells and the effects of spell like devices. There are examples known of a rare super-charged version, which has multi-colored sparkles deep within its matrix, that grants 10% Magic Resistance. Only one stone of each type can be in use by a single character at any one time (15% magic resistance maximum).
27	COPPER RECTANGLE (P)	The user of this IOUN stone gains the Read Magic ability, allowing for identification of scrolls, etc. However it does not give them the ability to cast spells, nor does it grant immunity from any damaging effects from cursed scrolls.

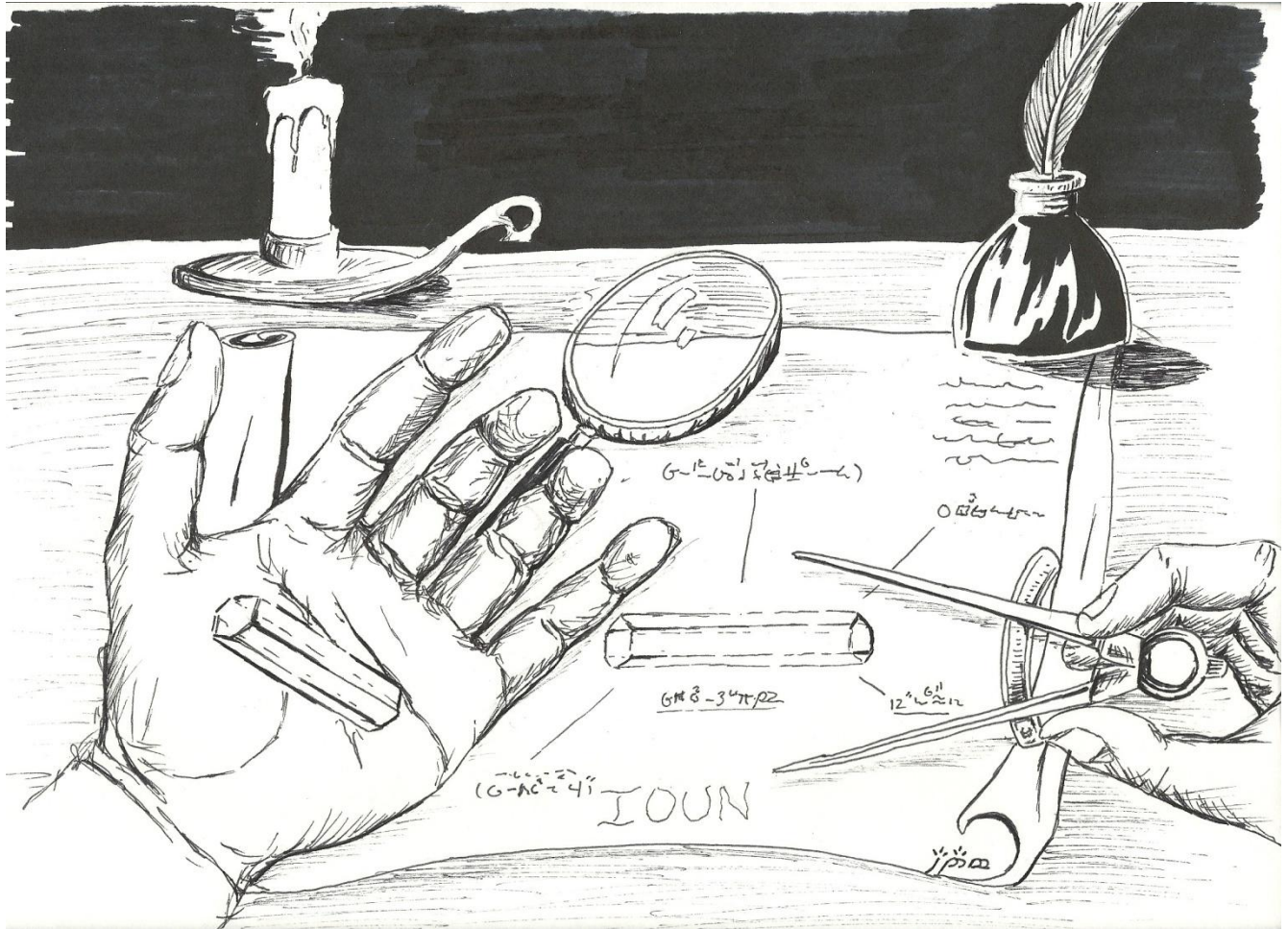
28	DEEP BLACK SPHERE (P)	This IOUN stone allows the user to see normally within an area affected by any form of magical darkness. Vision granted by this stone is only half the normal distance and only in varying shades of gray.
29	DEEP PURPLE PRISM (P)	This IOUN stone grants the power of infravision to its user. It doubles the range of this ability for those who already possess it.
30	FLICKERING SNOWFLAKE (P)	This IOUN stones user gains a +1 save versus any cold based attacks, reducing all damage by 1 point per die of damage. (A minimum of 1 point of damage per die will be taken). This includes Dragon Breath weapons. (See #219 for a related stone)
31	GOLD ELLIPSOID (V/L)	Users of this type of IOUN stone gain the ability to enter and move within the Astral Plane for up to 1 hour (2D3 rounds). This stone will function once per week, and the user can end the effects at will. The user is subject to any dangers from the Astral Plane while using this stones power.
32	GREEN SPHERE (P)	Users of this IOUN stone gain a +1 save versus all gas based attacks, reducing all damage by 1 point per die of damage. (A minimum of 1 point of damage per die will be taken). This includes Dragon Breath weapons. (See #217 for a related stone)
33	LIGHT BLUE PRISM (P)	“The Translator” (The crystal Babel-fish) Employing the power of this IOUN stone allows the user to partially comprehend any spoken language that he hears (50% chance). Those he speaks with also have a 50% chance to understand the user, and with but a little work the user will be able to speak the new language fluently after 1 full hour of continuous conversation. These languages are then retained as new languages, as long as the stone is in use.
34	MAROON STAR (V/L)	When activated, the user of this IOUN stone cannot be struck by normal, non-magical, hand held, edged weapons. The effects will also stop any “natural attacks”, such as claws or bites from creatures with less than 6 hit dice, but is not able to stop damage from any form of missile weapon. This stone is usable once per week, with the effect lasting 2D4+2 rounds. The super-charged version of this stone works against creatures up to 9 hit dice. (See IOUN stone #70 for a more powerful form of this stone)
35	BLUE CUBE (P)	The user of this IOUN stone makes saving throws at +1 versus any “mind based” attacks, including Command, Charm, and Illusions. It also grants a +2 on any saves allowed versus Insanity checks. (See #292 for a more powerful IOUN stone of this type)
36	PALE YELLOW LOZENGE (V/L)	Once per day the user of this IOUN stone is able to walk on water (or similar non-corrosive liquids) for 2D4+2 rounds. Super-charged versions work for 1 full turn + 2D3 additional rounds.
37	PUCE CUBE (V/L)	Anyone using this IOUN stone has the ESP ability as the spell with a 60’ range for 1D3 rounds. The user is able to scan the surface thoughts of one creature per round, and can perform no other actions while the stone is in use. The creature scanned must be within line of sight for the stones power to work. This stone is usable once per day.
38	PULSING RED STAR (P)	Users of this IOUN stone gain a +1 save versus fire based attacks, reducing damage by 1 point per die of damage. (A minimum of 1 point of damage per die will be taken). This includes Dragon Breath weapons. (See #216 for a related stone)
39	RAINBOW ELLIPSOID (V/L)	This IOUN stones user can use levitate as per the spell cast by a 6th level caster, once per day, for 2D4+2 rounds. Super-charged versions last for 1 full turn + 2D3 additional rounds.
40	RAINBOW SPINDLE (V/L)	Users of this IOUN stone can use its energy to Polymorph-Self as per the spell, once per week for one turn (10 minutes). However, when using this stone the type of creature that is Polymorphed into must be familiar to the user and must be of the same general size and mass of the user. It allows for 1D3 form changes before the user must return to his natural form. As per the polymorph spell when the user returns to his normal form at the end of the duration he will regain 1D12 hit points.
41	BRIGHT SILVER ROD (P)	Users of this IOUN stone have +1 save versus electric based attacks, reducing damage by 1 point per die of damage. (A minimum of 1 point of damage per die will be taken). This includes Dragon Breath weapons. (See #219 for a related stone)
42	BRIGHT SILVER SPHERE (V/L)	The user of the “sending” IOUN stone can mentally send a message to any person he knows as long as both are on the same Plane of Existence. Only one way communication is granted via this stone. The duration of the contact is 1D3 rounds, and it is usable once per week. The super-charged version of this stone allows two-way communication.
43	SILVERY MIRRORED CUBE (P)	The user of this IOUN stone gains a +1 save versus petrification attacks; either by touch or gaze. As a bonus, this stone can create reflective air that has a 20% chance to reflect any gaze attacks back on the “caster”. (See stone #248 for a similar but more powerful version of this stone)

44	SOFT BLACK RECTANGLE (T)	This IOUN stone has 2D4+2 charges which can each nullify an energy drain (level loss) attack suffered by the user. Any successful attack by a Vampire or Spectre would drain two charges. After the last charge is used the stone will function thereafter as the 4th level Cleric spell: Negative Plane Protection Spell once per week. This IOUN stone does not turn gray when completely used, if it is exposed to the Positive Material Plane for 1 turn it will once again have 2D4+2 charges of protection.
45	YELLOW SPHERE (V/L)	On command this IOUN stone will cast a Light as per the spell in a 5' radius centered on the user. The light will last for 2D4+2 rounds, and is useable once per day.
46	GREEN STAR (P)	Users of this IOUN stone gain a +1 save versus all poisons (gas, ingested, or injected). Super-charged versions have been discovered that grant a +2 bonus.
47	BRIGHT BLUE LOZENGE (P)	The user of this IOUN stone gains a +2 save versus any paralysis based attack (gas, ingested, injected or by spell). It will also protect at a +2 against paralysis from creature attack (Carrion Crawler, Gelatinous Cube, Ghoul, Ghast, and Agarat). Even on a failed save the stone still partially functions, reducing the duration of the paralysis effect by 50%.
48	DAZZLING WHITE STAR (V/L)	This IOUN stone is able to create a Protection versus Evil, as per the spell, around the user only. It is usable once per day, with the effects lasting 2D3 rounds. Super-charged versions will produce the protection effect in a 5' radius centered on the user.
49	PULSING WHITE RHOMBOID (L)	This IOUN stone allows the user to Turn Undead as a Cleric of ½ their level (thus a 6th level character could turn undead as a 3rd level Cleric). A holy item is still required for any turning attempt, and if this IOUN stone is used by a Cleric or Paladin, they will be able to Turn Undead at +1 level of experience. Non clerics do not gain the power to disrupt any form of undead. This stone is usable once per week, for one turning attempt only.
50	AMBER & RED SPINDLE (P)	This powerful IOUN stone gives a +1 bonus on any saving throw required by any magical items carried by the user. This stone will not add its protection to this or any other IOUN stones.
51	MOTTLED YELLOW & WHITE CUBE (V/L)	This IOUN stone gives the user Protection versus Earth Elementals for 2D3 rounds. The stone is usable once per week functioning as the scroll: Protection from Elementals, and includes all creatures from the Quasi, and Para Elemental planes associated with the Elemental Plane of Earth. Super-charged versions of this stone will work against creatures from all four major elemental Planes (Air, Earth, Fire, and Water), along with the Quasi and Para Planes associated with them.
52	CLEAR TEARDROP (V/L)	This IOUN stone gives its user the power to sense undead within 60' once per day, but only when activated. The stone creates mental flashes with a brilliant white light for three seconds, in the mind of its user, when any form of Undead is within the area of detection. Only the user of the stone can see this warning flash; the brighter the "flash" the more powerful the undead creature.
53	DARK GREEN ELLIPSOID (V/L)	The "Luck Stone" This IOUN stone gives the user a second chance on a failed saving throw, failed ability check, failed to hit roll, even a horrible damage roll once per week. It can also be used to give a single magical item being carried by the user a re-roll on a failed saving throw. The super-charged version of this stone can be used to influence an attackers die rolls in these same areas. This IOUN stone has a 50% chance to crumble after its first use, modified by +10% for each additional usage.
54	PALE GREEN LOZENGE (V/L)	Users of this IOUN stone have the Non-Detection ability as per the 3rd level spell, for 2D3+2 rounds duration, once per day.
55	DULL ORANGE RHOMBOID (V/L)	This IOUN stone functions as a 360 degree Shield spell for its owner. It can be activated once per day for 2D3+2 rounds
56	EMERALD ELLIPSOID (B)	This powerful stone adds 5 additional Hit Points to the users' total. But these new hit points are always removed last, and can only be reduced by a melee attack (not spells, breath weapon, or missile attack). There is a super-charged version of this stone which has multi-colored sparkles deep within its matrix, which adds 10 hit points with similar conditions. One regular and one super-charged version of this stone can be used simultaneously.
57	MARbled BLUE & WHITE SPHERE (P)	"The Guardian" This is one of the most powerful of IOUN stones. Its sole function is to protect any other IOUN stones that the user has active. It gives them a +2 on their saving throws, an AC of -6, and 20 Hit Points. Opponents attempting to grasp any stones by any means have a 50% chance of failure (user can still grab them normally). It also alters the look, but not the powers, of all other stones in orbit to mask their powers, constantly swapping their color and shape. If subjected to an attack form, this IOUN stone is always checked first; if it survives then it grants its protection to any other stones. The user of this IOUN stone can easily tell his stones apart.
58	OCHRE SPINDLE (P)	The user of this IOUN stone has 360 degree vision, making it almost impossible to be surprised from the rear, or assassinated. This stone does not allow the user to see invisible opponents. (Crystal eye from Dragon Magazine #267 page 71)

59	PALE AUQUAMARINE PRISM (P)	This IOUN stone grants the user a +2 on any save versus fear, whether from a device, magical spell or radiated by any creature including the fear radiated by Dragons.						
60	PALE TURQUOISE STAR (P)	Users of this IOUN stone gain a +2 (or alternatively 20%) bonus to a single required skill or ability based check per week. Thieves or Assassins using this stone gain an additional 5% bonus to a single skill check per week.						
61	PEARL BROWN RHOMBOID (V/L)	Users of these IOUN stones gain a 10% bonus to any Bend Bars / Lift Gates attempt, usable twice per week. A super-charged version exists with multi-colored sparkles deep within its matrix, which adds a 20% bonus.						
62	BRILLIANT GREEN CYLINDER (V/L)	This IOUN stones user can move as if wearing Boots of Speed for 2D4 +2 rounds once per day. The super-charged version also grants the user an extra attack per round as per the Potion of Speed.						
63	RED PRISM (V/L)	This IOUN stone lowers the users' encumbrance by 50% allowing him to carry twice as much as normal.						
64	SKY BLUE SPHERE (V/L)	The user of this IOUN stone can fly as per the spell, once per day 2D4+2 rounds duration. The super-charged version will have a duration of 1 full turn + 2D3 additional rounds. (See #427 for a more powerful version of this stone.						
65	RAINBOW STAR (V/L)	Users of this IOUN stone can use Camouflage as per Robe of Blending, for one turn per day. Unlike the robe however, only very slow movement (less than 30' per round) is allowed while in hiding. If the user performs a melee or spell attack while using this stone he may be subjected to attack at a -4 penalty during the next round only.						
66	BLACK RHOMBOID (I)	This IOUN stones user can choose to completely ignore damage from a successful hit of one weapon or physical attack per day (as per Stone skin). This IOUN stone will also block any possible special weapon abilities (i.e. Vorpal, Wounding, or Sharpness) for that single attack. This is an instant IOUN stone, and works with a mere thought.						
67	PALE BLUE LOZENGE (P)	Stone of "Nimbleness" Use of this IOUN stone allows the user, even one that is armored, a 30% chance to Climb Walls as a thief. The stone also adds a +2 bonus to Dexterity for any required skill checks while in use. Thieves using this stone gain a 10% bonus to their climb walls ability.						
68	PINK LOZENGE (V/L)	A repulsion field keeps any creatures of less than 1 Hit Die from touching this IOUN stones user with any form of melee attack. This stone can be used once per day for 2D3+2 rounds. Creatures caught within the field must immediately move away, those outside cannot enter the protected zone, but they can strike the protected user with missile weapon attacks.						
69	DEEP BLUE FACETED EGG (P)	The user of this IOUN stone can augment any of their offensive spells, adding 1 additional point to each damage die that is rolled. (Minimum of 2 points of damage per die rolled). This does not include spell-like device attacks made by the user. Nor will it affect spells cast from scrolls unless the scrolls were penned by the user while using this IOUN stone.						
70	PALE GREEN RECTANGLE (V/L)	Weapon Immunity Upon activating this IOUN stone the user is immune to attacks from most hand held weapons, or natural attacks for 2D4+2 rounds in duration. This stone will not provide protection against spells of any kind. It is usable once per week, and each time it can vary in its power, roll % dice and consult the following table: <table border="1" data-bbox="544 1369 1534 1495"> <tr> <td>01-75</td> <td>User can only be struck by +1 magical weapons or by creatures with 4 or more hit dice.</td> </tr> <tr> <td>76-94</td> <td>User can only be struck by +2 magical weapons or by creatures with 6 or more hit dice.</td> </tr> <tr> <td>95-100</td> <td>User can only be struck by +3 magical weapons or by creatures with 8 or more hit dice.</td> </tr> </table>	01-75	User can only be struck by +1 magical weapons or by creatures with 4 or more hit dice.	76-94	User can only be struck by +2 magical weapons or by creatures with 6 or more hit dice.	95-100	User can only be struck by +3 magical weapons or by creatures with 8 or more hit dice.
01-75	User can only be struck by +1 magical weapons or by creatures with 4 or more hit dice.							
76-94	User can only be struck by +2 magical weapons or by creatures with 6 or more hit dice.							
95-100	User can only be struck by +3 magical weapons or by creatures with 8 or more hit dice.							
71	BLUE FACETED RECTANGLE (V/L)	"Phandaal's Gyrator" The user of this IOUN stone can telekinetically grab an opponent within 20', and if the victim fails to save versus Wands at a -2 the stone rapidly begins to orbit the target causing him to spin violently in the air for 1D4 rounds, during which time he is completely helpless. Afterwards the victim will be disoriented for up to D3 rounds, save each round versus Wands to regain balance. This stone is usable once per week. (Named for a Vancian Spell)						
72	SLATE BLUE PRISM (P)	The "Clerics Stone" This powerful IOUN stone will amplify Divine Abilities, such as Lay on Hands by a Paladin (with this stone these powers are usable twice per day at +2 levels of experience), the Cure Disease ability is also doubled per day, and it also allows both Clerics and Paladins to Turn Undead at +2 levels of experience. The super-charged version of this IOUN stone will allow a Cleric or Paladin to cast some of their Cure spells at full effect (but only one such spell for each three levels of experience).						

73	GOLD RHOMBOID (I)	This IOUN stone allows its user to make one hand held weapon attack of opportunity per day. The attack occurs out of sequence, immediately after an opponent misses the user of this stone, in melee combat. This attack will be at a + 3 to hit, and will do full damage on a successful strike.
74	GLOWING ROSE PRISM (P)	This IOUN stone gives a +2 to the AC of its user. No bonus on saving throws is granted, and the protection offered by this stone will not add with any magical metallic items of protection such as rings, armors or shields. It will combine with magical leathers, natural dexterity bonuses, and most kinds of magical bracers.
75	PURPLE FACETED CONE (P)	With just a whisper, the user of this IOUN stone can project his voice and speak with others up to 100' away as if right beside them. The user of the stone can also hear the whispered replies as well.
76	CLEAR FACETED LENS (P/I)	This IOUN stone gives the user "eagle" vision like the magic item Eyes of the Eagle. Objects at 2000' of range appear to be but 20' away. Due to the exceptional eye-sight any missile weapon attacks made at medium range suffer no penalty, and long range attacks suffer only a -2 penalty. Short range attacks that are made using this stone will be at +1 to hit. This stones power is a continuing function, available whenever desired. This stone is very effective when used in conjunction with IOUN stone #145.
77	GREEN & SILVER CUBE (V/L)	This IOUN stone allows the user once per week to identify any liquid, including potions, with just the smallest taste. This stone does give a +2 bonus on saves against ingested ultra-lethal (instant death) poisons.
78	WHITE & PINK SPHERE (V/L)	This IOUN stone can be used to refresh the user, duplicating the effects of 12 hours of rest, in just 12 rounds. This stone is only usable only once per week, and its use does not reduce prayer or memorization times.
79	BLACK TWISTED HEXAGONAL ROD (V/L)	This IOUN stone can be used once per week to Stop Time for 2D3 seconds. Only the user can still move, and he cannot affect any other item or living things other than what he is carrying, but he may be able to escape from a dangerous situation. With time frozen, the user is able to walk safely across any surface. The super-charged version of this IOUN stone will last 2D4+2 seconds when activated.
80	YELLOW TWISTED HEXAGONAL ROD (T)	"Stone of Forlorn Encystment" This IOUN stone has only 1D3 charges when found, but is capable of extremely powerful magic. Targets of this stones powers must make a successful save versus Wands, or be encased within a stasis egg of force. They then sink into the ground, coming to rest 100 feet down. Only by digging the person free, or employing a Wish or similar spell can prematurely bring a victim back. Only man sized or smaller creatures can be affected by this stone. The victim does not age while trapped, returning to the surface in exactly 10 days, unless freed by other means. (Named for a Vancian Spell)
81	STEEL LOZENGE (P)	This IOUN stone gives the user the equivalent of AC 4, and only Dexterity, or a Ring of Protection can lower the AC any further. This stone will not work with any armor, or bracers, normal or magical. It is rumored that a super-charged version of this stone exists, known as the Mithril Lozenge, which grants the equivalent of AC 2.
82	BLUE & GREEN CUBE (V/L)	This IOUN stone functions as an Extension I spell for any spell caster, whether Cleric or Magic User. It will also increase the duration of any spells cast upon the user by rounds or turns, whichever is appropriate. The stone is usable once per week, working for any spells cast in a period of 2D4+4 rounds. The super-charged version will function as an Extension II spell.
83	PURPLE & WHITE FACETED CONE (V/L)	"Elemental Adaptation" The user of this IOUN stone can survive and travel on any Elemental Plane for 24 hours. A stone of this type is usable once per week. Its protection includes all of the Quasi, and Para Elemental Planes. No special protection is granted against any creatures that may attack while travelling this way, nor does it grant the ability to communicate with such creatures.
84	LIME GREEN PRISM (P)	This IOUN stone will allow its user to maintain a constant body temperature, regardless of the natural ambient air temperature. It does not protect its user from any form of breath weapon, or spells which affect air temperature.
85	BRIGHT WHITE LOZENGE (V/L)	"Positive Energy Tap" Users of this IOUN stone can draw power directly from the Positive Material Plane. This energy can then be used to cure 3D4+4 hit points of damage to the user or it can be transferred to another target by touch. This stone is only usable once per week. The super-charged version of this IOUN stone will cure 3D6+6 hit points of damage.
86	BLACK LOZENGE (V/L)	"Negative Energy Tap" Users of this extremely rare IOUN stone are able to create a conduit to the Negative Material Plane and cause 3D4+4 Hit Points of damage to a target by touch. This stone is usable once per week for 2D3 rounds. The super-charged version of this IOUN stone will cause 3D6+6 hit points of damage.

87	BLUE DODECAHEDRON (V/L)	<p>“Energy Pulse”</p> <p>This IOUN stone can cause a pulse of concussive energy to surge away from the user in a 10’ radius. Any creature man sized or smaller within the area of effect must save versus Wands or be knocked down for 1 round. On a D20 roll of a 1 the victim is also stunned for D3 rounds. The super-charged version of this IOUN stone will affect larger creatures (up to 800 pounds), and extends to a 15’ radius.</p>
88	YELLOW ELLIPSOID (P)	<p>This IOUN stone gives the user a +2 on any saves versus disease. The save also includes Lycanthropy. The super-charged version of this IOUN stone makes the user completely immune to all disease, including lycanthropy.</p>
89	BLUE ELLIPSOID (B/I)	<p>This IOUN stone can be used by a spell caster to store one single spell of any level as per the rules for the 6th level Contingency spell.</p>
90	BRIGHT GREEN SPINDLE (V/L)	<p>“The Corroder”</p> <p>This IOUN stone gives the user a corrosive touch twice per week. When used, a small volume of non-magical, ferrous metal, up to 10 pounds, is instantly corroded, as if it had been touched by a Rust Monster. The super-charged version of this stone will affect up to 100 pounds of ferrous metal.</p>
91	DEEP PURPLE TETRAGONAL (V/L)	<p>This IOUN stone will create an energy / disruption net with a 5’ radius around the user. It will act as a Slow Spell with a 3 round duration on any attacker entering the field. This stone is usable once per week. Only those who stay within the field are affected.</p>
92	RED TWISTED HEXAGONAL ROD (P)	<p>This IOUN stone will lower the targets Magic Resistance by 10% in regards to the users spells. The effects have a maximum range of 60’. A super-charged stone of this type can lower the targets magic resistance by 20%. (See #311 for a more powerful version of this stone)</p>
93	PEARL PRISM (V/L)	<p>The user of this IOUN stone has a 3% chance per level of experience of identifying the function of almost any magic item. Items to be identified must be handled for at least one turn while the stone is in use. This stone will not protect the user from any injury that could possibly occur while handling cursed items. This stones power can only be used once per day.</p>
94	BLUE TWISTED HEXAGONAL ROD (V/I/L)	<p>The IOUN stone of spell deflection will divert any damaging spells targeted directly at the user (Magic Missile, Disintegrate, and Lightning Bolt). The stone functions once per week for the duration of 2D4+2 rounds. However, the spell will reflect in a random direction that cannot be controlled by the user. Such spells will “attack” whoever is closest to the line of deflection. . It does not reflect large area effect spells (Fireball, Ice Storm etc.).</p>
95	RED MULTI-FACETED CYLINDER (V/L)	<p>The user of this powerful IOUN stone can create a small warp portal which surrounds one hand. He can then choose a location within line of sight and within 100’, and the other end of the portal appears at that location. His disembodied hand can now reach through the “portal” and be used as normal (touch delivered spells can be cast by reaching through this portal but a successful attack must be made to deliver the blow). The portal lasts for 1D3+2 rounds, and the stone can create one such portal per week. The super-charged version will allow the use of both hands.</p>
96	BLACK SPINDLE (V/L)	<p>“Ability Tap”</p> <p>Users of this IOUN stone can acquire an ability score, or talent possessed by a target within 20’. The new ability can then be used for 2D3 rounds; and there is a limit of only one which can be gained at a time. An unwilling victim can save versus Spells to avoid the effect. This stone is usable once per week.</p>
97	RED FACETED PYRAMID (V/L)	<p>Once per week this IOUN stone can emit a smaller Sunburst as per the spell. It will inflict 3D3+3 damage to any Undead in a 20’ radius centered on the user, no saving throw.</p>
98	BRIGHT ROSE PRISM (P)	<p>This IOUN stone will completely protect the user from spells and attacks which directly affect their Ability scores. (Feeblemind, Ray of Enfeeblement, strength drain by Shadows). However it will also completely stop the effects of useful spells, such as Strength.</p>
99	BALIANS YELLOW SPINDLE (B/P)	<p>This special IOUN stone will boost one random ability score by +1 for 12 hours. It then requires a 12 hour recharge period before it randomly changes to the attribute that it will modify next. Roll a D6: 1= Charisma / 2= Constitution / 3= Dexterity / 4= Intelligence / 5= Strength / 6= Wisdom. Each day the power affected will be changed as the energy level waxes and wanes.</p>
100	PEARL SPHERE (T)	<p>The IOUN STONE of Infinite Possibilities has D3+2 charges which function as Limited Wish spells. This stone is usable only once in a 24 hour period. On a % roll of 95-100 the stone is a super-charged version with multi-colored sparkles deep within its matrix. These rare IOUN stones have 1D3 charges and the powers function as 9th level Wishes. Once all of the charges are used the IOUN stone burns out and it will crumble into dust. This stone cannot be recharged by any means, including the charge stone (#277).</p>



With great care he measured the newly obtained IOUN stone, the feel of it pulsing through his flesh during each examination. After a week of careful observation he felt the first glimmer of what it could do...in his mind he could see himself flying, the power of the stone lifting him from the ground...

Drawing by Adam Szafranski

Table #2 - IOUN stones #101-#200 – Quick

D100	IOUN Stone	D100	IOUN Stone
101	GREEN HEXAGONAL ROD (V/L)	151	FLICKERING PRISM (T)
102	RED FACETED EGG (P)	152	PALE BLUE MULTI-FACETD CYLINDER (V/L)
103	COBALT BLUE LOZENGE (P)	153	BRIGHT GREEN PRISM (P)
104	DEEP PURPLE HEXAGONAL ROD (V/L)	154	AMBER RECTANGLE (V/L)
105	RED FACETED CONE (V/L)	155	GREEN FACETED EGG (P)
106	PEARL EGG (B)	156	BRIGHT WHITE SPHERE (V/L)
107	SILVER & WHITE LOZENGE (V/L)	157	LIME GREEN CYLINDER (V/L)
108	FLASHING YELLOW STAR (P)	158	CLEAR SMOOTH EGG (V/L)
109	WHITE TETRAGONAL (V/L)	159	CLEAR CYLINDER (V/L)
110	RUBY RED LOZENGE (P)	160	PEARL BROWN CYLINDER (V/L)
111	DEEP BLUE SPINDLE (V/L)	161	DEEP RED PRISM (V/L)
112	BLUE HEXAGONAL ROD (V/L)	162	COBALT BLUE SMOOTH EGG (V/L)
113	RED CATSEYE (V/L)	163	LAVENDER TWISTED HEXAGONAL ROD (I)
114	BLUE MULTI-FACETED CYLINDER (V/L)	164	PALE LAVENDER SNOWFLAKE (V/L)
115	DEEP RED TETRAGONAL (V/L)	165	MAROON CUBE (V/L)
116	DEEP PURPLE DODECAHEDRON (I)	166	INCANDESCENT CYLINDER (T) (V/L)
117	YELLOW CUBE (V/L)	167	EMERALD GREEN FACETED EGG (P)
118	ORANGE LOZENGE (V/L)	168	SILVERY MIRRORED DODECAHEDRON (V/L)
119	TURQUOISE ELLIPSOID (V/L)	169	TURQUOISE FACETED RECTANGLE (V/L)
120	PURPLE MULTI-FACETED CYLINDER (V/L)	170	PALE LAVENDER TWISTED HEXAGONAL ROD (I)
121	BLUE TETRAGONAL(V/L)	171	BLOOD RED SPINDLE (T) (I)
122	BRILLIANT GREEN MULTI-FACETED CYLINDER (P)	172	RAINBOW TWISTED HEXAGONAL ROD (V/L)
123	CLEAR LOZENGE (V/L)	173	YELLOW FACETED CONE (P)
124	ORANGE SPINDLE (P)	174	RUBY RED HEXAGONAL ROD (V/L)
125	GREEN OCTAHEDRON (P)	175	PALE BLUE TEAR DROP (V/L)
126	AMBER SPINDLE (V/L)	176	PALE BLUE ELLIPSOID (V/L)
127	GREEN FACETED LENS (V/L)	177	GLOWING ROSE FACETED LENS (V/L)
128	LAVENDER SPINDLE (V)	178	PALE LAVENDER CATSEYE (V/L)
129	BLUE CATSEYE (P)	179	SILVERY MIRRORED HEXAGONAL ROD (V/L)
130	DARK ORANGE PRISM (I)	180	DEEP PURPLE SPINDLE (V/L)
131	DUSTY ROSE FACETED LENS (V/L)	181	BLACK ROD (V/L)
132	PEARL HEXAGONAL ROD (V/L)	182	DARK GREEN FACETED RECTANGLE (V/L)
133	BLUE FACETED PYRAMID (V/L)	183	PALE YELLOW CUBE (V/L)
134	GREEN SMOOTH TORUS (T)	184	PALE LAVENDER SPINDLE (P)
135	GREEN CATSEYE (P)	185	INCANDESCENT BLUE ROD (P)
136	SHINING GOLD SPINDLE (V/L)	186	DUSTY ROSE SMOOTH EGG (V/L) (I)
137	BLACK & WHITE DODECAHEDRON (C)	187	TURQUOISE CUBE (V/L)
138	YELLOW CATSEYE (V/L)	188	WHITE SPINDLE (V/L)
139	RUBY RED ROD (V/L)	189	LAVENDER RECTANGLE (I)
140	DUSTY ROSE FACETED EGG (V/L)	190	DUSTY ROSE LOZENGE (I)
141	INDIGO BLUE FACETED TORUS (C)	191	DEEP PURPLE CONNECTED SPHERES (P)
142	CLEAR CONNECTED SPHERES (V/L)	192	DAZZLING WHITE SPINDLE (B)
143	COBALT BLUE CYLINDER (C)	193	AMBER FACETED TORUS (V/L)
144	BLACK PRISM (V/L)	194	PALE LAVENDER PRISM (I) (T)
145	DEEP PURPLE MULTI-FACETED CYLINDER (V/L)	195	DEEP RED CUBE (V/L)
146	PEARL WHITE FACETED RECTANGLE (V/L)	196	BROWN LOZENGE (I)
147	PURPLE & LAVENDER MULTIFACETED CYLINDER (T)	197	PULSING RED FACETED RECTANGLE (V/L)
148	TURQUOISE TETRAGONAL (V/L)	198	AMBER MULTI-FACETED CYLINDER (V/L)
149	EMERALD GREEN HEXAGONAL ROD (V/L)	199	SLATE BLUE ELLIPSOID (V/L)
150	MAROON SMOOTH EGG (V/L)	200	BRIGHT SILVER TWISTED HEXAGONAL ROD (P) (I)

Table #2 - IOUN stones #101-#200 - Detailed

D100	IOUN Stone	Effect
101	GREEN HEXAGONAL ROD (V/L)	“The mimic stone” The power of this IOUN stone is to duplicate the ability and appearance of any one stone (chosen randomly from all available) that is already in use. Any IOUN stone in use by any creature within 30’ when this stone is activated can be copied for the duration of 8 hours. This stone is usable only once per week. If this IOUN stone copies a stone with multiple charges the mimic stone will only have one charge.
102	RED FACETED EGG (P)	This IOUN stone gives its user a +1 to hit and damage for combat with both normal and magical melee weapons (this does not include ranged weapons see stone #103). It does not affect a magical weapons chance to hit certain creatures. (See #177 for a more powerful version of this stone)
103	COBALT BLUE LOZENGE (P)	This IOUN stone gives its user a +1 to hit and damage for any form of normal or magical ranged combat (this does not include melee weapons see stone #102). It does not affect a normal or magical weapons chance to hit certain creatures. There are rumored to be super-charged versions of this stone that add +2.
104	DEEP PURPLE HEXAGONAL ROD (V/L)	This IOUN stone gives its user Penetrating Gaze, allowing vision through up to 3 feet of earth and stone, or 10 feet of wood. Vision through metal of any kind is not granted. The duration of the effect is 1D3 rounds. This stone is usable once per day. A super-charged version allows vision through 10’ of earth and stone or 20’ of wood.
105	RED FACETED CONE (V/L)	The user of this IOUN stone can reduce his actual body mass for 2D3+2 rounds, making his weight a mere 10 pounds. This type of stone is usable once per week.
106	PEARL EGG (B)	The IOUN stone of Cantrip storing contains enough energy to power 2d3 magic user Cantrip or clerical Orison effects per day. Characters of any class can use this stone.
107	SILVER & WHITE LOZENGE (V/L)	The user of this IOUN stone and all of his equipment can assume a gaseous wraith-like form, once per day for D3 rounds. This power allows the user to pass through barriers by using the smallest of cracks or holes. Only magic spells or magic weapons can strike a character that is in wraith-form.
108	FLASHING YELLOW STAR (P)	Another of the more powerful IOUN stones, which is very rarely found. When in use, this stone will absorb into itself any hit points that its user loses due to melee combat. As it gains hit points it glows brighter until the user of the stone is reduced to 15 Hit Points or less. When this is reached the Flashing Yellow Star will flare brightly, sending ½ of the stored life energy back into its user. This stone will only function once per week. (See #259 for a related stone)
109	WHITE TETRAGONAL (V/L)	This IOUN stone is actually always found as a small cluster of small, identical stones orbiting a central point. The number is constantly varying, as they have a tendency to phase in and out of existence. When used, roll a D4 to determine how many are available at that time. Each small stone has the power to enhance a single hand held melee weapon by +1. Thus if there are four stones present the total bonus would be +4 for the duration. This power effects the characters to hit and damage amount, is usable once per week, and when activated by the user the effect has a random duration of 2D4+2 rounds.
110	RUBY RED LOZENGE (P)	The user of this IOUN stone can reduce damage from opponents spells by 1 point from each damage die that is rolled (minimum of 1 point). This even includes reducing the damaging attacks from spell-like devices.
111	DEEP BLUE SPINDLE (V/L)	This IOUN stone can be used once per week, and has the power to telekinetically grab a single normal or magical item (even from an opponent’s hand) within 30’. If the item is in a targets hand, he receives a save versus Wands to block the attempt. The captured object moves at a rate of 10’ per segment towards the user of this stone.
112	BLUE HEXAGONAL ROD (V/L)	“Displacement” Users of this IOUN stone are displaced as per Cloak of Displacement. The stone can be used once per week with the duration of 2D3 rounds. The displacement makes the first attack automatically miss the user of this stone.
113	RED CATSEYE (V/L)	This IOUN stone can be used once per week, automatically detecting any secret / hidden doors within 30’, and within line of sight of the user. For a brief moment any such portal is outlined in light blue light that is visible only to the user of the stone.
114	BLUE MULTI-FACETED CYLINDER (V/L)	The user of this IOUN stone can accelerate the healing process, making each turn of complete rest equal to an entire day of rest. The stone is usable once per week with a duration of 2D3+2 turns. This stone is really effective when used with stone #231.

115	DEEP RED TETRAGONAL (V/L)	Once per week for 1D3 rounds duration the user of this IOUN stone is partially immune to damage from blunt weapons, both normal and magical. Any such attack will inflict ½ damage. This does not affect natural creature attacks (claws, bites etc.), nor does it protect the user from thrown boulders.
116	DEEP PURPLE DODECAHEDRON (I)	This IOUN stone will bring into being a temporary Wall of Force 10' feet high, which surrounds the user in a cylinder with a 3' radius. The stone is usable once per week for 2D3+2 rounds. A Disintegrate spell will destroy the barrier; otherwise it will remain until either the duration ends, or it is cancelled by the user.
117	YELLOW CUBE (V/L)	Upon command the user of this IOUN stone can increase his body mass up to 2,000 pounds, for 2D3 rounds. The function is usable once per week. Punching with a gauntleted fist when this stone is activated will cause 1D4+8 damage, and any weapon will do an additional +6 damage due to the mass of the hit.
118	ORANGE LOZENGE (V/L)	The user of this IOUN stone can shape 1D3 cubic feet of natural or cut stone as if it were clay for up to 1D4+2 rounds, the user can end the effect at will or at the end of the effect the formed stone retains the new shape, returning to the hardness of the original stone. This power can be used once per week.
119	TURQUOISE ELLIPSOID (V/L)	This IOUN stone can produce a flashing strobe which affects a 30' radius. This bright flashing has a chance to stun any creature of less than 4 hit dice for 1D4 rounds (this includes any creatures friendly to the user). Save versus spells to cancel. This power can be used once per day, and it does not affect creatures without eyes.
120	PURPLE MULTI-FACETED CYLINDER (V/L)	This IOUN stone will create a pulsing electrical field that will inflict 2D6+2 damage per round to any unprotected attacker within 5'. The field will last for 1D3 rounds. This power can be used once per week.
121	BLUE TETRAGONAL(V/L)	This IOUN stone can produce a swarm of small crystal shards, 4 inches long, which will shoot from the stone, attacking a chosen target. Because of their direct connection to the Mineral Plane, they will ignore "constructed" armor, treating all such targets as having AC 10, modified only by the targets Dexterity, and Rings of Protection. Most creatures will always have their natural AC. The stone can produce a volley of 1D3+2 crystal shards once per week which will each inflict 1D4+2 hit points of damage. The shards have a maximum range of 60'. After striking, the shards will crumble into dust.
122	BRILLIANT GREEN MULTI-FACETED CYLINDER (P)	The "Changeling Stone" is an extremely powerful IOUN stone that constantly changes its color and shape. Roll dice and consult the list of IOUN stones to see which stone it becomes since it randomly changes its form every 24 hours. If it assumes the properties of a stone with limited charges or uses, it can be used only once that day. If the changeling stone ever transforms into #15 it could possibly permanently lose all of its powers. (See #15 for details on burned out IOUN stones)
123	CLEAR LOZENGE (V/L)	Users of this IOUN stone can become Invisible for 2D3 rounds that is usable once per day. However this effect is similar to Dust of Disappearance so attacks made by the user do not end the Invisibility.
124	ORANGE SPINDLE (P)	"The Obscuring stone" When cast into the air this IOUN stone will turn invisible and along with it any other IOUN stones that the user has in orbit. The user is still able to see all of his stones, but they are undetectable by any other normal means. A Detect Magic spell will find but not identify cloaked IOUN stones.
125	GREEN OCTAHEDRON (P)	The user of this IOUN stone will gain the benefits of a +2 protection versus all lesser creatures from the Outer Planes (demons, devils etc. of 6HD or less). It also grants a +2 on any saves required against such creatures magical abilities. (See #387 for a much more powerful version of this stone)
126	AMBER SPINDLE (V/L)	When activated, this IOUN stone will allow its user to Detect Invisible as per the spell for 1D3 rounds. The stone functions within a cone 60' long, x 20' at its base, and can be used once per week. This stone is able to detect any form of invisibility.
127	GREEN FACETED LENS (V/L)	"Shadow-link stone" The user of this IOUN stone can blend into, and travel from shadow to shadow, with absolute silence, making leaps of up to 30'. It is even possible to merge with any creatures' shadow, and move along with them completely unnoticed. The user appears to be nothing but a shadowy form with little substance. The duration of the effect is 2D3+2 rounds, and the stone is usable once per week.

128	LAVENDER SPINDLE (V)	<p>“Summon SHARD Guardian”</p> <p>Once per week this IOUN stone will summon a SHARD from the Elemental Plane of Mineral, which will guard the user. See this documents creature list for more complete details on the abilities of SHARDS. The summoned SHARD will remain for 3D3+3 rounds.</p> <p>(Campaign specific IOUN stone from my AD&D campaign) Hit Dice: 6 / Hit Points: 45 / AC: -4 / THACO: 13 / #Attacks: 1 / Damage: 2D4+8 / +2 weapons needed to hit / Color Burst attack</p>
129	BLUE CATSEYE (P)	This powerful IOUN stone will almost completely arrest the aging process for its owner. This stone performs as Oil of Timelessness for a living creature with one year of true aging counting as one day while this stone is in use. As an added benefit, it will also prevent aging from Haste spells, Potions of Speed, and the devastating effects of aging by Ghosts.
130	DARK ORANGE PRISM (I)	<p>“Stone of Immovability”</p> <p>The user of this IOUN stone becomes fixed at whatever location is chosen, even if in mid-air (i.e. Immovable Rod). This stone is usable once per week, and the effects last for 2D3 +2 rounds. This stone can be activated instantly by its user (i.e. Feather Fall).</p>
131	DUSTY ROSE FACETED LENS (V/L)	The powers of this IOUN stone will allow its user to “walk” through solid stone of any type to a maximum distance of 30’ per round. It does not allow movement through any other material (wood, metal). The user can stay within the stone for 1D3+2 rounds, and if he is still inside the stone beyond the duration of the effect he will be expelled in a random direction. While within the stone the user can see as normal. The effect is usable once per week.
132	PEARL HEXAGONAL ROD (V/L)	The user of this IOUN stone can Meld Into Stone, as per the spell cast at 12th level. This only allows entry into the surface of the stone, it does not grant any form of movement within the stone. The user can stay melded for 2d3 rounds, once per week.
133	BLUE FACETED PYRAMID (V/L)	This IOUN stone can have up to three charges and each allows its user to bring into existence a “shard lance”. This weapon is 4’ long, made of extremely hard crystal, is the equivalent to a +4 weapon to hit and damage. The lance does 2D4 + 4 hit points of damage to any sized creature, and can be used in melee for 2d3 rounds as a spear. The shard lance can be hurled as a javelin up to 60’. Because of their connection to the Mineral Plane, the lance will ignore armor, treating all targets as having AC 10, modified only by the targets Dexterity, magical Bracers which modify armor class, and Rings of Protection. If thrown, it vanishes after striking or missing its target. The stone regains one charge per week to the maximum of three charges.
134	GREEN SMOOTH TORUS (T)	The “Protector” IOUN stone will attune itself to any single magic item chosen by the user. He simply places the IOUN stone beside the chosen item for one full day. If the chosen item fails a saving throw, and is about to be destroyed, this IOUN stone will be destroyed instead, and the item will immediately receive a second save.
135	GREEN CATSEYE (P)	A stone of extreme value, this IOUN stone allows its user to sense secret or concealed doors like an Elf. If used by an Elf it increases his chance to find secret doors by +1.
136	SHINING GOLD SPINDLE (V/L)	<p>“Amorph Shield”</p> <p>Once per week for 2D3+2 rounds this IOUN stone will stop physical damage to attacks from all Gelatinous, Slime, Ooze, Pudding, and Jelly like creatures. They will be compelled to stay at least 5’ away from the user.</p>
137	BLACK & WHITE DODECAHEDRON (C)	This IOUN stone has 1D3+1 charges when found, that each allows the user to turn Stone to Flesh, as the spell. It is also able to reverse the effect, thus turning Flesh to Stone. When the last charge is used this stone will crumble into dust.
138	YELLOW CATSEYE (V/L)	<p>“Stone Sense”.</p> <p>This IOUN stone gives the user the entire Dwarf and Gnomes stone detection related abilities. If used by a Dwarf or Gnome it adds +10% to all of his racial abilities. These abilities can be used at will, but each successive use of the stone within a 24 hour period will have a -5% modifier. The super-charged version of this IOUN stone is a permanent effect stone.</p>
139	RUBY RED ROD (V/L)	When the limited shape changer IOUN stone is first attuned the owner makes a random roll for 4 different IOUN stones (exclude #400 if rolled). Every 24 hours this stone will randomly alter its form making a complete change in shape and color acquiring the powers to one of the four stones. Each owner rolls for different powers. If it changes into a stone with limited charges it will have but one charge. There are rumored to be super-charged versions of this stone that can shift into 6 different stones. If this stone ever transforms into #15 it could permanently lose all of its powers. (See #15 for details on burned out IOUN stones)

140	DUSTY ROSE FACETED EGG (V/L)	This is an extremely powerful IOUN stone that will temporarily shield its user from "Special Power Weapons" (i.e. Sword of Sharpness, Sword of Wounding, Vorpal Sword etc.). Even though these weapons can still hit and do their normal damage, the special power associated with the weapon will not work. Such stones will function once per week, with the protection effect lasting 2D3+2 rounds.
141	INDIGO BLUE FACETED TORUS (C)	The "Fossilizer" IOUN stone allows its user to temporarily turn a man sized or smaller creature to stone. The stone can have 1D4 charges when found, and the short term effects will last for only 1D3 rounds. The target is entitled to any magic resistance check, and saving throw versus Wands to avoid the effect. Because of the strain of resistance, even a successful save indicates a full round of hesitation. The stone will crumble once the last charge is used.
142	CLEAR CONNECTED SPHERES (V/L)	"The Insubstantializer" This IOUN stone allows its user to become ghost-like for 1D3 rounds. No movement is possible, but only weapons capable of affecting ethereal creatures can strike the user.
143	COBALT BLUE CYLINDER (C)	The "De-bonder" IOUN stone allows the user to slowly disintegrate up to a 5' cube of natural earth or stone per charge (no metals can be affected). It takes a full round for the full effect to occur. Such stones can have 1D3 charges when found, and when these are depleted the stone will crumble into dust. The range of the effect is 20' from the user. (See #322 for a more powerful version of this stone)
144	BLACK PRISM (V/L)	This powerful IOUN stone will allow its energies to be focused on a chosen magic item in line of sight within 60'. The item must make a save versus disintegration or have its powers temporarily nullified for 1D4 rounds. This stone cannot be used to affect artifacts. Such stones are usable once per week. This IOUN stone is known as "The Drainer".
145	DEEP PURPLE MULTI-FACETED CYLINDER (V/L)	"The McManus Stone" This is the IOUN stone of rapid travel. It allows the user to travel 1D3+1 "looks" of distance once per week. From where you are standing look as far as you can in the direction you wish to travel. That is a "look". You and your equipment are instantly transported to that far away spot. The "looks" can be used in a sequence, or rationed out over the week, but when a charge is used it will take a full week for the stone to regain those energy reserves. You also must be able to make out some details of your destination in order to make the "jump" safely.
146	PEARL WHITE FACETED RECTANGLE (V/L)	This is a very powerful IOUN stone, which creates a special conduit allowing the user to "leech" Hit Points from a single creature or character within 20'. Unwilling targets get a save versus Wands to cancel the effect. The borrowing of energy is usable once per week and will last for 2D3 rounds, any damage taken by the user during this time, either by spell or combat, will be taken from his now symbiotic "target". (See #339 for a much more powerful version of this stone)
147	PURPLE & LAVENDER MULTIFACETED CYLINDER (T)	This IOUN stone absorbs any 9th level spells that affect the user. Thus even an area affect spell will be stopped completely, its energy drained away by the power of this stone. This stone can absorb 4D10 levels of spells before it burns out turning dull grey. (See #15 for details on burned out IOUN stones)
148	TURQUOISE TETRAGONAL (V/L)	This IOUN stone delays physical exhaustion. Once per week the user can exert himself (running, swimming, climbing) for twice as long before needing rest. Super-charged versions of this stone triple the amount of time.
149	EMERALD GREEN HEXAGONAL ROD (V/L)	This IOUN stone can be made to emit an ultra-high frequency sonic pulse that has the power to shatter glass, or crystal in a cone shaped area 30' long and 10' at the base. Affected items are entitled to a save versus a crushing blow. This stone is usable once per week, and this power does not affect other IOUN stones.
150	MAROON SMOOTH EGG (V/L)	Upon casting a spell of 1 st -3 rd level the user of the IOUN stone of energy recall can elect to have this stone duplicate the energy released by the spell, allowing the casting of the same spell again on the following round. The duplicated spell must be used on the following round or it is lost. This stone is usable once per week. The rare super-charged version of this stone will allow the recasting of 4 th -5 th level spells.
151	FLICKERING PRISM (T)	The IOUN stone of absolute desperation stores a massive amount of positive energy. The user can employ this stone only a limited number of times, allowing for the casting of any single spell at 1D3+1 levels higher and at maximum effect, causing a -2 penalty on any saves made against the chosen spells effects. The stone has a base chance of 50% of crumbling after its initial use, with an increase of +10% per use.

152	PALE BLUE MULTI-FACETD CYLINDER (V/L)	This IOUN stone has the power to create a dimensional portal, a small, temporary l rift in space allowing the user to slip through the tear, and move to any location in line of sight and within 100'. Only the user and his normal equipment can move back and forth through the portal for 1D3+2 rounds. The stone is usable once per week.															
153	BRIGHT GREEN PRISM (P)	When using this IOUN stone, items taken to other Planes of existence by the user are not affected by the new planes modifications to their powers. This power also protects the user of the stone from the new planes harmful physical effects; it does not grant any protection from the creatures which may inhabit the new plane.															
154	AMBER RECTANGLE (V/L)	The IOUN stone of skin changing lasts for 2D3 rounds upon activation, and is usable once per week: Since the power of this stone can fluctuate, roll percentage dice to determine the form it will take for each use: <table border="1" data-bbox="609 541 1258 697"> <tr> <td>01-10</td> <td>Clay skin</td> <td>absorbs 2 hp of damage per hit</td> </tr> <tr> <td>11-25</td> <td>Crystalline skin</td> <td>absorbs 4 hp of damage per hit</td> </tr> <tr> <td>26-70</td> <td>Granite skin</td> <td>absorbs 6 hp of damage per hit</td> </tr> <tr> <td>71-90</td> <td>Iron skin</td> <td>absorbs 8 hp of damage per hit</td> </tr> <tr> <td>91-100</td> <td>Mithril skin</td> <td>absorbs 10 hp of damage per hit</td> </tr> </table>	01-10	Clay skin	absorbs 2 hp of damage per hit	11-25	Crystalline skin	absorbs 4 hp of damage per hit	26-70	Granite skin	absorbs 6 hp of damage per hit	71-90	Iron skin	absorbs 8 hp of damage per hit	91-100	Mithril skin	absorbs 10 hp of damage per hit
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155	GREEN FACETED EGG (P)	The user of this IOUN stone gains a +2 protection versus all creatures from the Inner Planes, which includes all of the Elemental Planes. It also grants a +2 on any saves required against such creatures abilities.															
156	BRIGHT WHITE SPHERE (V/L)	Once per week, for 3D4 rounds, the user of this powerful IOUN stone becomes infused with massive amounts of positive energy, boosting his hit points to the maximum he could possibly have for his level, including any current constitution bonuses, less any damage already taken. Any damage received during this time is subtracted from any new hit points first. The super-charged version of this stone will allow a user to gain up to 150% of his maximum hit points.															
157	LIME GREEN CYLINDER (V/L)	This IOUN stone allows the user to project his voice and thoughts in a powerful unworldly effect, appearing as if the gods themselves are speaking in a 30' radius. The user can ask a question of the "heavens" and reply with his thoughts, the reply booming out of thin air in a godly volume. Subjects are affected as by a powerful Charm or Command (save versus wands at -4). The stone can be used once per week, with the duration of 2D3 rounds.															
158	CLEAR SMOOTH EGG (V/L)	While using this IOUN stone each step taken on water will "solidify" the water in a 1' area. Each step lasts for one round, and is immovable, even if placed in a swift moving current. Thus a user and any who follow can actually cross rivers, streams, and even small lakes with safety. The stone is usable once per week, and for the duration of 1D3 turns. Anyone other than the user travelling across the "ice footprints" must make a Dexterity check at a -2 to keep from falling.															
159	CLEAR CYLINDER (V/L)	AIR-This IOUN stone creates a burst of elemental wind in a cone 60' long 10' across at its base that can knock a target back 2D3 x 10', save versus Wands to avoid the effect. This stone is usable once per week.															
160	PEARL BROWN CYLINDER (V/L)	EARTH-This IOUN stone creates a cone of elemental gravel 60' long and 10' across at its base that inflicts 2D10+2 hit points of damage: save versus Wands for half damage. This stone is usable once per week.															
161	DEEP RED PRISM (V/L)	FIRE-The user of this IOUN stone can create a cone of elemental fire 60' long and 10' across at its base that does 4D6 hit points of damage, a save versus Wands reduces damage by ½. This stone is usable once per week.															
162	COBALT BLUE SMOOTH EGG (V/L)	WATER-This IOUN stone creates a cone of elemental water 60' long 10' across at its base does 2D6+2 hit points of damage, and knocks target back 2D6 x 10', save versus Wands for ½ damage. This stone is usable once per week.															
163	LAVENDER TWISTED HEXAGONAL ROD (I)	This is the IOUN stone of spell reflection which can affect any damaging spell cast directly at the user. These spells will be sent directly back to the caster who receives his normal save if it applies. The effects last for 2D3 rounds upon activation, and can be used once per week. It will not reflect large area effect spells (Fireball, Ice Storm etc.) of any kind. It will affect a Lightning Bolt only if the user of the stone is the initial target of the spell.															
164	PALE LAVENDER SNOWFLAKE (V/L)	The user of this IOUN stone can use the power contained within it as a spell battery. So instead of having to tap directly into the Positive Material Plane, once per week it recharges, allowing for the casting of a single spell of up to 3rd level, even if the caster is within an anti-magic area. There are rumors of super-charged versions of this IOUN stone that allow casting of up to 5th level spells.															

165	MAROON CUBE (V/L)	<p>"Zaeranni Stone"</p> <p>The power of this IOUN stone can detect distance and direction to the closest Zaeranni site. This stone is usable once per day. It will also function once per week as a Portal Stone, capable of opening a Zaeranni Gate Obelisk. This stone does not allow voluntary navigation through the Portal network; it will only open a link to one destination. (See #269 for the more powerful version of this stone), (Campaign specific IOUN stone for my AD&D gaming group, allowing the locating of the nearest hub-stone for the Zaeranni portal network. Reroll this result for your campaign.)</p>
166	INCANDESCENT CYLINDER (T) (V/L)	<p>This is the IOUN stone of crystalline armor which creates a fine webbing of seemingly delicate crystals that completely cover the user. The lattice is incredibly strong, conferring a +2 AC bonus to the user. This stone is usable once per week, for 2D3+2 rounds duration. For the duration the user is also +1 strength / and movement is increased by +3"/ and the crystal lattice absorbs 5 hit points of damage per round from any form of attack. Upon the end of its duration the crystal shell will crumble with a tinkling sound into a fine powder. This IOUN stone has an initial 50% chance to crumble after use, with a +10% modifier for each additional use.</p>
167	EMERALD GREEN FACETED EGG (P)	<p>The user of this IOUN stone is a null-point, making him "invisible" to any form of scrying / ESP / Clairvoyance, Clairaudience...etc. The power of this stone is a permanent effect as long as the stone is in use.</p>
168	SILVERY MIRRORED DODECAHEDRON (V/L)	<p>Once per week for 2D3 rounds this IOUN stone creates a shimmering curtain...a swirling cloud of translucent planes of force; colorful, rapidly shifting, sharp edged panes of energy that partially obscure the user, making it harder for him to be attacked. Any opponent has a -2 penalty to hit the protected character, and an attacker takes 3D4 hit points of damage per round if they come within 5' of the stones user.</p>
169	TURQUOISE FACETED RECTANGLE (V/L)	<p>Using the IOUN stone of instantaneous translocation allows the user to move small objects (20GP or less) up to 60' in a desired direction. Larger objects up to 100GP in weight can be moved 1D3 x 10' in a random direction. Such stones are usable once per week. The user must be able to touch the item being moved, and able to see the destination. (See #385 for a more powerful version of this stone)</p>
170	PALE LAVENDER TWISTED HEXAGONAL ROD (I)	<p>Using the IOUN stone of magical energy disruption can affect a single target within 30'. The target must save versus spells (base save, no bonuses) or have a random spell drained from their memory. This effect is usable once per week.</p>
171	BLOOD RED SPINDLE (T) (I)	<p>Once per week this IOUN stone will place itself between the user and a single killing blow. This protection is against physical and missile attacks only; it does not protect against breath weapons or spell effects. The stone must make its normal saving throw versus crushing blow or be destroyed. Regardless of the save, the stone absorbs the full effects of the blow and the user takes no damage. This stone only works if the user would possibly go below zero hit points from the attack.</p>
172	RAINBOW TWISTED HEXAGONAL ROD (V/L)	<p>This IOUN stone can be used once a week to create an obscuring wall of sharp edged, sand grain sized crystals that will violently swirl around the user for 2D3+2 rounds. The user is -2 for being attacked, and gains a +2 on any saves during that time. Anyone attempting to pass through the cloud to make an attack will automatically take 2D4+2 hit points of damage, and must save versus Wands or be blinded for D3 rounds.</p>
173	YELLOW FACETED CONE (P)	<p>This IOUN stone amplifies the hearing of its user, letting him Hear Noise as a thief of equal level. It will double a thief's normal chance to Hear Noise.</p>
174	RUBY RED HEXAGONAL ROD (V/L)	<p>This powerful IOUN stone creates a man sized warp portal that extends from the point of activation to a point up to 60' away for 1D3+2 rounds. The portal is an energy conduit forming a "tunnel" that is usable by the owner of the stone, and any other creatures as long as the portal is open. The stone can be used only once per week, and one creature can pass through the portal per round.</p>
175	PALE BLUE TEAR DROP (V/L)	<p>Upon command this IOUN stone will fly out to 30' and strike against an opponent's IOUN stones (roll randomly for which stone is attacked if the target possesses multiple IOUN stones). Use owners level versus the target IOUN stones AC. If the strike is successful the opponents IOUN stone must save versus a crushing blow or have its energy drained until it is re-attuned (one week). The Breaker IOUN stone will then return to orbit its owner. This stone is usable once per week.</p>
176	PALE BLUE ELLIPSOID (V/L)	<p>The power of this IOUN stone can be used once per week to drain heat from the area as per Brown Mold. This stone absorbs heat within a 20' area for D4 rounds doing 2D3+2 damage per round to anyone unprotected from cold.</p>

177	GLOWING ROSE FACETED LENS (V/L)	The user of this IOUN stone can imbue a single weapon he is holding with temporary magic ability. This stone will send a current of energy into the weapon boosting its attack and damage by +1. This stone will work on normal or magical weapons, and the effect has a duration of 2D3+2 rounds, and is usable once per week. Use of this IOUN stone will even modify a normal or magical weapons chance for hitting some creatures.
178	PALE LAVENDER CATSEYE (V/L)	Using this IOUN stone will make up to a 10' x 10' x 10' cube of any natural material transparent (clear as glass) to the user only for 1D3+2 rounds. It is usable once per week.
179	SILVERY MIRRORED HEXAGONAL ROD (V/L)	This IOUN stone creates an illusionary image of the user, while causing the user himself to become invisible (improved invisibility). As long as the user remains in one place the image will perform as desired (moving, exploring, etc). The user can "see" through the illusions eyes, and cast spells that will seem to originate from the illusion (Project Image). Any damage inflicted on the illusion will cause it to be dispelled. The stone is usable once per week, and has a duration of 1D3+2 rounds.
180	DEEP PURPLE SPINDLE (V/L)	This IOUN stone will cause a tendril of pure energy to lash at a man sized or smaller target within 20' for 2D3 rounds. The attack is made as a normal melee attack at the user's level, doing 2D4 damage. On a roll of 19+ the target is caught within the coils, and must bend bars/lift gates to escape, failure indicates the victim is ensnared for the duration of the effect. This stone is usable once per day.
181	BLACK ROD (V/L)	The IOUN stone called Tildun's Transposer allows a Magic User to alter the magical energies he has studied. With this stone the spell energy may be redefined to allow casting of a different spell of the same level or lower (i.e. a mage who memorized a Fly spell could redefine the energies to cast a Slow spell instead). Material components are not created for the new spell, so the caster must provide any that are needed. Super-charged versions will allow the altering of spells up to 5th level. The stone is usable once per week.
182	DARK GREEN FACETED RECTANGLE (V/L)	This IOUN stone can be used to create a crystalline shield. It brings into being a floating barrier of thin yet very hard crystal in front of the user that will absorb 4D4 hit points of damage before the shield is shattered. The shield is large enough to protect the user or one chosen target within 10' of the user. The shield will protect against direct spell damage of any kind. The stone is usable once per week, with the effect lasting for 2D3 rounds.
183	PALE YELLOW CUBE (V/L)	The IOUN stone of the faceted fist is a quite useful gem. Once per week the user can create a sharp edged crystal surface over his fists allowing each of them to be used as a +2 weapon, or to protect and insulate the user from some forms of attack. If used to attack, each will do 2D3+2 hit points of damage, plus any modifications for strength. The duration of the effect is 2D3 rounds. Super-charged versions give a +3 bonus.
184	PALE LAVENDER SPINDLE (P)	When using the IOUN stone of clear thought a Magic User (includes Illusionists) has a modified chance of an additional 10% bonus when researching, or creating magical scrolls or other items. Only one such stone of this type can be in use at a time.
185	INCANDESCENT BLUE ROD (P)	A Cleric or Druid using the IOUN stone of internal calm, will receive a +10% bonus when researching or praying for special favors from his deity. Only one stone of this type can be in use at a time.
186	DUSTY ROSE SMOOTH EGG (V/L) (I)	Once per week the IOUN stone of anti-magic can be used to create an anti-magic area with a 5' radius centered on the user for 2D3 rounds. Spells and spell-like effects, including those generated by magic items, do not function in this area for the duration. This stone does not destroy magical effects, only mutes them for the duration. Even the powers of other IOUN stones cannot work when this stone is in use.
187	TURQUOISE CUBE (V/L)	This IOUN stone allows its user to Detect Magic, as per the 1st level Magic User spell cast at 6th level on items once per day. Super charged versions work as the same spell cast at 12th level.
188	WHITE SPINDLE (V/L)	When activating the power of this IOUN stone a glow of positive energy can be caused to surround the user in a 5' radius. This power can be employed once per week for D3+2 rounds, and forms a protection from negative energy, preventing the life draining touch attacks by undead and some energy draining spells. Any Undead creatures touching such a field receive 3D6+3 damage.
189	LAVENDER RECTANGLE (I)	When activating the power of this IOUN stone the user is surrounded by a deflection field that affects normal missile attacks (arrows, bolts, darts, and sling attacks, including types of these weapons that are magically enhanced) by a -2. This field is not powerful enough to deflect large missile weapon attacks (i.e. giant hurled boulders, ballista). The duration is 2D3 rounds, and the stone is usable once per week.

190	DUSTY ROSE LOZENGE (I)	This powerful IOUN stone, known as the spell ripper, allows the user to possibly disrupt a spell that is being cast within 30'. The power is only usable once per week on targets 60' or less away from the user. Unless a successful save versus Wands is made by the victim this stone cancels the spells effect as the gathering magical energy is shredded. This stone has a 50% chance to crumble after its first use, with a +10% modifier for each additional use.
191	DEEP PURPLE CONNECTED SPHERES (P)	When employing the power of this IOUN stone the user is ambidextrous, gaining all of the advantages of this skill.
192	DAZZLING WHITE SPINDLE (B)	This IOUN stone is one of the most sought after of items. This stone has the ability to augment hit points by an additional +2 per level of the user. A super-charged version will boost hit points by +3 per level.
193	AMBER FACETED TORUS (V/L)	This IOUN stone grants the user one opportunity attack per week. This is an additional attack, with an extra +2 to hit and damage. The super-charged version of this stone will do full maximum damage on a successful hit, and will do triple the rolled damage if a 20 is rolled.
194	PALE LAVENDER PRISM (I) (T)	The IOUN stone of spell augmentation is much sought by wizards for the power that it lends to their spells. Once per week for one spell cast this stone has the ability to boost the power of the spell by +2 per die rolled, or by increasing the spells area effect and duration by 25%. Only spells of 3rd level or less can be amplified by this stone. Supercharged versions of this stone can affect spells of 4th through 7th level. This stone has a 50% chance to crumble after its first use with a +10% modifier for each additional use.
195	DEEP RED CUBE (V/L)	Once per week the IOUN stone of gem and mineral detection can be used to indicate distance and approximate value of such treasures within a range of 100 feet. This power detects such materials only in their raw, un-worked form.
196	BROWN LOZENGE (I)	This IOUN stone can be used to create a dense rocky covering over the wearer for 1D3+2 rounds once per week. This "shell" gives a +2 AC adjustment for the duration and can absorb 20 hit points of damage before the shell crumbles into a fine dust. However when so protected the users movement is halved and any adjustments for dexterity are lost for the duration of the effect.
197	PULSING RED FACETED RECTANGLE (V/L)	"The Jewelers Stone" The IOUN stone of gem enhancement is highly prized by adventurers. The power of this stone can be used to remove small flaws and imperfections, thus increasing the value of a single chosen gem by 50%, once per week. Any gem can only be augmented once.
198	AMBER MULTI-FACETED CYLINDER (V/L)	The IOUN stone of plasticity is usable once per week, and the effects last for 2D3 rounds. This stone will cause the surrounding stone in a 10' radius to sprout 1D4+1 sharp edged, stony tendrils that will strike at a single selected target. The tendrils have the following stats: HD 4 / HP 16 / AC 2 / 1 attack per tendril / 2D3 damage, count as a +1 magic weapon in regards to which creatures can be struck. These tendrils cannot be made to immobilize or ensnare a target.
199	SLATE BLUE ELLIPSOID (V/L)	Once per week the IOUN stone of stone liquefying can be used to create an unusual effect. An area of 10' x 10' within 30' of the user is turned to cold liquid stone for 2D3 rounds. Anyone standing within the area must save versus Wands to jump away from the effect or sink D3' into the soft rock. Those stuck can move at -2" speed for each foot that they sink, and they must make a successful save each round or sink an additional D3'. Anyone within the area at the end of the effect will be stuck or sealed within the now re-solidified rock.
200	BRIGHT SILVER TWISTED HEXAGONAL ROD (P) (I)	IOUN stone of time saving is a very powerful stone that will save one second per day, storing that second for use on a later day. Although it may not seem like much, over time it can add up. One minute of time can be saved in a two month period (60 days) or just a little over six minutes can be saved in a year. The user can access the time, using up the seconds to perform actions "between the seconds of real time". The user is able to perform one standard action (move, shoot 1 arrow, perform 1 melee attack etc.) for each 30 seconds of time that is used. The casting of a spell is even possible, as long as the required numbers of segments of time (ten second intervals) are available. Most times these stones are found to contain 2D4+2 seconds of time already stored. (Thinking about putting a limit onto the amount of time that can be stored...)



Why should he fear what lurked in the dark places; for surely the power within the IOUN stones would enable him to prevail over all obstacles...

Drawing by Zachery Hargenrader

Table #3 - IOUN stones #201-#300 – Quick

D100	IOUN Stone	D100	IOUN Stone
201	FLASHING YELLOW PRISM (V/L)	251	PEARL WHITE ROD (I)
202	MAROON CYLINDER (I) (V/L)	252	CLEAR FACETED HELIX (V/L)
203	EMERALD GREEN ROD (I) (V/L)	253	DEEP PURPLE CATSEYE (V/L)
204	RUBY RED SMOOTH EGG (I) (P)	254	DEEP RED FACETED HELIX (V/L)
205	BLOOD RED LOZENGE (I)	255	PALE YELLOW FACETED TORUS (V/L)
206	INCANDESCENT FACETED CONE (V/L)	256	LAVENDER CATSEYE (P)
207	VIBRANT PURPLE CATSEYE (P)	257	DEEP BLACK SMOOTH TORUS (V/L)
208	PALE TURQUOISE PRISM (V/L)	258	VIBRANT PURPLE ROD (V/L)
209	COPPER FACETED PYRAMID (V/L)	259	YELLOW SMOOTH HELIX (V/L)
210	LIGHT BLUE ELLIPSOID (V/L)	260	PALE BLUE SMOOTH TORUS (V/L)
211	FLICKERING SPINDLE (I)	261	BLUE SMOOTH HELIX (V/L)
212	BRIGHT SILVER SPINDLE (I)	262	BRIGHT ROSE SMOOTH TORUS (V/L)
213	BRIGHT WHITE SPINDLE (I)	263	GREEN SMOOTH HELIX (V/L)
214	PULSING RED SPINDLE (I)	264	YELLOW SMOOTH TORUS (V/L)
215	GREEN SPINDLE (I)	265	RAINBOW DODECAHEDRON (V/L)
216	TWISTED PURPLE HEXAGONAL ROD (V/L)	266	DARK GREEN ROD (V/L)
217	PULSING GREEN SPHERE (V/L)	267	DARK ORANGE CUBE (V/L)
218	PALE LAVENDER SPHERE (P)	268	PALE GREEN FACETED HELIX (V/L)
219	PALE YELLOW FACETED LENS (V/L)	269	CLEAR FACETED TORUS (V/L)
220	LAVENDER SMOOTH EGG (V/L)	270	BRIGHT GREEN HEXAGONAL ROD (V/L)
221	PINK SPINDLE (V/L)	271	PEARL WHITE TEARDROP (V/L)
222	DEEP RED SPINDLE (V/L)	272	MARBLLED BLUE & WHITE CYLINDER (V/L)
223	PALE BLUE SPINDLE (V/L)	273	DEEP RED ROD (V/L)
224	SCARLET & BLUE SPINDLE (V/L)	274	STEEL CUBE (P)
225	INCANDESCENT BLUE SPINDLE (V/L)	275	CLEAR SMOOTH HELIX (V/L)
226	PINK AND GREEN SPINDLE (V/L)	276	CERELEAN BLUE RECTANGLE (V/L)
227	RUBY RED ELLIPSOID (V/L)	277	LAVENDER & GREEN FACETED EGG (T)
228	COBALT BLUE TEARDROP (V/L)	278	PEARL WHITE SMOOTH TORUS (P)
229	MAROON ELLIPSOID (V/L)	279	SKY BLUE DODECAHEDRON (V/L)
230	DEEP PURPLE FACETED LENS (T) (V/L)	280	YELLOW FACETED HELIX (V/L)
231	ORANGE CYLINDER (P)	281	ORANGE FACETED TORUS (V/L)
232	PALE BLUE SMOOTH EGG (I)	282	PALE AQUAMARINE LOZENGE (V/L)
233	BRIGHT GREEN RECTANGLE (V/L)	283	DEEP BLACK FACETED TORUS (P)
234	PULSING GREEN LOZENGE (V/L)	284	PURPLE & WHITE CONNECTED SPHERES (V/L)
235	INDIGO BLUE PRISM (V/L)	285	RED FACETED TORUS (V/L)
236	BRIGHT ROSE CATSEYE (P)	286	DUSTY ROSE FACETED HELIX (V/L)
237	RUBY RED PRISM (V/L)	287	WHITE & PINK SNOWFLAKE (V/L)
238	PALE BLUE CUBE (P)	288	FACETED LAVENDER TORUS (T)
239	LIME GREEN FACETED LENS (V/L)	289	WHITE SPHERE (V/L)
240	BRIGHT BLUE ELLIPSOID (V/L)	290	GLOWING ROSE SPINDLE (I)
241	BRIGHT SILVER FACETED LENS (I)	291	ORANGE SMOOTH HELIX (V/L)
242	RED SMOOTH HELIX (V/L)	292	BRIGHT BLUE OCTOHEDRON (P)
243	LAVENDER & GREEN STAR (V/L)	293	PURPLE & LAVENDER SPHERE (V/L)
244	COBALT BLUE FACETED HELIX (V/L)	294	SCARLET & BLUE CONNECTED SPHERES (V/L)
245	GLOWING ROSE STAR (V/L)	295	BLUE FACETED TORUS (V/L)
246	GREEN FACETED TORUS (V/L)	296	BLUE ROD (I) (V/L)
247	SMOOTH PALE LAVENDER TORUS (V/L)	297	RED LOZENGE (P)
248	WHITE FACETED TORUS (V/L)	298	MAROON SMOOTH HELIX (V/L)
249	SILVERY MIRRORRED HELIX (V/L)	299	RED SMOOTH TORUS (V/L)
250	CLEAR SMOOTH TORUS (V/L)	300	FUSED / any combination of two stones is possible (varies)

Table #3 - IOUN stones #201-#300 - Detailed

D100	IOUN Stone	Effect
201	FLASHING YELLOW PRISM (V/L)	Once per week the power of this IOUN stone can bring into existence 1D3 bands of glowing crystal. They will encircle a single man-sized or smaller target within 20', unless the victim makes a save versus Wands against each separate band. Each band will pin the victim's arms and only a special break attempt can be made to escape. One band = 30% chance, 2 bands = 20% chance, three bands = 10% chance. The bands exist for D4+2 rounds before crumbling into dust.
202	MAROON CYLINDER (I) (V/L)	Once per week the IOUN stone of teleport tracking allows the user to "hitch-hike" a ride via any Teleport spell that is used within 60'. The user is able to either complete the teleport or the stone gives the user the option of obtaining a brief view of the destination of a Teleport and returning to his former location. He may then use his own spell to Teleport to the location at another time.
203	EMERALD GREEN ROD (I) (V/L)	When the IOUN stone of silence is used, the target of this stone is muted, unable to speak or make any sound, for 1D3 rounds. This stone is usable once per week, on a target within 30". The target gets a save versus Wands at a -2 to nullify the effects.
204	RUBY RED SMOOTH EGG (I) (P)	The IOUN stone of anti-corrosion is a quite helpful stone. This stones power protects the wearer and his entire inventory of items from any form of corrosive attack...i.e. Rust Monster, acid, either from a natural attack or spell attack. However, this protection does not work against the massive amounts of corrosive bile from a Black Dragons breath weapon.
205	BLOOD RED LOZENGE (I)	The IOUN stone of hesitation can be very useful in times of pressure. The target of this stones powers must make a base save versus Wands with no modifiers, or suffer 3D4+2 segments of hesitation, possibly losing his actions for the round, or delaying the casting of a spell. This stone is usable once per week.
206	INCANDESCENT FACETED CONE (V/L)	The IOUN stone of the forge-master is of great value to those with the ability to create weapons, and it is highly prized by Dwarven artisans and other makers of magical weapons. This stone is able to focus the raw power of the Positive Material Plane and can create a ray of "fire" that can be used to melt and work even the hardest of metals (such as Mithril and Dragon hide). The ray lasts for "x" rounds, with each round causing a temporary loss of 1 point of constitution to the forger. Once constitution of five is reached a save versus spells is taken, failure meaning the user passes out. It takes a full day to recover each point of drained constitution. Each round of this pure heat adds +3% to the chance of success in the enchantment of the forged item.
207	VIBRANT PURPLE CATSEYE (P)	The IOUN stone of "obedience" is an unusual stone that herds all other IOUN stones in use by its possessor "out of harm's way". The affected stones will always keep the users body between them and any attacks, giving them an additional +1 on any required saving throw, and imposing a penalty of -2 on any attempt to attack or grab such protected IOUN stones.
208	PALE TURQUOISE PRISM (V/L)	The IOUN stone of metal repulsion causes all ferrous metal, other than what the possessor is wearing or carrying to be repulsed, and is unable to approach within 5' of the user. Thus swords will be turned aside, and metal tipped projectiles will veer away from the user. The effect is very short in duration, lasting for only 1D3 rounds, and is usable once per week.
209	COPPER FACETED PYRAMID (V/L)	This IOUN stone grants protection from natural heat sources and allows the user to even walk on molten lava. It grants +2 on saves from flames generated by creatures (hell hounds, pyro-hyda, and dragon's breath) or spells (Fireball, Burning Hands), reducing damage from these attacks by 1/2. The stone is usable once per week with a duration of 2D3+2 rounds.
210	LIGHT BLUE ELLIPSOID (V/L)	This IOUN stone can be used to increase the gravity within its area of effect, which extends 10' from the user. The stone is usable once per week and the effect lasts D3+2 rounds. A D6 roll determines the gravitational increase (a roll of 6 means 6 times normal gravity, and a -6 save modifier). Creatures in the area must save versus Wands at a minus equal to the increase, or they will drop to the ground and be unable to move or perform any actions until the effect ends.
211	FLICKERING SPINDLE (I)	The IOUN stone of Breath Weapon Absorption-Cold will protect the user only, by absorbing up to 100 points of cold breath damage from any source before transforming into #30. The user rolls 10 x D10 to determine the amount of major protection remaining. (See #30-Flickering snowflake)
212	BRIGHT SILVER SPINDLE (I)	The IOUN stone of Breath Weapon Absorption-Electricity will protect the user only, by absorbing up to 100 points of electrical breath damage from any source before transforming into #41. The user rolls 10 x D10 to determine the amount of major protection remaining. (See #41-Silver rod)
213	BRIGHT WHITE SPINDLE (I)	The IOUN stone of Breath Weapon Absorption- Acid will protect the user only, by absorbing up to 100 points of acid breath damage from any source before transforming into #21. The user rolls 10 x D10 to determine the amount of major protection remaining. (See #21-Bright white rectangle)

214	PULSING RED SPINDLE (I)	The IOUN stone of Breath Weapon Absorption-Fire will protect the user only, by absorbing up to 100 points of fire-breath damage from any source before transforming into #38. The user rolls 10 x D10 to determine the amount of major protection remaining. (See #38-Pulsing red star)
215	GREEN SPINDLE (I)	The IOUN stone of Breath Weapon Absorption-Gas will protect the user only, by absorbing up to 100 points of gaseous breath damage from any source before transforming into #32. The user rolls 10 x D10 to determine the amount of major protection remaining. (See #32-Green sphere)
216	TWISTED PURPLE HEXAGONAL ROD (V/L)	The IOUN stone of magical disruption is sought after by many adventurers. Once per week, when the power is activated a single spell using target within 30' can be affected. The target must make a base save versus Wands, or have the next spell he casts is "twisted" becoming a random casting from his available memorized spells of the same level or less. This power does not affect any naturally gained magical abilities.
217	PULSING GREEN SPHERE (V/L)	The IOUN stone of telekinesis is usable once per week, and it allows the user to move objects with his mind. The weight allowed is 200GP per point of intelligence (3,600GP or 360 pounds maximum at 18 IQ). Intelligence over 18 will allow an additional 300GP per point. Speed of telekinetic movement is 30' per round, with the duration of the effects being 2D3 rounds.
218	PALE LAVENDER SPHERE (P)	The single spell IOUN stone can be used to hold one spell. Roll a D8 for the level of the spell that can be stored for Magic Users and a D6 for Clerics to determine the level of the spell that can be stored. Once the chosen spell is placed it cannot be changed, the power of this stone will allow it to be cast once per day for 1st-2nd level spells, once per week for 3rd-5th level and once per month for higher level spells. The major benefit however is that the chosen spell will be cast at full effectiveness, and no material component is required. 5% of stones of this type will already have a spell stored within their matrix.
219	PALE YELLOW FACETED LENS (V/L)	This IOUN stone gives the user a base save versus Wands to be able to see through any illusion/Phantasm spell or effect for 2D3 rounds, including such spells as Mirror Image. The stone is usable once per week on illusions within 30'. While concentrating to initiate this stones power no other action is possible for the first round.
220	LAVENDER SMOOTH EGG (V/L)	The "Empath" IOUN stone allows a character to touch an injured target, and transfer some of his hit points thus "healing" the target by taking a part of the damage onto himself. The maximum transference possible is 3D4+3 hit points, and the stone is usable once per week. Roll the dice then subtract that number of hit points from the user of the stone (the stone will not take its user below 10 hit points) and add the same amount to the damaged individual. There are rumored to be super-charged versions of this stone which allow the transference of 6D4+6 hit points.
221	PINK SPINDLE (V/L)	Superior Constitution The user of this IOUN stone can activate its power once per week for 2D3+2 rounds, it grants an effective Constitution of 24 for any required checks, gaining all abilities normally obtained with such a high score, including a temporary boost to hit points.
222	DEEP RED SPINDLE (V/L)	Superior Dexterity The user of this IOUN stone can activate its power once per week for 2D3+2 rounds, it grants an effective Dexterity of 24 for any required checks, gaining all abilities normally obtained with such a high score.
223	PALE BLUE SPINDLE (V/L)	Superior Strength The user of this IOUN stone can activate its power once per week for 2D3+2 rounds, it grants an effective Strength of 24 for any required checks, gaining all abilities normally obtained with such a high score.
224	SCARLET & BLUE SPINDLE (V/L)	Superior Intelligence The user of this IOUN stone can activate its power once per week for 2D3+2 rounds, it grants an effective Intelligence of 24 for any required checks, gaining all abilities normally obtained with such a high score.
225	INCANDESCENT BLUE SPINDLE (V/L)	Superior Wisdom The user of this IOUN stone can activate its power once per week for 2D3+2 rounds, it grants an effective Wisdom of 24 for any required checks, gaining all abilities normally obtained with such a high score.
226	PINK AND GREEN SPINDLE (V/L)	Superior Charisma The user of this IOUN stone can activate its power once per week for 2D3+2 rounds, it grants an effective Charisma of 24 for any required checks, gaining all abilities normally obtained with such a high score.

227	RUBY RED ELLIPSOID (V/L)	The power of this IOUN stone can be used to cause a weapon held by the wearer to become wreathed in flames. The fire will cause the weapon to inflict an additional 1D6 points of damage on a successful attack. The flames can be created once per week for 2D4 rounds duration.														
228	COBALT BLUE TEARDROP (V/L)	Anyone attempting to target the user of this IOUN stone with either missile fire or direct magical attack must first make a successful save versus Spells or they will completely fail to notice the user. He is not invisible, he is just un-noticeable, and will thus be ignored as long as he takes no hostile actions. The stone may be activated once per week, and the effect lasts for 2D3+2 rounds.														
229	MAROON ELLIPSOID (V/L)	The IOUN stone of tunneling will allow the user to create a 3' diameter tunnel through any natural rock. The tunnel can be up to 30' long, and will last for 1D6 turns. The stone is usable once per week. The super-charged version of this stone will make a tunnel 5" in diameter for 60' that has the same duration.														
230	DEEP PURPLE FACETED LENS (T) (V/L)	Once per week any creature using the IOUN stone of massive impact is capable of inflicting a devastating single attack against creatures with equal or fewer hit dice than the user. When activated the power remains for a maximum of 2D3 rounds, and is discharged by a single successful strike with a blunt weapon in melee combat. This stone has a 50% chance to crumble after its first use with a +10% modifier for each additional use. Roll percentage dice on the following chart for the amount of extra damage that is inflicted: <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>01</td> <td>+4 damage</td> </tr> <tr> <td>02-25</td> <td>+6 damage</td> </tr> <tr> <td>26-50</td> <td>+8 damage</td> </tr> <tr> <td>51-85</td> <td>+10 damage, save versus paralyzation or stunned for D3 rounds</td> </tr> <tr> <td>86-95</td> <td>+12 damage, save versus spells or stunned for 2D3 rounds</td> </tr> <tr> <td>96-99</td> <td>+16 damage, stunned for 2D4+2 rounds (no save except MR)</td> </tr> <tr> <td>100</td> <td>+20 damage unconscious for D3 rounds (no save except MR)</td> </tr> </table>	01	+4 damage	02-25	+6 damage	26-50	+8 damage	51-85	+10 damage, save versus paralyzation or stunned for D3 rounds	86-95	+12 damage, save versus spells or stunned for 2D3 rounds	96-99	+16 damage, stunned for 2D4+2 rounds (no save except MR)	100	+20 damage unconscious for D3 rounds (no save except MR)
01	+4 damage															
02-25	+6 damage															
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51-85	+10 damage, save versus paralyzation or stunned for D3 rounds															
86-95	+12 damage, save versus spells or stunned for 2D3 rounds															
96-99	+16 damage, stunned for 2D4+2 rounds (no save except MR)															
100	+20 damage unconscious for D3 rounds (no save except MR)															
231	ORANGE CYLINDER (P)	The IOUN stone of sun-healing will allow its user to heal 4 hit points of damage per day when exposed to natural sunlight for at least one hour during that day.														
232	PALE BLUE SMOOTH EGG (I)	Once per week the IOUN stone of retribution can be used to duplicate one single attack worth of damage suffered by the user, and inflict an equal amount on the attacker. Damage caused by any form of spell, or weapon attack that inflicts "hit points" of damage can be duplicated. Any magical strength bonuses or pluses of damage due to strength are also duplicated, but not special powers (Sharpness, Wounding, and Vorpals etc). The duplication must take place immediately after the attack, and the user of the stone must still be above "0" hit points for the stone to function. The target of the retribution can make a save versus Wands at -2 to completely avoid the effect. The stone has a 50% chance to crumble whenever 30+ points are taken, with a +10% modifier each time a similar amount of damage occurs.														
233	BRIGHT GREEN RECTANGLE (V/L)	This powerful IOUN stone can create a "dimensional barrier" with a 10' radius that prevents any ethereal creature from approaching or attacking the user. The stone is usable once per week, and the effect lasts for 2D3 rounds.														
234	PULSING GREEN LOZENGE (V/L)	This IOUN stone can release an electrical charge once per week that will strike a single target within 30'. The charge inflicts 2D6+2 hit points of electrical damage, save versus Wands for half damage. The super-charged form of this IOUN stone can inflict 4D6+3 points of damage.														
235	INDIGO BLUE PRISM (V/L)	This IOUN stone can be used once per week to produce a ray of cold that can strike one target within 30'. The cold-ray will inflict 2D6+2 hit points of cold damage, save versus Wands for half damage. The super-charged form of this IOUN stone can inflict 4D6+3 points of damage.														
236	BRIGHT ROSE CATSEYE (P)	The IOUN stone of telepathy allows the user to communicate telepathically with targets within 30'. The user can only sense thoughts aimed intentionally at him, and the power cannot be used to eavesdrop on any unwilling victims thoughts.														
237	RUBY RED PRISM (V/L)	The user of this IOUN stone can be used once per week to produce a ray of fire that can strike one target within 30'. The fire-ray will inflict 2D6+2 hit points of damage, save versus Wands for half damage. Flammable targets will be ignited on a failed save causing 2d6 hit points of damage on the next round. The super-charged form of this IOUN stone can inflict 4D6+3 points of damage.														
238	PALE BLUE CUBE (P)	This IOUN stone can be used to create an extra-dimensional storage space that can hold many objects. The area created is a 1' crystalline cube that will appear in mid-air upon command. The user can reach into the space from any of its surfaces to store or retrieve items. If the stone is destroyed any stored items are lost in the Elemental Plane of Earth.														

239	LIME GREEN FACETED LENS (V/L)	<p>The IOUN stone of damage reflection can be used once per week for 2D3 rounds to create an energy field which will reflect a portion of the damage taken from any melee attack form back onto the attacker. Roll a D20 on the chart each time it is activated to see the amount of reduction:</p> <table border="1" data-bbox="594 338 938 464"> <tr> <td>01-10</td> <td>2 points of reflection</td> </tr> <tr> <td>11-15</td> <td>4 points of reflection</td> </tr> <tr> <td>16-19</td> <td>6 points of reflection</td> </tr> <tr> <td>20</td> <td>8 points of reflection</td> </tr> </table>	01-10	2 points of reflection	11-15	4 points of reflection	16-19	6 points of reflection	20	8 points of reflection
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11-15	4 points of reflection									
16-19	6 points of reflection									
20	8 points of reflection									
240	BRIGHT BLUE ELLIPSOID (V/L)	<p>The IOUN stone of fluid purity can be used once per week to cause a potion consumed by its possessor to work at full effectiveness and duration. Any water, whatever the source, is purified when consumed by the user of this IOUN stone. Any ingested poisons are destroyed, being transformed into a pleasant tasting fluid.</p>								
241	BRIGHT SILVER FACETED LENS (I)	<p>One of the classes of “twinned” IOUN stones this is a quite valuable asset to any adventuring group. These IOUN stones are always found in pairs and only one of the pair can be used by a single character. Once per week the user of one of these stones can travel through a dimensional portal to the second stones location. Both must be within 100’ and within line of site for the stones power to function.</p>								
242	RED SMOOTH HELIX (V/L)	<p>Once per day this IOUN stone can be used in an attempt to “Volley” a directed spell that has been directed at the user, back upon its caster. This stone will not influence area effect spells. The user of the stone receives a save versus Wands to reflect the spell; if successful the spell caster must save versus Wands to avoid the spell. If both succeed in their save attempts the spell vanishes inflicting no damage.</p>								
243	LAVENDER & GREEN STAR (V/L)	<p>Using the power contained within this IOUN stone a spell caster can reduce the casting time of one spell a day by ½. Super-charged versions can affect two spells per day.</p>								
244	COBALT BLUE FACETED HELIX (V/L)	<p>This IOUN stone will create a “crystal rope” that is 1” in diameter and up to 60’ long. The rope is capable of holding 1000 pounds of weight, and will hold itself immovable where placed. The stone can be used once per week, and the rope remains for 2D3+2 rounds before it will crumble into dust.</p>								
245	GLOWING ROSE STAR (V/L)	<p>Known as the “repair” IOUN stone, this potent crystal is much sought after by many adventurers. If placed into orbit with a burned out IOUN stone, it will transfer its energy, slowly bringing the #15 Dull Grey Stone back to “life”. The original color returns to normal within one week and any small cracks within the stones matrix are repaired. The battery stone then has a base 50% chance that it will crumble and vanish, modified by +10% per use. IOUN stones with multiple charges will have a 1 charge maximum capacity when repaired by this stone.</p>								
246	GREEN FACETED TORUS (V/L)	<p>This IOUN stone creates a small extra-planar conduit to the Elemental Plane of Water, bringing a stream of up to 100 gallons of fresh clear water into existence. The stone can be used once per week, with the water remaining until natural evaporation occurs or until it is consumed.</p>								
247	SMOOTH PALE LAVENDER TORUS (V/L)	<p>This IOUN stones power is rather unusual in that it creates a temporary, crystalline duplicate of the user. The “crystal doppelganger” can be formed once per week, for the duration of 2D3 rounds. It will move under the control of the user and can be made to perform simple tasks...walk, open...lift...etc, with the same chances of success as the stones owner. The doppelganger cannot perform any kind of combat attack, and if it receives more than 10 hit points of damage of any sort it will slowly crumble and vanish.</p>								
248	WHITE FACETED TORUS (V/L)	<p>The user of this IOUN stone is immune to all touch based Paralysis and Petrification attacks, from both spells and creatures. The stone is usable once per week, and once activated the protection lasts for 2D3+2 rounds.</p>								
249	SILVERY MIRRORED HELIX (V/L)	<p>This IOUN stone can be used to attack opponents within 30’ of the user. The stone will fly to the target and once per round will attack at the users’ level; inflicting 2D4 +4 hit points of damage on a successful strike. The stone is usable once per week and will make D3+1 attacks before returning to orbit the user.</p>								
250	CLEAR SMOOTH TORUS (V/L)	<p>Known as the “Chiller” this is a low powered IOUN stone which can be used once per week to lower the air temperature in a 10’ radius of the user by 20 degrees, to a minimum of 32 degrees Fahrenheit (freezing). It can also reduce the temperature of up to ten gallons of fluid by 30 degrees; both uses for the duration of 2D3 turns. (See #258 for a more powerful version of this stone)</p>								

251	PEARL WHITE ROD (I)	The user of one of these “twinned” IOUN stones can cast spells as if standing at the location of the second stone as long as both are within 60’ and in line of sight (see Project Image). These IOUN stones are always found in pairs and only one of the pair can be used by a single character. The effect is usable once per week for the duration of 2D3 rounds.												
252	CLEAR FACETED HELIX (V/L)	<p>The IOUN stone of the unstable flux is a fickle and possibly dangerous stone, some even consider it to be border-line cursed. It can be used once per week to augment a single cast spell. The spell must be of a type that inflicts actual hit points of damage (Lightning Bolt, Fireball, and Magic Missile etc.). Roll a D20 on the following chart for the effect:</p> <table border="1"> <tr> <td>1</td> <td>Spell backfires - Roll % dice: on 01%-85% the spell energy drains away on a 86%-100% the spell goes off using the caster as the target point</td> </tr> <tr> <td>2-10</td> <td>add +1 level to the casting power of the spell</td> </tr> <tr> <td>11-15</td> <td>add +2 levels to casting power of the spell</td> </tr> <tr> <td>16-18</td> <td>add +3 levels to casting power of the spell</td> </tr> <tr> <td>19</td> <td>spell works at maximum effect (no dice roll is needed)</td> </tr> <tr> <td>20</td> <td>spell works at double effect (roll of dice x 2)</td> </tr> </table>	1	Spell backfires - Roll % dice: on 01%-85% the spell energy drains away on a 86%-100% the spell goes off using the caster as the target point	2-10	add +1 level to the casting power of the spell	11-15	add +2 levels to casting power of the spell	16-18	add +3 levels to casting power of the spell	19	spell works at maximum effect (no dice roll is needed)	20	spell works at double effect (roll of dice x 2)
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20	spell works at double effect (roll of dice x 2)													
253	DEEP PURPLE CATSEYE (V/L)	This IOUN stone can be quite deadly. Once per week for 2D3 rounds it can be used to create a vacuum of airless space in a 10’ radius surrounding and moving with the user. The zone of airlessness can protect the user from sound based attack forms. The user of the stone is safe in a small bubble of air that moves with him for the duration of the effect.												
254	DEEP RED FACETED HELIX (V/L)	This stone grants the power of 60’ ultra-vision to its user. It doubles the range of this ability for those who already possess it. This is a permanent effect stone.												
255	PALE YELLOW FACETED TORUS (V/L)	The user of this IOUN stone and his equipment can assume an amorphous form (Black Pudding, Gelatinous Cube, etc.) once a week for 2D3 rounds. In this jelly-like state he can squeeze through gaps of as small as half an inch with a movement rate of 10’ per round. While in this form the user does not gain any of the amorphous special attack forms, but any edged weapons will inflict only ½ damage.												
256	LAVENDER CATSEYE (P)	The Mineral Plane portal IOUN stone is one of the long duration stones, allowing the user to shift to the Quasi-Elemental Plane of Mineral for 2d6+2 turns. The stone will protect the user from all of the effects of that strange realm, and will also allow very basic communication with its more intelligent inhabitants, who will treat the user favorably.												
257	DEEP BLACK SMOOTH TORUS (V/L)	The user of this IOUN stone can detect the presence of all magical auras either within a 30’ radius, or on a single target within 60’. It will allow the detection of creatures protected by all forms of Invisibility, Dust of Disappearance, the various Protection spells, Globes of Invulnerability and “barrier” spells like Stoneskin. The effect lasts for 2D3 rounds and is usable once per week.												
258	VIBRANT PURPLE ROD (V/L)	Once per week this IOUN stone can be used to create a freezing cold area with a 20’ radius around the user. The air temperature will drop to zero degrees Celsius, and any water in the area will instantly freeze to a depth of 6’. All surfaces are covered with a thin layer of ice. Brown mold is killed by this effect. The temperature will slowly return to normal taking 2D3 turns, even in the hottest of environments.												
259	YELLOW SMOOTH HELIX (V/L)	Usable once per week this IOUN stone is much prized by adventurers. If the user is in danger of death from a bleeding injury and reaches -9 hit points, the stone will release a pulse of Positive energy restoring him to 1 hit point (modified Deaths Door). It will not be able to save a character that is damaged beyond -10 from an attack. This stone has a 50% chance to crumble after its first use with a +10% modifier for each additional use.												
260	PALE BLUE SMOOTH TORUS (V/L)	Once per week the user of this IOUN stone can make a small volume of metal (up to 100 pounds) as soft and pliable as thick taffy for 1D4 +2 rounds: adding +40% to any bend bars check.												
261	BLUE SMOOTH HELIX (V/L)	These IOUN stones are quite unique and are always found in pairs, usable by two different characters allowing them to communicate with each other telepathically; as long as they are both on the same Plane of Existence. This contact has a duration of 2D4 rounds, and is usable once per week.												
262	BRIGHT ROSE SMOOTH TORUS (V/L)	The IOUN stone of size alteration allows the user to reduce or increase his size by up to 25%; once per week with the effect lasting 2D3+2 rounds. The super-charged version of this stone allows a 50% alteration of size. (See #476 for a more powerful version of this stone)												

263	GREEN SMOOTH HELIX (V/L)	The IOUN stone of Empathy Alteration can allow the user to sense the feelings being sent out by the target. He can then attempt to alter these feelings (turn hatred into indifference for example). This is usable once per week and the victim receives a saving throw versus Wands to avoid the effect.										
264	YELLOW SMOOTH TORUS (V/L)	Once per week the IOUN stone of "Mind-walking" allows the user to Probability Travel 1D3 rounds into the future. The user sends his mental self ahead and can sense whatever it experiences, thus possibly changing a course of action.										
265	RAINBOW DODECAHEDRON (V/L)	The IOUN stone of gravitational orientation allows the user to walk up walls and across ceilings. He can orient himself, and freely move in any direction that he chooses. This movement is at ½ the normal rate (12" of movement becomes 6" when using the stone). It is usable once per week with a duration of 2D4+2 rounds.										
266	DARK GREEN ROD (V/L)	The IOUN stone of merging allows the user to "fuse" two non-living items together by touch. This could be used to mend a non-magical item, or seal a doorway. The fused items must be touching, and must be of similar material (a sleeve could be fused with a shirt for example). Any attempt to fuse items held or worn by a living creature will fail if a save versus Wands is made by the recipient. The stone is usable once per week and the fusing takes one round to be complete with the fusion lasting for 2D4+4 rounds.										
267	DARK ORANGE CUBE (V/L)	The IOUN stone of magic dispelling has a variable chance to nullify a single magical effect within 20' of the user. Once per week it has a chance to Dispel Magic as per the spell but with a random chance, and always at the stated percentage (i.e. no modification by the target spells casting level). If cast upon any item with permanency the stones power will merely nullify the magic for the duration of 2d4+2 rounds. Roll percentage dice and consult the following chart for each use: <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>01-25</td> <td>15%</td> </tr> <tr> <td>26-50</td> <td>20%</td> </tr> <tr> <td>51-75</td> <td>25%</td> </tr> <tr> <td>76-95</td> <td>30%</td> </tr> <tr> <td>96-100</td> <td>35%</td> </tr> </table>	01-25	15%	26-50	20%	51-75	25%	76-95	30%	96-100	35%
01-25	15%											
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76-95	30%											
96-100	35%											
268	PALE GREEN FACETED HELIX (V/L)	The user of this IOUN stone, regardless of his class has the THACO of a fighter equal to their level. The effect is usable once per week and lasts for 2D4+2 rounds. A fighter, ranger, paladin or cavalier using this IOUN stone has a +1 THACO for 4D3 +3 rounds upon activating this stone.										
269	CLEAR FACETED TORUS (V/L)	IOUN stones of this kind function in all ways as one of the Baern Stones that can control the functioning of the Zaeranni Portals. Stones of this type can only be used once per week to access the Portal of Worlds network. What makes this IOUN stone more powerful is that it allows the user to navigate once within the Portal. (See#165 for the less powerful version of this stone), (Campaign specific IOUN stone for my AD&D gaming group, allowing the locating of the nearest hub-stone for the Zaeranni portal network)										
270	BRIGHT GREEN HEXAGONAL ROD (V/L)	The IOUN stone of "muting" will act as a lower form of the Clerics Silence spell in an area that affects the user only. Once per week for the duration of 2D4+2 rounds the stone can make any loud noise made in a 20' area to be but a whisper of sound that will travel no more than 10'.										
271	PEARL WHITE TEARDROP (V/L)	The users of these two "twinned" IOUN stones can exchange their melee abilities for the duration of the effect once per week. This exchange is of the base THACO only, with no magical bonuses being transferred. The duration of the exchange is 2D3 rounds and the users must be within 60' and line of sight for the effect to function. These IOUN stones are always found in pairs and only one can be used by a single character.										
272	MARBLED BLUE & WHITE CYLINDER (V/L)	This IOUN stone is able to transform itself into flat crystal disc 3' in diameter that the user, along with up to 200 pounds of other equipment, can use to move through the air at a speed of 60' per round. The user is gravitationally bound to the disc and receives a save versus poison to remain attached if attacked. The disc can remain transformed for 3D4+3 rounds before returning to its original form. The function can be used once per week.										
273	DEEP RED ROD (V/L)	This IOUN stone will place a field of force over any hand held weapon. On a successful strike the weapon does an additional +6 damage. The stone is usable once per week, and the effect lasts for 2D3 rounds.										

274	STEEL CUBE (P)	The IOUN stone of animal control works once per week and allows the user to influence up to 8 HD of the following types of animals (birds, mammals, reptiles, fish, and insects). The creatures only receive a saving throw if they are of average or greater intelligence. The control is for the duration of 2D3 rounds, and the creatures controlled cannot be made to do anything that will directly cause them harm.
275	CLEAR SMOOTH HELIX (V/L)	The IOUN stone of Molecular Control will allow the user to change up to one pound of solid material into ½ pound of another. The stone is usable once per week, and the transformation takes 3 rounds of complete concentration. The user can only change materials into forms that he has touched while the stone has been attuned to him (if you have never touched gold while the stone has been in “orbit”, then you can’t make gold).
276	CERELEAN BLUE RECTANGLE (V/L)	This IOUN stone, also known as the “Druids Stone” can accelerate all plant growth within a 30’ radius. Once per week for 2D3+2 rounds any plants within the area of effect will grow at a rate of one month’s growth per round. Many Druids prize this stone for the power to establish the heart of their grove. The super-charged version of this stone accelerates the growth rate to 1 year per round.
277	LAVENDER & GREEN FACETED EGG (T)	This IOUN stone, known as the “recharge-stone” is very highly prized by adventurers. Once per week this stone slowly gathers a charge of Positive energy. If the stone is placed in contact with a Wand, Staff, or Rod, the gathered energy will flow into the device giving it one additional charge. The device affected must have at least one charge and this stone is only able to charge an item to a maximum of 4 charges. The spell effect it is renewing must also be of 4th level or less or the attempt will fail. Perhaps this stones most potent use is its ability to recharge another IOUN stone allowing the second stone to be used more frequently.
278	PEARL WHITE SMOOTH TORUS (P)	The owner of this IOUN stone has a +1 on any saving throws allowed versus any form of undead touch based attack (paralysis, level draining, disease, etc.). The super-charged grants a +2 bonus. (See # 387 for a more powerful version of this stone)
279	SKY BLUE DODECAHEDRON (V/L)	The IOUN stone of enhancement absorption is quite unusual. Any magical weapon that strikes the user will do its normal damage, including strength, but any additional magical pluses are absorbed by the IOUN stone itself. This also includes additional bonuses from enhancing items (Gauntlets of Ogre Power etc.). As a result, any special magical properties (Vorpal, Sharpness, etc.) are also cancelled. The stone can absorb 4D8+8 magical points of damage before burning out, turning dull gray. See #15 for details on burned out IOUN stones.
280	YELLOW FACETED HELIX (V/L)	This powerful IOUN stone can be a lifesaver. When activated the users normal Constitution bonuses for his level are doubled granting temporary extra hit points. The stone is usable once per week and the duration of the effect is 2D4+2 rounds. Any damage taken during this time is first deducted from these bonus points. This stone has a 50% chance to crumble after its first use with a +10% modifier for each additional use.
281	ORANGE FACETED TORUS (V/L)	Another of the unique “twinned” IOUN stones; perhaps the most powerful of the type, this stone also must be used by two different characters. The users of either stone can Teleport without Error to the other stones location once per week, as long as both are on the same Plane of Existence. These IOUN stones are always found in pairs and only one can be used by a single character.
282	PALE AQUAMARINE LOZENGE (V/L)	The user of this IOUN stone gains a +1 to hit and +1 to damage in combat with any weapon, including bare hands. Rare super-charged versions give the user a +2 to hit and damage. This Stone does not add to the damage inflicted by a successful attack with any form of missile weapon.
283	DEEP BLACK FACETED TORUS (P)	The IOUN stone of recalling can be used to make any thrown weapon perform as an item of returning. One chosen weapon per day that is thrown by hand can be attuned to the stone and whenever it is thrown it will return to the users hand at the end of the round. This is a permanent effect stone.
284	PURPLE & WHITE CONNECTED SPHERES (V/L)	The user of this IOUN stone can agitate the molecules of up to 10’ thickness of stone allowing the user to slip between the molecules of the rock. The passage thus created is 3’ wide and 5’ high. The stone is usable once per week for 2D3 rounds, at the end of which the affected stone returns to its natural solid state. Super-charged versions can affect up to 20’ of stone or 6 inches thickness of metal.

285	RED FACETED TORUS (V/L)	The IOUN stone of mineral immovability allows the user to “freeze” any solid mineral surface of up to a 1000 (10’ x 10’ x 10’) square foot area in place. Thus a descending block can be stopped, a crumbling floor can be held together, a collapsing ceiling can be held in place; all for the duration of the effect. The stone is usable once per week and the effect lasts for 2D3 rounds, with the effect either moving with the user or staying in a designated location. This stone has a 50% chance to crumble after its first usage, with a +10% modifier for each additional use.
286	DUSTY ROSE FACETED HELIX (V/L)	The power of this IOUN stone is usable once per week, and lasts for 2D4+2 rounds. When activated the user is completely “invisible and undetectable” by any form of undead creature as the life energy is masked by the stone. A Cleric using this stones powers cannot affect undead in any way while it is active, and any attacks made by the user will negate the effect.
287	WHITE & PINK SNOWFLAKE (V/L)	Once per week, for the duration of 2D3+2 rounds the user of this IOUN stone can create a rather simple barrier. The ground in a 10’ radius becomes a completely sticky, tar-like substance, making any attempt to move across it a complete failure. The user himself has the added bonus of gaining the ability to move freely on such surfaces when the stone is in use.
288	FACETED LAVENDER TORUS (T)	The user of this IOUN stone can choose to absorb damage from most forms of attack, from natural creature attacks, melee weapons or missile attack. This stone will not absorb any kind of magical or breath weapon damage. Such stones can absorb 10-100 points of damage before they are destroyed, crumbling into dust. Roll 10D10 to determine how much reduction remains within the stone when it is found.
289	WHITE SPHERE (V/L)	The IOUN stone of the disc is a deadly item against an opponent; and one that is much prized by adventurers. Once per week the stone can create a crystal disc that is 12 inches in diameter with a center thickness of just ½ inch, tapering to an edge of extreme sharpness. This disc can be sent towards an opponent within a range of up to 30’. Roll as normal to hit (no Strength or Dexterity bonus’) inflicting 3D4+4 hit points of damage. However, a die roll of 18 or 19 acts as a Sword of Sharpness, and a roll of 20 acts as a Vorpal weapon attack. After one successful attack the disc vanishes, the IOUN stone reappears around the users head, and the recharge begins. This stone has a 50% chance to crumble after its first usage, with a +10% modifier for each additional use.
290	GLOWING ROSE SPINDLE (I)	This IOUN stone can absorb and contain one spell of up to 4th level at a time. The user must be the direct target of the spell (not an area effect spell). The user of the IOUN stone is then able to cast the spell at another time, at the original casters level. Targets of the returned spell receive a +2 save bonus if the user of this stone is not of the appropriate class or level to employ the spell. Once this is done the stone must rest for one week before it can then absorb another spell. Super-charged versions of this stone can absorb spells up to 6th level.
291	ORANGE SMOOTH HELIX (V/L)	This powerful set of “twinned” IOUN stones can be of great benefit to the users. These IOUN stones are always found in pairs and only one can be used by a single character. Once per week if one of the users drinks a potion, both can benefit from its effects. Only potions having a random duration can be used in this way, and the duration of this shared potions effect is divided in half between the two users. The major benefit of this stone is that there is no chance of potion miscibility if they each consume a different substance. The potions shared must however be of a type usable by both users.
292	BRIGHT BLUE OCTOEDRON (P)	The user of this powerful IOUN stone is completely immune to Charm, Command, and most other mind influencing spells, including all forms of Insanity. This is a permanent effect stone as long as it is in use.
293	PURPLE & LAVENDER SPHERE (V/L)	This IOUN stone creates a shifting cloud of thick rainbow hued vapors in a 5’ radius that make any attacks against the user suffer a -2 to hit penalty. The effect is usable once per week and has a duration of 2D3+2 rounds.
294	SCARLET & BLUE CONNECTED SPHERES (V/L)	Once per week the owner of this IOUN stone can summon a small, 1’ tall, crystalline creature from the Elemental Plane of Mineral. This creature will always have the appearance of the type of creature that summoned it with the following stats: HD-2 / HP-2D8+2 / AC-0 / THACO-15 / #ATT-2 / DAMAGE-1D3. This creature is of low intelligence, able to perform only simple tasks, for the duration of 2D3 rounds.
295	BLUE FACETED TORUS (V/L)	Moorchlyne’s IOUN stone is a favorite item, named after the first mage to find one of these rare stones. This stones user can add a +1 to any single ability score of the user’s choice, to a maximum of 18. Upon discovery the user may freely choose which ability he wishes to enhance, and after one week of attunement it begins to function. Once chosen the user cannot change the function of this stone for 24 hours. Rare super-charged stones of this type have been found that will add +2 to an ability, but still with a maximum enhancement of 18.

296	BLUE ROD (I) (V/L)	The IOUN stone of the Prismatic Spray is perhaps one of the most powerful offensive stones ever found. Once per week the user can project a stream of multi-colored, needle sized crystals from his out stretched hands. This effect fills a cone shaped area 15' long, 10' wide at its base. Victims must save versus Wands or receive 4D4+4 damage (or ½ that amount if a save is made). There are rumors of the existence of a super-charged version that does 6D4+6 damage. (Named for Vancian Magic)
297	RED LOZENGE (P)	The IOUN stone of superior Magic Resistance grants its user a cumulative 3% resistance to spells for each level of experience of the user. The extremely rare super-charged version of this stone will grant 4% resistance for each level of experience. This magic resistance is modified as per the rules in MM1 page 5.
298	MAROON SMOOTH HELIX (V/L)	Once per week the user of one of these "twinned IOUN stone can take an object up to 10 pounds of weight in his hands and transfer it to whoever is using the second stone. The maximum range for the transfer is 60' and there must be a line of sight between the two users. These IOUN stones are always found in pairs and only one can be used by a single character. The rare form of this stone allows the transference of items weighing up to 100 pounds for the same distance.
299	RED SMOOTH TORUS (V/L)	Known as the "Fire-starter" this is a low powered IOUN stone which can be used to ignite a small fire (camp fire, candle, torch, oil etc.) with a mere thought. The range of the effect is 20' and it can be used three times per day. It can also be used to raise the temperature in a 10' radius of the user by 20 degrees to a maximum of 100 degrees for 12 hours, with the effect moving with the user.
300	***FUSED / any combination of two stones is possible*** (varies)	This IOUN stone is actually two stones that have fused together during their formation which both work to full effectiveness. Roll 2 times on the IOUN stone tables for which fusion has taken place. A rare form of this IOUN stone occurring only 5% of the time has three fused stones. Because of its size, this type of IOUN stone cannot be used within an IOUN Halo, IOUN Ring, or IOUN Armband.

Klahzmaat D'rhaketh appraised the destruction that had been wrought within this ancient chamber. He contemplated the costs: thirty one slaves had perished, including more than a dozen trolls. Six of his Drow warriors lay dead on the floor, but they were all from inferior houses and of little importance, along with 2 high born clerics (one of whom had "errantly strayed" into the path of Klahzmaat's vorpal blade). All of them had died for the two IOUN stones that he had recovered. Well within the balance he thought, the scales were tilted in his favor, for the stones were his now, and would make a fine addition to his growing collection.



Drawing by Zachery Hargenrader

Table #4 - IOUN stones #301-#400 – Quick

D100	IOUN Stone	D100	IOUN Stone
301	GOLD SPHERE (V/L)	351	BRILLIANT GREEN SPINDLE (V/L)
302	CLEAR PINK LOZENGE (V/L)	352	BRIGHT BLUE SPHERE (I)
303	SKY BLUE PRISM (P)	353	EMERALD GREEN CYLINDER (V/L)
304	SCARLET & BLUE CYLINDER (P)	354	CLEAR CUBE (V/L)
305	INCANDESCENT BLUE RECTANGLE (P)	355	AMBER ROD (V/L)
306	DEEP RED SMOOTH TORUS (P)	356	PALE BLUE PRISM (V/L)
307	PINK RECTANGLE (P)	357	BLACK SMOOTH TORUS (V/L)
308	PINK & GREEN PRISM (P)	358	BRIGHT SILVER SMOOTH TORUS (V/L)
309	PALE GREEN SPHERE (T)	359	BRIGHT WHITE FACETED CONE (V/L)
310	BRIGHT SILVER CUBE (V/L)	360	LAVENDER SMOOTH TORUS (V/L)
311	YELLOW ELLIPSOID (V/L)	361	WHITE LOZENGE (V/L)
312	WHITE ROD (V/L)	362	PURPLE & LAVENDER CATSEYE (V/L)
313	WHITE RECTANGLE (V/L)	363	GREEN & SILVER SPINDLE (V/L)
314	BLACK CYLINDER (V/L)	364	PURPLE SPINDLE (V/L)
315	BLUE & GREEN SPHERE (B)	365	PALE YELLOW STAR (V/L)
316	PURPLE & LAVENDER ELLIPSOID (B)	366	AMBER SPHERE (V/L)
317	BRIGHT GREEN SMOOTH TORUS (V/L)	367	PALE GREEN ROD (V/L)
318	LAVENDER STAR (V/L)	368	PINK SMOOTH TORUS (V/L)
319	COBALT BLUE RECTANGLE (V/L)	369	DARK BLUE MULTI-FACETED CYLINDER (V/L)
320	DARK GREEN CYLINDER (V/L)	370	PALE BLUE CATSEYE (I)
321	PALE TURQUOISE LOZENGE (V/L)	371	DEEP BLUE CUBE (V/L)
322	DUSTY ROSE CUBE (V/L)	372	PALE GREEN CONNECTED SPHERES (V/L)
323	BLOOD RED SPHERE (I)	373	PALE TURQUOISE TEARDROP (V/L)
324	BLOOD RED RECTANGLE (I)	374	BRASS SPINDLE (V/L)
325	RED SMOOTH EGG (I)	375	OCHRE RECTANGLE (V/L)
326	BRIGHT ROSE ELLIPSOID (V/L)	376	PEARL BROWN ROD (P)
327	DARK ORANGE RECTANGLE (V/L)	377	PEARL WHITE CYLINDER (V/L)
328	GOLD SMOOTH TORUS (V/L)	378	PINK SPHERE (V/L)
329	PALE LAVENDER OCTAHEDRON (V/L)	379	COBALT BLUE SPHERE (V/L)
330	LIME GREEN SPHERE (V/L)	380	YELLOW SPINDLE (V/L)
331	COBALT BLUE CUBE (V/L)	381	SKY BLUE RECTANGLE (V/L)
332	LAVENDER LOZENGE (V/L)	382	PULSING WHITE SPINDLE (V/L)
333	LAVENDER ROD (V/L)	383	CLEAR STAR (V/L)
334	DARK ORANGE SPINDLE (I)	384	BLOOD RED FACETED RECTANGLE (V/L)
335	MAROON SNOWFLAKE (V/L)	385	DEEP RED LOZENGE (V/L)
336	PALE AQUAMARINE CUBE (V/L)	386	GOLD CATSEYE (I)
337	PALE BLUE RECTANGLE (V/L)	387	EMERALD GREEN FACETED TORUS (V/L)
338	YELLOW HEXAGONAL ROD (V/L)	388	PALE YELLOW FACETED PYRAMID (T)
339	BLOOD RED RECTANGLE (V/L)	389	DARK BLUE ELLIPSOID (V/L)
340	DEEP BLUE CUBE (P)	390	PINK ROD (V/L)
341	BRIGHT ROSE SPINDLE (V/L)	391	ORANGE RECTANGLE (V/L)
342	PURPLE CYLINDER (I)	392	RUBY RED STAR (V/L)
343	LIGHT BLUE CATSEYE (V/L)	393	PINK & GREEN OCTAHEDRON (V/L)
344	DUSTY ROSE SPHERE (V/L)	394	DUSTY ROSE RECTANGLE (V/L)
345	WHITE & PINK ELLIPSOID (V/L)	395	BLOOD RED CYLINDER (T)
346	PALE GREEN FACETED EGG (P)	396	LIME GREEN ROD (V/L)
347	MAROON SPHERE (P)	397	GLOWING ROSE SMOOTH EGG (P)
348	YELLOW LOZENGE (V/L)	398	BRASS CYLINDER (V/L)
349	BRIGHT ROSE CUBE (V/L)	399	PALE BLUE FACETED LENS (V/L)
350	LAVENDER CYLINDER (V/L)	400	EMERALD GREEN STAR (S)

Table #4 - IOUN stones #301-#400 - Detailed

D100	IOUN Stone	Effect														
301	GOLD SPHERE (V/L)	The IOUN stone of Planar Contact will allow the user to "Contact Other Plane / Commune with an Extra-Planar creature from the Elemental Plane of Earth once per week. The user will be able to ask 1D4 questions that will each receive a 1D4 word answer from the contacted creature. There is a 10% cumulative chance that the creature contacted will relay false or cryptic information with each successive answer.														
302	CLEAR PINK LOZENGE (V/L)	The IOUN stone of distortion will cause semi-confusion and indecision in a target within 30' of the user. The result is a -2 to hit and damage on any attacks he makes and a -2 on any saving throw made by the target for 2D3 rounds. This stone is usable once per week.														
303	SKY BLUE PRISM (P)	The IOUN stone of lesser Strength enhancement will boost the ability score of the user by 2 full points, but only to a maximum score of 16. This stone will not work with any other IOUN stone that affects this ability.														
304	SCARLET & BLUE CYLINDER (P)	The IOUN stone of lesser Intelligence enhancement will boost the ability score of the user by 2 full points, but only to a maximum score of 16. This stone will not work with any other IOUN stone that affects this ability.														
305	INCANDESCENT BLUE RECTANGLE (P)	The IOUN stone of lesser Wisdom enhancement will boost the ability score of the user by 2 full points, but only to a maximum score of 16. This stone will not work with any other IOUN stone that affects this ability.														
306	DEEP RED SMOOTH TORUS (P)	The IOUN stone of lesser Dexterity enhancement will boost the ability score of the user by 2 full points, but only to a maximum score of 16. This stone will not work with any other IOUN stone that affects this ability.														
307	PINK RECTANGLE (P)	The IOUN stone of lesser Constitution enhancement will boost the ability score of the user by 2 full points, but only to a maximum score of 16. This stone will not work with any other IOUN stone that affects this ability.														
308	PINK & GREEN PRISM (P)	The IOUN stone of lesser Charisma enhancement will boost the ability score of the user by 2 full points, but only to a maximum score of 16. This stone will not work with any other IOUN stone that affects this ability.														
309	PALE GREEN SPHERE (T)	The IOUN stone of experience amplification will add a +10% bonus to any experience points earned by the user that are gained after the stone is attuned. If the user already gains a +10% bonus because of exceptional ability scores then this stone will only add an additional +05% bonus to the total. Only one stone of this type can be in use by a single character. There is a super-charged version that will work only once as soon as it is attuned before it crumbles, but that one use will give the user a 5% bonus on any experience he ever earned!														
310	BRIGHT SILVER CUBE (V/L)	<p>The IOUN stone known as the lightning eater or the transformer stone will function once per week by completely absorbing any lightning / electrical attack suffered by the user from one attack. It will then transform the energy into one of the following effects determined by the roll of a D20:</p> <table border="1"> <tbody> <tr> <td>01</td> <td>No transformation occurs, the energy simply vanishes.</td> </tr> <tr> <td>02-05</td> <td>User gains a +1 damage bonus on any successful melee attack for the next D4 rounds.</td> </tr> <tr> <td>06-10</td> <td>User gains a +2 damage bonus on any successful melee attack for the next D4 rounds.</td> </tr> <tr> <td>11-15</td> <td>User gains a +3 damage bonus on any successful melee attack for the next D4 rounds.</td> </tr> <tr> <td>16-18</td> <td>User gains a +4 damage bonus on any successful melee attack for the next D4 rounds.</td> </tr> <tr> <td>19</td> <td>The bolt reflects back at the caster unchanged.</td> </tr> <tr> <td>20</td> <td>The bolt reflects back upon the attacker with a +1 modifier per die of damage.</td> </tr> </tbody> </table>	01	No transformation occurs, the energy simply vanishes.	02-05	User gains a +1 damage bonus on any successful melee attack for the next D4 rounds.	06-10	User gains a +2 damage bonus on any successful melee attack for the next D4 rounds.	11-15	User gains a +3 damage bonus on any successful melee attack for the next D4 rounds.	16-18	User gains a +4 damage bonus on any successful melee attack for the next D4 rounds.	19	The bolt reflects back at the caster unchanged.	20	The bolt reflects back upon the attacker with a +1 modifier per die of damage.
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19	The bolt reflects back at the caster unchanged.															
20	The bolt reflects back upon the attacker with a +1 modifier per die of damage.															
311	YELLOW ELLIPSOID (V/L)	This IOUN stone will cause a dampening field to surround a chosen target creature within 30'. The target receives a save versus Wands at a -2 modifier to avoid the effect. If affected, the creature has its Magic Resistance reduced by 1D3 x 10% for 2D3 rounds against any spells, from any creature. This stone is usable once per week. This stone has a 50% chance to crumble after its first use with a +10% modifier for each additional use.														

312	WHITE ROD (V/L)	This IOUN stone will open a conduit to the Positive Material Plane, releasing a searing bolt of pure energy that can inflict 4D6 + 4 damage to a single undead creature within 30' of the user. A successful save versus Wands made at a -2 will reduce the damage by ½. This stone is usable once per week. The stone has a 50% chance of crumbling when used with a +10% modifier for each use thereafter.
313	WHITE RECTANGLE (V/L)	The IOUN stone of Cuthbert's Blessing will be most useful in the possession of a Cleric or Paladin. Once per week the user can send a special prayer to his deity asking for a substitution for one of the 1st through 3rd level spells he has already prayed for and received. He may switch for a spell of the same or lower level (i.e. a change a Prayer for a Cure Disease). Super-charged versions of this stone will allow the substitution of clerical spells up to 5th level.
314	BLACK CYLINDER (V/L)	This IOUN stone will open a conduit to the Negative Material Plane, releasing a bolt of the blackest anti-energy that can inflict 4D6 + 4 damage to a single living creature within 30' of the user. A successful save versus Wands at a -2 will reduce the damage by ½. This stone is usable once per week. The stone has a 50% chance of crumbling when used with a +10% modifier for each use thereafter.
315	BLUE & GREEN SPHERE (B)	The IOUN stone of limited Heroism can be activated once per week by the user. As the energy of this powerful stone flows through his body the user obtains a temporary increase of D3 + 1 levels of experience for 2D3 rounds. This will affect THACO and also the power of many thrown spells. Thief abilities will receive a +10% increase on any skill check. No additional hit points are gained by using this stone.
316	PURPLE & LAVENDER ELLIPSOID (B)	The IOUN stone of limited Super-Heroism can be activated once per week by the user. As the energy of this powerful stone flows through his body the user obtains a temporary increase of D3 + 3 levels of experience for 2D3 rounds. This will affect THACO and also the power of many thrown spells. Thief abilities will receive a +20% increase on any skill check. No additional hit points are gained by using this stone.
317	BRIGHT GREEN SMOOTH TORUS (V/L)	This is one of the most powerful of IOUN stones, and one that can literally change its owner's fortunes. This stone will work one time before it is possibly destroyed, but it is able to completely block any single spell attack that the owner chooses, even to the stopping of the dreaded Mordenkainen's Disjunction from affecting the user of the stone. The stone has a 50% chance of crumbling when used with a +10% modifier for each use thereafter.
318	LAVENDER STAR (V/L)	The "Forbidding Stone" This IOUN stone is able to erect a "force barrier" that will prevent any natural creature from moving through the affected area for 2D3 rounds. The area can be as large as 10' x 10' and creatures with magic resistance can attempt to force their way through the area, but the attempt will take a full round. The barrier will not stop any form of missile attacks from passing through the affected area.
319	COBALT BLUE RECTANGLE (V/L)	The IOUN stone of Limited Translocation allows its user to a short range Teleport once per week. The distance is limited to only 10' per level of the user and the target area must be within line of sight.
320	DARK GREEN CYLINDER (V/L)	Phandaal's fantastic IOUN stone allows the user to generate a prismatic trap. Once per week the user can choose to a target creature within 30'. The designated creature must save versus Wands or be trapped within an unbreakable crystalline cage for 2D3 rounds. Only man sized or smaller creatures can be affected by this stones power. The super charged version of this stone will affect creatures that are roughly twice the size / mass of a man.
321	PALE TURQUOISE LOZENGE (V/L)	The IOUN stone of Pandelume is quite a beneficial stone in the hands of a spell caster. The user can use the stones power once per week to detect and identify any "protective" spells such as Shield, and Minor Globe of Invulnerability that are being used by a single creature within 30'. The stone works to discover flaws in the protection giving a 2% chance per level of the user to penetrate such a field with a spell.
322	DUSTY ROSE CUBE (V/L)	This IOUN stone can be used to "vanish" a 10' x 10' x 10' area of natural stone (loose dirt, rocks, etc. can be affected). The designated target within 30' is transported to the Elemental Plane of Earth where it will remain forever. It will not take any living creatures with it, but it could drop them in the hole it leaves behind. The stone functions once per week.
323	BLOOD RED SPHERE (I)	Once per week the user of this IOUN stone can generate a powerful Dispel Magic (as if cast at 18th level) on one object within 30'. The stone has a 50% chance to crumble after it is used with a +10% cumulative chance on each successive use.

324	BLOOD RED RECTANGLE (I)	The IOUN stone of dis-harmonics can be the bane of many spell casters when used correctly. He user can use the stone once per week to disrupt the gathering spell energy causing a 4th level or lower spell that is about to be cast to fail utterly. The user must announce his intentions before the caster begins to cast the spell. There is rumored to be super-charged versions of this stone that can affect spells of 6th level or lower.										
325	RED SMOOTH EGG (I)	Known as Rhialto's spell thief this is an exceptionally powerful IOUN stone that is usable only by Magic Users. If a target spell caster within 30' is about to cast a spell the user of this stone is able to literally steal the spell. He may then cast the stolen spell on his next turn; spells not cast immediately are lost. The stone is usable once per week, and the target receives a save versus Wands to cancel the effect.										
326	BRIGHT ROSE ELLIPSOID (V/L)	This IOUN stone will allow the user to create an extra-dimensional pocket (Rope Trick) large enough for up to four human sized creatures to move around comfortably. The stone can create one such pocket per week. The "pocket" will last for 2D4+2 rounds, and only the chosen figures may freely move into or out of the pocket. In dire emergencies the user is able to deplete his hit points in order to extend the duration of the effect, adding 1D3 rounds per hit point that is used. Hit points used in this fashion cannot be cured by spell, only by natural healing. The super-charged version allows for up to eight occupants.										
327	DARK ORANGE RECTANGLE (V/L)	The user of this IOUN stone is able to see through any form of polymorphed or shape-changed creature. The power is usable once per week, and can be used on targets within 30' of the user. The true form is revealed, but only to the user of the stone.										
328	GOLD SMOOTH TORUS (V/L)	This type of IOUN stone is another semi-parasitic stone that is of most use to a spell caster. This rare stone has the ability to leech hit points (energy) from its owner in order to amplify any electrical based attack roll. For every 5 hit points that it drains the user will gain a +1 both to hit (if needed) and +1 to any damage dice rolled. The drained hit points can be recovered by any normal or magical means, however any time it is used there is a 25% chance that the stone will crumble into dust.										
329	PALE LAVENDER OCTAHEDRON (V/L)	This type of IOUN stone, of which one once belonged to the warrior Quelce Ombriox, is a semi-parasitic stone. This rare stone has the ability to leech hit points (energy) from its owner in order to amplify a melee attack roll. For every 5 hit points that it drains the user will gain a +1 both to hit and damage. The drained hit points can be recovered by any normal or magical means, however any time it is used in a single there is a 25% chance that the stone will crumble into dust.										
330	LIME GREEN SPHERE (V/L)	The IOUN stone of Ultrario the Bold is an exceptional stone that is quite potent. Using this stone even a normal warrior is able to unleash a barrage of Magic Missiles (anyone but a magic user who uses this stone must roll a successful hit for the missiles to strike). The stones effects have a range of 30' and it is usable once per week. The stone has a 50% chance of crumbling when used with a +10% modifier for each use thereafter. Roll a D20 and consult the following chart to see the effect of the barrage: <table border="1" data-bbox="586 1304 1053 1459"> <tr> <td>01-05</td> <td>1 Magic Missile (1D4+1 damage)</td> </tr> <tr> <td>06-15</td> <td>2 Magic Missiles (2D4+2 damage)</td> </tr> <tr> <td>16-17</td> <td>3 Magic Missiles (3D4+3 damage)</td> </tr> <tr> <td>18-19</td> <td>4 Magic Missiles (4D4+3 damage)</td> </tr> <tr> <td>20</td> <td>5 Magic Missiles (5D4+5 damage)</td> </tr> </table> (See IOUN stone #341 for a more powerful single use stone of this type)	01-05	1 Magic Missile (1D4+1 damage)	06-15	2 Magic Missiles (2D4+2 damage)	16-17	3 Magic Missiles (3D4+3 damage)	18-19	4 Magic Missiles (4D4+3 damage)	20	5 Magic Missiles (5D4+5 damage)
01-05	1 Magic Missile (1D4+1 damage)											
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16-17	3 Magic Missiles (3D4+3 damage)											
18-19	4 Magic Missiles (4D4+3 damage)											
20	5 Magic Missiles (5D4+5 damage)											
331	COBALT BLUE CUBE (V/L)	This type of IOUN stone is another semi-parasitic stone that is of most use to a spell caster. This rare stone has the ability to leech hit points (energy) from its owner in order to amplify any cold based attack roll. For every 5 hit points that it drains the user will gain a +1 both to hit (if needed) and +1 to any dice rolled. The drained hit points can be recovered by any normal or magical means, however any time that this stone is used there is a 25% chance that the stone will crumble into dust.										
332	LAVENDER LOZENGE (V/L)	The IOUN stone of spell enhancement is a most potent item. The user (mage) who activates this spell can then release a perfect spell. The chosen spell will be at full strength, maximum duration, etc. Any saves against a "perfect spell" are at a -2 and a 10% reduction in any magic resistance. The stone is usable once per week. This stone has a 50% chance that it will crumble after its first use with a +10% modifier for each additional use.										

333	LAVENDER ROD (V/L)	This IOUN stone, owned by Quann’Ra-Tioll Moorchlyne, is very possibly one of the most powerful IOUN stones ever discovered. It is rumored that while combating a most powerful enemy of Law the mage was gifted by CRYSTALLE himself to obtain this unique stone. Upon activation the stone will give its possessor a magic resistance of 30% for 2D3+2 rounds. No other IOUN stones or magical items of magic resistance can be added to this stones power.
334	DARK ORANGE SPINDLE (I)	The IOUN stone of last resort is a dangerous stone if used incorrectly. This stone can only ever be used safely one time before it has a chance to crumble into dust. When activated the stone will pulse brightly for one round, it then draws into itself 2D4 hit points of energy from any creatures (damaging them) of sufficient size, and within 30’, into itself. These points then become extra hit points for the user for 2D3+2 rounds, being removed before any actual damage is received. The base chance for the stones destruction is 50%, with a 10% additional chance per activation. The stone is usable once per week
335	MAROON SNOWFLAKE (V/L)	This powerful IOUN stone can be used one time before it possibly crumbles into dust. But before it is destroyed it can project an Anti-Magic Shell in a 5’ radius around its user for 2D3 rounds. The base chance for the stone to crumble is 50% with a +10% cumulative chance per use.
336	PALE AQUAMARINE CUBE (V/L)	This IOUN stone actually has no inherent powers that it imparts to its owner, but upon activation it will turn invisible, and fly up to 30’ away towards a chosen target. It will then attempt to capture a random IOUN stone possessed by the target (roll randomly for multiple stones). The user of the target stone must save versus Wands with no modifiers or the target stone begins to orbit the imposter stone which then returns to its owner. Captured stones will take one week to attune to their new owner.
337	PALE BLUE RECTANGLE (V/L)	This IOUN stone has the power to alter the structure of one type of crystal, changing it into another of equal value. Thus 500GP of small emeralds could be changed, forming into a single 500GP diamond. Alternatively any metal can be transformed into another metal at the same rates. The maximum value that can be affected by either use is 1000Gp, and the stone is usable only once per week.
338	YELLOW HEXAGONAL ROD (V/L)	This IOUN stones user has a 50% chance to detect any hostile / harmful magic in a 20’ radius when the user concentrates for 1 round. The stone is usable once per week and will also allow the user to a chance to sense charms, illusions, and all forms of eavesdropping spells.
339	BLOOD RED RECTANGLE (V/L)	This type of IOUN stone is another semi-parasitic stone that is of most use to a spell caster. This rare stone has the ability to leech hit points (energy) from its owner in order to amplify any fire based attack roll. For every 5 hit points that it drains the user will gain a +1 both to hit (if needed) and +1 to any damage dice rolled. The drained hit points can be recovered by any normal or magical means, however any time that the stone is used there is a 25% chance that the stone will crumble into dust. (This is a more potent version of #146)
340	DEEP BLUE CUBE (P)	This IOUN stone enables the user to communicate in a primitive fashion with semi-sentient creatures, or forms of life. Only very basic principles can be sensed or sent by the user. This is a permanent effect stone and is always working.
341	BRIGHT ROSE SPINDLE (V/L)	The IOUN stone of the ultimate barrage can be used only a limited number of times before it will crumble into dust. The user rolls 3D3+2 for the number of Magic Missiles that are unleashed upon a single enemy within 30’. Each missile will inflict 1D4+1 damage to the chosen target creature. Non magic users who use this stone must make a successful attack roll to strike the target. The base chance for crumbling is 50% with a +10% cumulative chance per use.
342	PURPLE CYLINDER (I)	The IOUN stone called Iucounu’s Time Extender is a stone of such power that many have been killed just to possess one of its type. When activated, the user will roll 1D3+2 to determine the number of segments that are affected. Each segment will then function as a complete round for the user allowing multiple attacks (only one weapon attack per segment is allowed, regardless of the level of the user). This stone will even allow the casting of one spell per segment, as long as the casting time of each spell is less than the number of segments that are affected. The stone is usable once per week and it has a 50% chance of crumbling when first used with a +10% modifier for each use thereafter.

343	LIGHT BLUE CATSEYE (V/L)	<p>This type of IOUN stone is commonly referred to as the flux stone. Anyone using its power will be able to modify a chosen ability score, but the modification varies in the intensity of its effect. The ability score alteration lasts for 1D4+2 turns, and it is usable once per day. Upon activation roll a D10:</p> <table border="1" data-bbox="586 338 1179 491"> <tr> <td>1</td> <td>Lose one point from the chosen ability</td> </tr> <tr> <td>2</td> <td>There is no effect on the chosen ability</td> </tr> <tr> <td>3-8</td> <td>Add +1 to the chosen ability to a maximum of 18</td> </tr> <tr> <td>9</td> <td>Add +2 to the chosen ability to a maximum of 18</td> </tr> <tr> <td>10</td> <td>Add +2 to the chosen ability no maximum</td> </tr> </table>	1	Lose one point from the chosen ability	2	There is no effect on the chosen ability	3-8	Add +1 to the chosen ability to a maximum of 18	9	Add +2 to the chosen ability to a maximum of 18	10	Add +2 to the chosen ability no maximum
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9	Add +2 to the chosen ability to a maximum of 18											
10	Add +2 to the chosen ability no maximum											
344	DUSTY ROSE SPHERE (V/L)	<p>The IOUN stone of instantaneous transportation is one of the most effective methods of escape ever found. Once per week the user can designate a particular location (he must be at the location that is being chosen). Upon later activation, the stones power will instantly transport the user and everything he is wearing or carrying to the designated spot. The user and the destination must both be on the same Plane of Existence for the effect to work. The user is free to change the location each week. This stone has a 50% chance to crumble after its first use with a +10% cumulative chance per use.</p>										
345	WHITE & PINK ELLIPSOID (V/L)	<p>The IOUN stone of energy infusion is a potent weapon. Using the stones power causes a rock, or section of stone, up to 100GP weight and within 30' to glow with intense heat before it violently explodes. The sharp fragments will fill a 10' radius and inflict 2D6+2 points of damage to any creature caught within the area of the blast (save versus Wands for ½ damage). The power of this stone is usable once per week.</p>										
346	PALE GREEN FACETED EGG (P)	<p>This IOUN stone causes a permanent effect while in use. The user does not require actual sleep, but instead can rest in the Elven way; a period of relaxed reflection that allows the user to rest as if sleeping. The user is still alert to his surroundings as he mentally drifts in a state of calm reverie.</p>										
347	MAROON SPHERE (P)	<p>This IOUN stone will allow the user to partially conceal his alignment. Any such check will reveal an alignment that 'blends' in with the general alignments of the creatures / characters within 30' of the user. Paladins and Cavaliers will not use the deceptive powers of this type of IOUN stone. The effects of this stone will last for 4D4+4 rounds.</p>										
348	YELLOW LOZENGE (V/L)	<p>This IOUN stone will send out a pulse of energy in a 30' radius that will momentarily (2D4+2 segments) outline all invisible creatures with a glow similar in effect to a Faerie Fire. As a bonus, this pulse will also cause any hidden Glyph's or Rune's to also reveal their presence. It does not cancel any of the detected powers, but will reveal any form of natural or magical of invisibility. The power is usable once per week.</p>										
349	BRIGHT ROSE CUBE (V/L)	<p>IOUN stones of this type are very powerful and very rarely found. When activated they have a chance to nullify any magical protective auras that have been cast on items (rings, armor, amulets, etc.). Each item must make a base save of 10+ on a D20 to avoid the effect. The dampening effect will last for only 1D3+1 rounds, affects one target creature and his equipment, and is usable once per week.</p>										
350	LAVENDER CYLINDER (V/L)	<p>The IOUN stone of Alathor is an extremely valuable item that is highly prized by all adventurers. A protective stone, it activates instantly as soon as the user is struck a blow that will put him at -1 or fewer hit points. The stone will create a crystal cocoon that stops damage at "0" for 1D3+2 rounds. At the end of this time the shell will shatter and the process of bleeding will commence. The stone is usable once per week.</p>										
351	BRILLIANT GREEN SPINDLE (V/L)	<p>This IOUN stone can be activated once per week to send a stunning pulse of wildly flickering colors in a 10' radius from the user. Those who fail a base save versus Wands will be stunned for their next round by the dazzling display, and will be unable to perform any action (attack, cast spell, move, etc.).</p>										
352	BRIGHT BLUE SPHERE (I)	<p>The IOUN stone of limited parrying can be activated once per week for 1D3+2 rounds. During that time the user may attempt to parry one melee attack per round. The user rolls a D20 versus the chosen attack. If a 12-19 is rolled the attack is successfully parried with no damage taken. If the roll is a 20 then the user of the stone gets an immediate, out of sequence return attack against his opponent. If this free attack is successful he inflicts his normal damage.</p>										

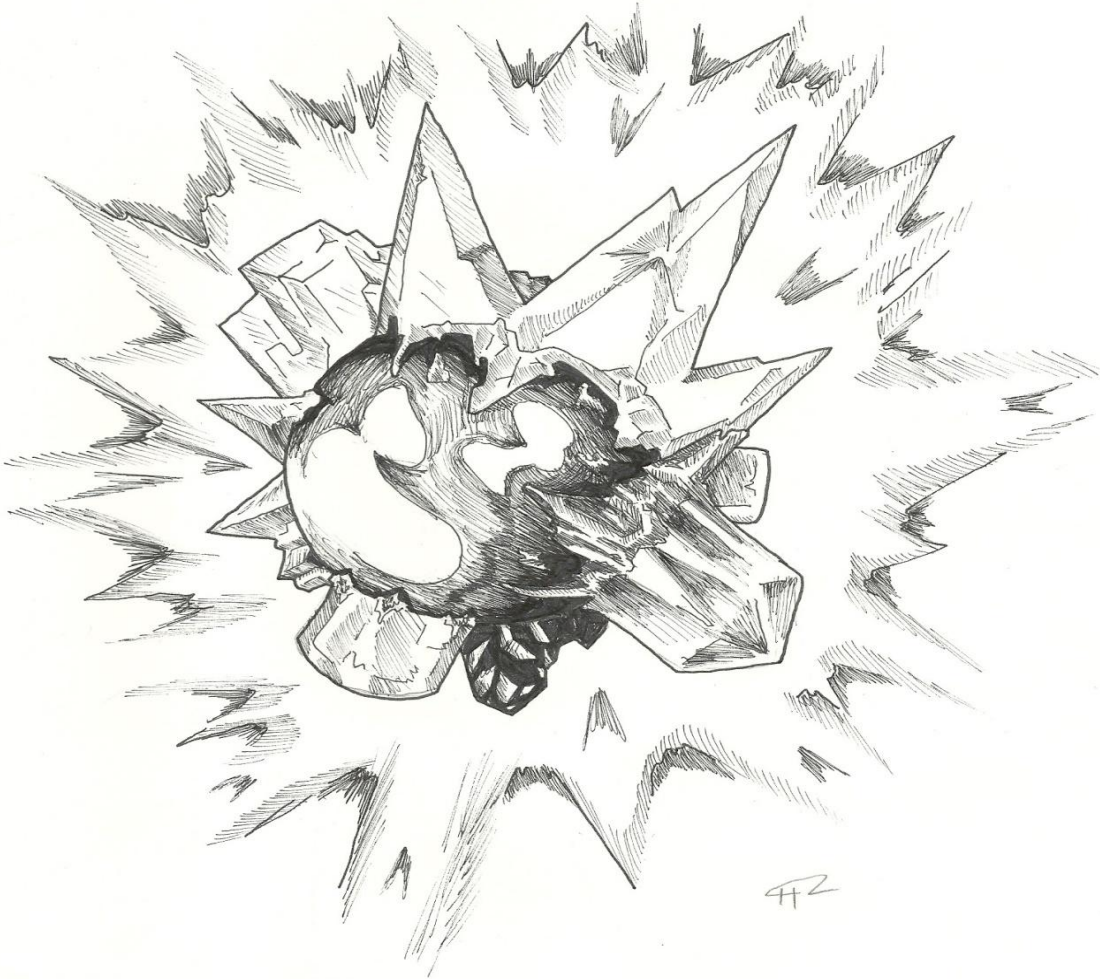
353	EMERALD GREEN CYLINDER (V/L)	This IOUN stone can be used to generate an energy conduit to a willing ally within 30'. Once established, the connection can be broken by either the user or the ally at any time during the stones duration of 1D3+2 rounds. While linked, the ally is able to take ½ of the damage received by the user from melee or missile attack. No special powers are transmitted via this stone (paralysis, level drain, poison etc.). The power of this stone is usable once per week. (See #372 for a related stone)																		
354	CLEAR CUBE (V/L)	The IOUN stone of enhancement will aid a character when he is healed of damage. The stone can be activated once per week with a duration of 2D4 rounds. The power of any Cure spell received by the user during that time is augmented, with a +1 for each die that is rolled. This does not affect Cure type spells cast by any form of magical device with the exception of scrolls. It also will not affect curing received by the use of potions.																		
355	AMBER ROD (V/L)	This IOUN stone is a most potent item in the hands of an archer or any user of missile weapons. It has the ability to infuse one missile attack per day with a massive jolt of kinetic energy. The user announces his intention to activate the stone then rolls to hit the target. No plus for hitting is gained, but if the amplified shot strikes the target it will deliver an additional 10 points of damage. If a natural 20 is rolled then the attack does +20 points of damage.																		
356	PALE BLUE PRISM (V/L)	This IOUN stone allows the user to create a freezing cold zone that causes all surfaces in the area of effect to become coated with a thin layer of frost. The area is a 30' radius from the user and lasts for just 1D3+2 rounds, yet is sufficient to stun insects, or kill Brown Mold colonies. Fire based creatures will take 1D4 damage per round that they remain inside the area. The stone is usable once per week.																		
357	BLACK SMOOTH TORUS (V/L)	The Druids Bane IOUN stone is a powerful weapon against plants, and if misused will bring the wrath of most Druids. When activated, the stone releases a pulse of Negative Life Energy that will quickly shrivel any normal plants that are within a 10' radius from the user. The main use of this stone by adventurers will be to injure any hostile plant-creatures that are caught within the area inflicting 3D4+3 points of damage. The stone is usable once per week.																		
358	BRIGHT SILVER SMOOTH TORUS (V/L)	This IOUN stone can be used once per week to affect one single weapon held by the user. The weapon will become coated with a fine network of silver filaments allowing it to strike against certain creatures. The silver coating will last for 3D4+3 rounds.																		
359	BRIGHT WHITE FACETED CONE (V/L)	This IOUN stone can contain the "essence" of a former owner (or owners). The power of the stone allows the user to consult with the memories of the personality within the stone. The details for each personality should be "unique", and campaign specific. Many of the personalities were masters of their chosen trade. (It takes a week of attunement to access the memories, during this time the DM needs to create the personality, use some imagination and make it quirky) Roll a D20 and consult the following table for what type of entity is contained within the stone:																		
		<table border="1"> <tr> <td>01</td> <td>Commoner (yokel who just stumbled across the IOUN stone sometime in the past)</td> </tr> <tr> <td>02-03</td> <td>Warrior (includes all sub-classes, possible master at all weapons etc.)</td> </tr> <tr> <td>04-06</td> <td>Cleric / Druid</td> </tr> <tr> <td>07-09</td> <td>Magic User / Illusionist</td> </tr> <tr> <td>10-12</td> <td>Thief / Assassin</td> </tr> <tr> <td>13-15</td> <td>Specialist (Alchemist / Scribe / Sage / Metal Smith / etc.)</td> </tr> <tr> <td>16-18</td> <td>Standard Creature (Troll / Ogre / Giant / etc.)</td> </tr> <tr> <td>19</td> <td>Planar Creature (Demon /Devil / Githyanki /Elemental / etc.)</td> </tr> <tr> <td>20</td> <td>Dragon</td> </tr> </table>	01	Commoner (yokel who just stumbled across the IOUN stone sometime in the past)	02-03	Warrior (includes all sub-classes, possible master at all weapons etc.)	04-06	Cleric / Druid	07-09	Magic User / Illusionist	10-12	Thief / Assassin	13-15	Specialist (Alchemist / Scribe / Sage / Metal Smith / etc.)	16-18	Standard Creature (Troll / Ogre / Giant / etc.)	19	Planar Creature (Demon /Devil / Githyanki /Elemental / etc.)	20	Dragon
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360	LAVENDER SMOOTH TORUS (V/L)	The IOUN stone of doubling allows the user once a week to repeat a spell of 2nd level or lower that the character first casts upon himself Invisibility, Fly, Protection Versus Evil etc.). The same spell can be then be cast a second time on another character. The chosen spell must be cast on the next round or it will be lost. Super-charged will allow spells of 4th level or lower to be doubled. Neither will affect any form of offensive spell.																		
361	WHITE LOZENGE (V/L)	The IOUN stone of magic un-weaving is a rather unusual stone, and one that is highly prized by spell casters. Using this stone allows the user to actually "see" the strands of magic spells that have been cast on an item, or in an area and allows the stones user to un-weave the spell, like a strand of blue flamed silk, storing it within the IOUN stone. The user can then recast the spell at another time. It takes 2D3 rounds to un-weave the spell, thus negating it.																		

362	PURPLE & LAVENDER CATSEYE (V/L)	IOUN stone of potion delay is useful to any character class. The user activates the stone just as he begins to consume a potion. The effect of the potion does not occur until the user chooses to release it using the power of the stone. The "stored" potion can be held for up to 24 hours, and if not used within this time the effects will be cancelled. The stone is usable once per week.
363	GREEN & SILVER SPINDLE (V/L)	IOUN stone of Spell delay is another quite useful item. The IOUN stone is activated at the same time that a spell is cast (even a protective spell used upon the caster himself). The effect of the spell does not occur until the user chooses to release the power from the stone. The "stored" spell can be held for up to 24 hours and the release will take just one segment. The stone is usable once per week. Thus a spell with a one turn casting time could be "stored" and later be released in but one segment.
364	PURPLE SPINDLE (V/L)	IOUN stone of "absorption" allows one non-living item of less than 10 pounds to be merged within the flesh of the stones user, making it completely undetectable. The merged item can be called forth at any time upon command. The merged item can remain merged indefinitely, as long as the stone is in use. Only one item can be merged with the stones user at a time.
365	PALE YELLOW STAR (V/L)	The user of the IOUN stone of twisted vision can look around corners within 30' once per day. Using this stone protects the user from any gaze type attacks while viewing from around a corner. The duration of its effects is 3rounds.
366	AMBER SPHERE (V/L)	The IOUN stone of flesh re-bonding will allow the re-attaching of limbs that have been removed by accident or by magical attack. The effect can be used on any creature, but will not work on a dead creature. The power of this stone must be used within 3 rounds of the limbs removal. The power is usable up to three per week, and the limb takes 2D4+2 rounds to fully re-bond to a completely useable state. This stone has a 50% chance of crumbling after it is first used with a +10% modifier for each additional use.
367	PALE GREEN ROD (V/L)	The IOUN stone of enhanced melee attack is most powerful in the hands of a warrior. The stone is usable once per week and when activated the stones effect will last for 2D3 rounds. Use of this stone allows the owner to make a maximum of one attack each round that will have a +2 to hit (in addition to any other bonus' for strength or magic) and if it is successful the attack will do full damage.
368	PINK SMOOTH TORUS (V/L)	The IOUN stone of enhanced missile attack is a stone that is most usable by any character that uses a bow or employs hurled weapons. The stone is usable once per week and when activated the stones effect will last for 2D3 rounds. The power of the stone allows the user to make one missile attack during each round that will have a +2 to hit and damage (in addition to any other bonus' for magic) and if it is successful the attack will do full damage.
369	DARK BLUE MULTI-FACETED CYLINDER (V/L)	The IOUN stone of the unwitting ally will possibly allow the user to influence other beings. The targeted creature of 8 Hit Dice or less has a save versus Wands or for the next 1D3 rounds it will act or attack as you command. The creature will not do any action that will put it in imminent danger (jumping off a cliff for instance, or walking through an area that it knows is trapped) but it will attack your enemies, or open doors. Creatures who are naturally unaffected by Charm spells are not influenced by this stone.
370	PALE BLUE CATSEYE (I)	The IOUN stone of spell shunting causes a spell cast at the user to target a random spot within 2D4+4 x 2 feet. This is an instantaneous stone (i.e. Featherfall) that will work against one chosen spell per week.
371	DEEP BLUE CUBE (V/L)	The IOUN stone of "slipperiness" can be a life saver that is usable once per week for 2D3+2 rounds. When employed the user cannot be grappled or engulfed by creatures, nor can they be entwined by the results of any spell-like or magical device effect as long as the stones power is in effect.
372	PALE GREEN CONNECTED SPHERES (V/L)	The IOUN stone of the energy conduit is useful when a character with few hit points is about to take damage. Using the stone along with an either a willing or unwilling ally allows you to shunt all or a portion of damage to him. The unwilling target will have a save versus Wands to avoid the effect. The link lasts for a duration of 1D3+2 rounds or until the willing ally cancels the link, whichever occurs first. Any damage (spell or melee or missile) that you receive after activation can be shunted by this stone. The stone is usable once per week. (See #353 for a related stone)
373	PALE TURQUOISE TEARDROP (V/L)	This IOUN stone allows the user to determine roughly how many charges an item has remaining (The DM gives an answer within two if the actual number of charges). The item in question must be held for a full turn for the stone to function correctly. Thus the user is able to tell when a Wand or similar magical item is close to being depleted. This stone has a 50% chance to crumble after its first use with a +10% additional chance per use.

374	BRASS SPINDLE (V/L)	This IOUN stone allows the owner to activate any device (Wand, Staff, Rod, etc.) without uttering a command word (the command word must be known). Thus such items can be used while in a Silence 15' Radius spell and other similar spelled areas. This stone will also allow the casting of a single memorized spell requiring a verbal component without uttering a verbal component. Either function is usable but once per week.												
375	OCHRE RECTANGLE (V/L)	The IOUN stone of Curse detection is usable once per week. The user is able to determine if a questionable item or creature is cursed, and has a 30% chance of identifying the curses effect. This stone even has a 10% chance to detect flawed (cursed) IOUN stones.												
376	PEARL BROWN ROD (P)	The IOUN stone of mineral identification allows the user to successfully identify any naturally occurring mineral by touch. This is a permanent effect stone.												
377	PEARL WHITE CYLINDER (V/L)	The IOUN stone of Magical Power is an extremely potent item in the hands of a spell caster. It can be activated once per week and has a 2D3 round duration. When found roll a d20 to determine the power of this stone as it functions differently for every person: <table border="1" data-bbox="586 604 1539 758"> <tr> <td>01-10</td> <td>The user doesn't require the verbal portion to cast one spell a week when activated.</td> </tr> <tr> <td>11-17</td> <td>The user doesn't require somatic gestures to cast one spell a week when activated.</td> </tr> <tr> <td>18-19</td> <td>The user doesn't require a verbal portion/somatic gesture to cast one spell a week when activated.</td> </tr> <tr> <td>20</td> <td>The user has no need for verbal/somatic components to cast one spell per week.</td> </tr> </table>	01-10	The user doesn't require the verbal portion to cast one spell a week when activated.	11-17	The user doesn't require somatic gestures to cast one spell a week when activated.	18-19	The user doesn't require a verbal portion/somatic gesture to cast one spell a week when activated.	20	The user has no need for verbal/somatic components to cast one spell per week.				
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378	PINK SPHERE (V/L)	This IOUN stone grants the user the ability to cause paralysis by touch. Once activated the power is then released upon any successful melee touch on a living creature (undead are immune). The affected creature must save versus Wands or be paralyzed for 1D3+1 rounds. The stone is usable once per week and the owner can attack for 2D3 rounds, possibly paralyzing several opponents.												
379	COBALT BLUE SPHERE (V/L)	The IOUN stone of Minor Undead disruption affects a 20' radius centered on the user upon activation. Roll a d20 to see the strength of the created field. Clerics and Paladins add +2 to the roll of the twenty sided die. Each level rolled adds an additional +1 to the damage inflicted on lesser forms of undead. (I.e. a roll of 20 will inflict an additional +5 damage to skeletons, +4 damage to Zombies, or +3 damage to Ghouls etc.) This powerful stone has a 50% chance to crumble after its first use with a +10% modifier for each additional use. <table border="1" data-bbox="586 1119 1123 1304"> <tr> <td>01-05</td> <td>affects all Skeletons causing 2D3 damage</td> </tr> <tr> <td>06-10</td> <td>affects all Zombies causing 2D3 damage</td> </tr> <tr> <td>11-15</td> <td>affects all Ghouls causing 2D3 damage</td> </tr> <tr> <td>16-18</td> <td>affects all Shadows causing 2D3 damage</td> </tr> <tr> <td>19</td> <td>affects all Wights causing 2D3 damage</td> </tr> <tr> <td>20</td> <td>affects all Ghosts causing 2D3 damage</td> </tr> </table>	01-05	affects all Skeletons causing 2D3 damage	06-10	affects all Zombies causing 2D3 damage	11-15	affects all Ghouls causing 2D3 damage	16-18	affects all Shadows causing 2D3 damage	19	affects all Wights causing 2D3 damage	20	affects all Ghosts causing 2D3 damage
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380	YELLOW SPINDLE (V/L)	The IOUN stone of repairs will allow the user to attempt to "re-fabricate" a broken magic item. The chance of success is 10% plus a cumulative 3% bonus per level of the user. It is also modified by an additional 2% for each magical plus that the damaged item possessed. This stone is usable once per week, and only one attempt can ever be made to repair any single item using this stone. The user can also sense the condition of any magic item while using this stone. The Dungeon Master will always have the final say as to whether or not a damaged item may be repaired by this IOUN stone. This stone can be used to repair a flawed (cursed) IOUN stone, with a flat chance of 10%. Only one attempt is ever possible for repairing any item.												
381	SKY BLUE RECTANGLE (V/L)	In desperate times the innate power of this IOUN stone can obscure the user, possibly saving the characters life. Once per week it can be activated for the duration of 2D4+2 rounds. The effect will cause all forms of Infravision, Night Vision, Dark Vision, and Ultra-Vision in a 30' radius to cease functioning. This could effectively blind most opponents, thus allowing the user to escape.												
382	PULSING WHITE SPINDLE (V/L)	The IOUN stone of Echo-Location allows the user to navigate in the darkest of places including Globes of Darkness with the bat-like ability to detect his surroundings. The stone is usable once per week with a duration of 2D3+2 rounds.												

383	CLEAR STAR (V/L)	<p>The IOUN stone of Elemental summoning allows the user to summon and communicate telepathically with a small elemental creature. The creature will arrive in 1D4 rounds and serve the user for 2D4 rounds before returning to the Elemental Plane of Earth. Roll a D20 and consult the following chart to determine the type of creature summoned:</p> <table border="1" data-bbox="586 338 1027 520"> <tr><td>01-05</td><td>Pech (MM2 page 99)</td></tr> <tr><td>06-07</td><td>Xorn (MM1 page102)</td></tr> <tr><td>08-10</td><td>Glomus (See creatures section)</td></tr> <tr><td>11-15</td><td>Sandling (MM2 page106)</td></tr> <tr><td>16-18</td><td>Crysmal(MM2 page 26)</td></tr> <tr><td>19-20</td><td>SHARD (See creatures section))</td></tr> </table>	01-05	Pech (MM2 page 99)	06-07	Xorn (MM1 page102)	08-10	Glomus (See creatures section)	11-15	Sandling (MM2 page106)	16-18	Crysmal(MM2 page 26)	19-20	SHARD (See creatures section))								
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384	BLOOD RED FACETED RECTANGLE (V/L)	<p>The owner of this IOUN stone is completely immune to all forms of undead special attacks, including touch attacks when he activates its power. This will not stop the physical damage from an attack, only any special damage that may occur (paralysis, level drain). This stone will work once per week for 2D4+2 rounds.</p>																				
385	DEEP RED LOZENGE (V/L)	<p>The IOUN stone of massive Translocation can be used once per week to move a single non-living item weighing up to 2000 pounds. The user is able to touch an object which can then be translocated up to 100' away. The super-charged version can move willing, living creatures in the same fashion with the same limitations. (This is a much more powerful version of stone #169)</p>																				
386	GOLD CATSEYE (I)	<p>This extremely powerful IOUN stone only has a very limited number of uses but few stones can compare. The user can attune the stone not only to him, but also to a place. If the character is killed (-10 hit points) the stone will instantly transport him to the attuned place and then acts as a raise dead on the user, restoring him to 1 hit point. This stone has a 75% chance to crumble into dust after being used with a 10% cumulative chance for each additional use.</p>																				
387	EMERALD GREEN FACETED TORUS (V/L)	<p>The owner of this IOUN stone has a Major protection from evil creatures from the Outer planes. Creatures of up to 10 hit dice are affected. The user of this IOUN stone will gain the benefits of a +2 protection versus many of the larger creatures from the Outer Planes (demons, devils, etc. of 10 HD and larger). It also grants a +2 on any saves required against such creatures magical abilities. This is a more powerful version of stone #125.</p>																				
388	PALE YELLOW FACETED PYRAMID (T)	<p>This IOUN stone is able to emit a barrage of Prismatic rays comprised of up to ten different colored beams that each has a different effect. Once per week the energy of the stone can be unleashed, filling a cone shaped area that is 5' at the user x 15' long x 10' at its base. Any creatures caught within the area will be possibly be struck by one or more of the beams, unless a save versus Wands is made against each. This stone will work only once before it crumbles into dust. Roll 1D3 for the number that might possibly strike each target, then roll percentage dice on the following chart to see how many and what color:</p> <table border="1" data-bbox="586 1310 1552 1759"> <tr><td>01-10</td><td>Red = A searing beam of concentrated flame that delivers 1D10 damage</td></tr> <tr><td>15-20</td><td>Orange = A coiling rope of energy grasps the opponent shackling the victim to the ground for one round, eliminating his next move or attack (Slow Spell)</td></tr> <tr><td>25-30</td><td>Yellow = A blinding beam of light that delivers 2D5 damage to undead, and has a chance to blind living opponents for 1D3 rounds</td></tr> <tr><td>31-40</td><td>Green = A caustic stream of solidified acid strikes for 2D3 damage</td></tr> <tr><td>41-50</td><td>Blue = A chilling ray if intense cold that delivers 2D3 damage</td></tr> <tr><td>51-60</td><td>Indigo = The target is blanketed with an anti-magic field that "stuns" any carried items for 1D3 rounds</td></tr> <tr><td>61-70</td><td>Violet = A beam that will reduce the targets magic resistance by 1D3 x 10% for 2D3 rounds.</td></tr> <tr><td>71-80</td><td>White = A stream of Positive energy that will infuse living targets with 2D3 extra hit points, or deliver the same amount as damage to any undead creatures.</td></tr> <tr><td>81-90</td><td>Black = A cold beam of Negative energy that will drain 2D3 hit points of damage</td></tr> <tr><td>91-100</td><td>Rainbow hues = User may choose the color of ray that strikes</td></tr> </table>	01-10	Red = A searing beam of concentrated flame that delivers 1D10 damage	15-20	Orange = A coiling rope of energy grasps the opponent shackling the victim to the ground for one round, eliminating his next move or attack (Slow Spell)	25-30	Yellow = A blinding beam of light that delivers 2D5 damage to undead, and has a chance to blind living opponents for 1D3 rounds	31-40	Green = A caustic stream of solidified acid strikes for 2D3 damage	41-50	Blue = A chilling ray if intense cold that delivers 2D3 damage	51-60	Indigo = The target is blanketed with an anti-magic field that "stuns" any carried items for 1D3 rounds	61-70	Violet = A beam that will reduce the targets magic resistance by 1D3 x 10% for 2D3 rounds.	71-80	White = A stream of Positive energy that will infuse living targets with 2D3 extra hit points, or deliver the same amount as damage to any undead creatures.	81-90	Black = A cold beam of Negative energy that will drain 2D3 hit points of damage	91-100	Rainbow hues = User may choose the color of ray that strikes
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389	DARK BLUE ELLIPSOID (V/L)	The IOUN stone of Area Spell Absorption is a quite potent item that can function to save many characters at once. This is an instantaneous stone (i.e. Featherfall) that when activated creates a large area of magical absorption. The user rolls a D20 x 2' to determine the radius of the area that will be centered upon the stone (the randomness reflects how quickly the field can be created). The circle functions as an anti magic barrier for just 1D3 rounds but it will completely stop area effect spells from functioning in the designated area. This stone has a 50% chance of crumbling after its first use with a +10 chance for each additional use.
390	PINK ROD (V/L)	This IOUN stone is useful in creating a more stable medium for all forms of "Contact Other Plane" type spells. The user who casts the spell while using this stone gains an additional 1D3 questions, and all answers can be up to three words in length. The stone is usable once per week, with a duration of 2D3 rounds.
391	ORANGE RECTANGLE (V/L)	The IOUN stone of the Illusionary Emulsifier allows the user to create one "real" creature of man sized or smaller. They are solid illusions that will obey the owner of the stone for the duration of 1D4+1 rounds before vanishing. The stone is usable once per week.
392	RUBY RED STAR (V/L)	This is a rather unusual IOUN stone in that it allows the user to pick up an object and sense the latent psychic imprint that it possesses. Thus he can possibly glimpse the actions of the previous owners of the object. Only "visions" of the object associated with where it was found are allowed. The stone is usable once per week and the user must handle the item for a full turn to perform the aura reading.
393	PINK & GREEN OCTAHEDRON (V/L)	The IOUN stone of focused destruction functions as a minor form of the powerful Mordenkainens Disruption spell. One target item within 30' is chosen by the user. A pale ray of light blue energy strikes at the targeted magic item which has a 25% chance of being destroyed. The stone is usable once per week, but there is a base 50% chance plus 10% on each use that the stone will crumble.
394	DUSTY ROSE RECTANGLE (V/L)	This IOUN stone grants its user the ability of magic user spell Duo-Dimension once per week for 2D3+2 rounds. While in this state the user could actually slip through extremely narrow cracks.
395	BLOOD RED CYLINDER (T)	The IOUN stone of the Ultimate Singularity is capable of destroying an opponent with a single attack. The target must save versus Wands or the ultimate compression will reduce the targets mass to the size of a pinhead. The man sized or smaller target is compacted into a molecule sized point and utterly destroyed. This stone is usable once before it crumbles into dust.
396	LIME GREEN ROD (V/L)	The user of this IOUN stone is able to create a 20' diameter area full of thousands of "0" coefficient marbles. It is impossible to stand on the surface without some form of magical aid. The user himself is able to move across the new surface with ease. The effect lasts for 2D3 rounds and is usable once per week.
397	GLOWING ROSE SMOOTH EGG (P)	The IOUN stone of Magic Armor Enhancement will add a +1 to the quality of any magic armor worn by the user. This will not help in saving throws, but will only adjust the armor class of the user. The effect does not extend to magical shields or any other items of protection.
398	BRASS CYLINDER (V/L)	The IOUN stone of truth is a rather useful item. Once per day the user can compel one creature to tell the absolute truth to any one question. The target must save versus wands or be forced to reply truthfully to a single question. The truthful answer is limited to no more than ten words.
399	PALE BLUE FACETED LENS (V/L)	This is a favorite IOUN stone for anyone dedicated to fighting trolls. The power of the stone generates an absorption field that prevents any type of Regeneration from occurring within a 10' radius of the user. The field lasts for 2D4+2 rounds and the stone is usable once per week.
400	EMERALD GREEN STAR (S)	This extremely powerful stone can only be identified by being attuned to a character, whereupon it will function automatically. Known as the IOUN stone of CRYSTALLE it will take the new owner deep into the heart of the Quasi-Elemental Plane of Mineral, and into the presence of CRYSTALLE, who rules this realm of wealth. The great being has a cloud of more than three hundred IOUN stones orbiting his structure and "IT" will ask what stone you desire. With delight "IT" will exchange the chosen stone for the Emerald Green Star. This stone can only be found as treasure, never as an item being used. No power for this stone is known, but it must be very powerful indeed for CRYSTALLE values these stones above all others, and will tolerate no other to possess them.



The extremely rare IOUN stone that lay within was comprised of fused crystals that glowed with incredible beauty. Red, blue, and violet light shone from within, whispers of the power it contained...

Drawing by Hunter Reid

Table #5 - IOUN stones #401-#500 – Quick

D100	IOUN Stone	D100	IOUN Stone
401	BROWN CUBE (V/L)	451	PALE LAVENDER RHOMBOID (V/L)
402	BRIGHT ROSE FACETED HELIX (V/L)	452	DUSTY ROSE CYLINDER (P)
403	LIGHT BLUE SPHERE (V/L)	453	PINK DODECAHEDRON (V/L)
404	DEEP RED CATSEYE (V/L)	454	MAROON RECTANGLE (V/L)
405	INDIGO BLUE ELLIPSOID (P) (B)	455	GREEN RECTANGLE (V/L)
406	WHITE RHOMBOID (V/L)	456	LAVENDER FACETED CONE (V/L)
407	PALE AQUAMARINE SMOOTH TORUS (V/L)	457	CERELEAN BLUE ROD (V/L)
408	LIME GREEN SPINDLE (V/L)	458	DEEP RED SNOWFLAKE (V/L)
409	GLOWING ROSE LOZENGE (I)	459	PEARL BROWN SMOOTH HELIX (V/L)
410	PALE TURQUOISE FACETED EGG (V/L)	460	BLOOD RED FACETED HELIX (C)
411	ORANGE ELLIPSOID (V/L)	461	DEEP PURPLE FACETED CONE (I)
412	BRIGHT ROSE SPHERE (V/L)	462	PINK ELLIPSOID (V/L)
413	CLEAR RECTANGLE (V/L)	463	PALE GREEN DODECAHEDRON (V/L)
414	BRIGHT ROSE CYLINDER (P)	464	PINK & GREEN RECTANGLE (V/L)
415	BLOOD RED STAR (P)	465	LAVENDER TEARDROP (I)
416	BRIGHT BLUE RECTANGLE (V/L)	466	PALE LAVENDER SMOOTH EGG (V/L)
417	AMBER CATSEYE (P)	467	PURPLE LOZENGE (V/L)
418	DUSTY ROSE ROD (V/L)	468	DARK ORANGE SPHERE (V/L)
419	DEEP PURPLE OCTAHEDRON (V/L)	469	LAVENDER HEXAGONAL ROD (V/L)
420	LAVENDER FACETED EGG (V/L)	470	DUSTY ROSE SMOOTH HELIX (V/L)
421	BLOOD RED SMOOTH HELIX (P)	471	ORANGE DODECAHEDRON (V/L)
422	BRIGHT BLUE PRISM (V/L)	472	COBALT BLUE ELLIPSOID (P)
423	DEEP PURPLE ELLIPSOID (V/L)	473	SOFT BLACK CYLINDER (V/L)
424	BROWN CYLINDER (V/L)	474	INDIGO BLUE SNOWFLAKE (V/L)
425	LIME GREEN CUBE (V/L)	475	BRIGHT ROSE SMOOTH HELIX (V/L)
426	DAZZLING WHITE SPHERE (P)	476	DARK GREEN LOZENGE (V/L)
427	SKY BLUE ELLIPSOID (V/L)	477	WHITE OCTOHEDRON (V/L)
428	STEEL SPHERE (V/L)	478	EMERALD GREEN SMOOTH HELIX (V/L)
429	WHITE SMOOTH HELIX (V/L)	479	MAROON ROD (P)
430	BLOOD RED CUBE (I)	480	FLASHING YELLOW SPINDLE (P)
431	PALE YELLOW CYLINDER (V/L)	481	GLOWING ROSE SMOOTH TORUS (V/L)
432	LIGHT BLUE LOZENGE (V/L)	482	LAVENDER FACETED PYRAMID (V/L)
433	VIBRANT PURPLE SMOOTH EGG (V/L)	483	LIME GREEN LOZENGE (V/L)
434	LAVENDER MULTI-FACETED CYLINDER (V/L)	484	COBALT BLUE SNOWFLAKE (V/L)
435	BRIGHT ROSE ROD (I)	485	YELLOW ROD (V/L)
436	BRIGHT BLUE TEARDROP (V/L)	486	CLEAR PINK SMOOTH EGG (V/L)
437	PALE TURQUOISE TETRAGONAL (V/L)	487	DEEP PURPLE FACETED RECTANGLE (V/L)
438	DEEP PURPLE SNOWFLAKE (V/L)	488	PULSING WHITE CUBE (P)
439	DUSTY ROSE STAR (P)	489	LAVENDER CONNECTED SPHERES (V/L)
440	DEEP BLUE SMOOTH TORUS (V/L)	490	BLOOD RED TEARDROP (V/L)
441	PALE YELLOW FACETED TORUS (P)	491	DARK GREEN PRISM (V/L)
442	BRILLIANT GREEN CUBE (V/L)	492	DEEP BLUE LOZENGE (C)
443	MARBLED BLUE & WHITE CATSEYE (P)	493	DUSTY ROSE SPINDLE (V/L)
444	LIME GREEN ELLIPSOID (V/L)	494	CLEAR PINK FACETED RECTANGLE (P)
445	MAROON FACETED TRIANGLE (P)	495	LIME GREEN STAR (V/L)
446	DARK ORANGE OCTOHEDRON (V/L)	496	VIBRANT PURPLE HEXAGONAL ROD (V/L)
447	PURPLE PRISM (V/L)	497	PURPLE & LAVENDER ROD (P)
448	BRIGHT ROSE RECTANGLE (P)	498	COPPER SPHERE (V/L)
449	PURPLE AQUAMARINE SPINDLE (V/L)	499	PEARL WHITE CUBE (I)
450	BRILLIANT GREEN SPHERE (P)	500	GLOWING ROSE SPHERE (P)

Table #5 - IOUN stones #401-#500 – Detailed

D100	IOUN Stone	Effect												
401	BROWN CUBE (V/L)	This IOUN stone allows a character to sense the “mood” of any trees or plants within 60’. A Druid using this stone can sense for miles through the forest, his thoughts travelling through root and branch gathering information. The stone is usable once per week with a duration of 3D3+3 rounds. The Druid can “travel” 1 mile in a chosen direction for each round of immersion in the network, and must afterwards rest for a full round for each round of mental “travel”. Any druid who uses this IOUN stone within the confines of his grove would be able to travel twice as far per round, and would not suffer the fatigue side effect.												
402	BRIGHT ROSE FACETED HELIX (V/L)	This wonderful little IOUN stone creates a “fumble field” around the user once per week for 2D3+2 rounds. On any missed dice rolls of 1, or 2 that is made by an attacker on their D20 roll, they must immediately save versus Wands or drop any item they are carrying including a held weapon. The stone will not affect any form of natural weapon attacks (claws, teeth, etc.). The super-charged version of this stone affects dice rolls of 1, 2, 3, or 4 and any form of natural attack that rolls these numbers will cause the attacker to stumble off balance and fall.												
403	LIGHT BLUE SPHERE (V/L)	The IOUN stone of temporary spell immunity will make its owner immune to the effects of certain levels of spells for a limited duration. The downside is that even “friendly spells” of the designated level cannot be cast on the user of this stone. The stone is usable once per week and has duration of 2D3+2 rounds. Roll percentage dice and consult the following chart to determine the power of the stone: <table border="1" style="margin-left: 20px;"> <tr> <td>01-50</td> <td>The user is immune to the effects of 1st level spells.</td> </tr> <tr> <td>51-85</td> <td>The user is immune to the effects of 1st and 2nd level spells.</td> </tr> <tr> <td>86-99</td> <td>The user is immune to the effects of 1st, 2nd, and 3rd level spells.</td> </tr> <tr> <td>100</td> <td>The user is immune to the effects of 1st, 2nd, 3rd, and 4th level spells.</td> </tr> </table>	01-50	The user is immune to the effects of 1st level spells.	51-85	The user is immune to the effects of 1st and 2nd level spells.	86-99	The user is immune to the effects of 1st, 2nd, and 3rd level spells.	100	The user is immune to the effects of 1st, 2nd, 3rd, and 4th level spells.				
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86-99	The user is immune to the effects of 1st, 2nd, and 3rd level spells.													
100	The user is immune to the effects of 1st, 2nd, 3rd, and 4th level spells.													
404	DEEP RED CATSEYE (V/L)	IOUN stone of increased probabilities: allows the user once per week to influence a random magic roll by 10% on any percent roll required by the user. This would work for a spell that is cast or by an activated magical item (Wand of Wonder). Thus for example a percentage roll for a Mirror Image spell could be adjusted up or down, or a roll for being struck by a Confusion spell could be affected. The random effects of a Wand of Wonder could be influenced, and most importantly this roll could help preserve some limited use IOUN stones by dropping their “crumble” roll by 10%. This stone will not influence any skill checks by thieves, dwarves or gnomes, or any dice rolls for combat, saves, or damage rolls.												
405	INDIGO BLUE ELLIPSOID (P) (B)	This IOUN stone enhances the power of any member of the Monk class. Non-Monks using this stone will gain one random level from the Monks ability chart. But for a Monk this is a much more potent item. Roll a D6 and consult the table below for the effect: <table border="1" style="margin-left: 20px;"> <tr> <td>1</td> <td>Gain one extra ability from Table A</td> </tr> <tr> <td>2</td> <td>Gain one extra ability from Table B</td> </tr> <tr> <td>3</td> <td>Gain one extra ability from Table C</td> </tr> <tr> <td>4</td> <td>Gain one extra ability from Table D</td> </tr> <tr> <td>5</td> <td>Gain one extra ability from Table E</td> </tr> <tr> <td>6</td> <td>User may choose a Talent from any table (All restrictions for the talents gained apply)</td> </tr> </table> <p>(This IOUN stone is campaign specific to the modified version of the Monk that we use in our campaign. Reroll the dice for any other campaign)</p>	1	Gain one extra ability from Table A	2	Gain one extra ability from Table B	3	Gain one extra ability from Table C	4	Gain one extra ability from Table D	5	Gain one extra ability from Table E	6	User may choose a Talent from any table (All restrictions for the talents gained apply)
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2	Gain one extra ability from Table B													
3	Gain one extra ability from Table C													
4	Gain one extra ability from Table D													
5	Gain one extra ability from Table E													
6	User may choose a Talent from any table (All restrictions for the talents gained apply)													
406	WHITE RHOMBOID (V/L)	Over the centuries IOUN stones of this type have become known as CRYSTALLE’S Hammer. When activated, a barely visible wave of rippling force will strike at the same or multiple targets located within the designated area. Three times this power will strike with the users Thaco, affecting a 5’ radius located within 30’ of the caster causing 3D4+3 damage whenever it hits. The user must roll his base melee attack with no bonus’ to succeed in striking his opponents. The stone is usable once per week with the strikes arriving on three consecutive rounds of combat.												
407	PALE AQUAMARINE SMOOTH TORUS (V/L)	This IOUN stone creates a crystalline web of silver filaments that can be cast up to 30’ away. The effect covers a 20’ diameter area, and it is able to hold man sized or smaller living creatures as well as the undead. All creatures caught receive a saving throw versus Wands to avoid the effect. The power can be used once per week with duration of 2D3 rounds.												

408	LIME GREEN SPINDLE (V/L)	This IOUN stone allows the user once a week, the power to scan a 30' radius for any latent Psychic Impressions. Not a true vision of the area is seen, but a vague visual overlay of events that have happened within the area of detection. Ghostly images appear to the user playing out recent events that occurred in the area of effect.								
409	GLOWING ROSE LOZENGE (I)	The power thief IOUN stone functions to deplete a charge from an opponent's IOUN stone. Upon activation the target stone is temporarily drained of its power for one week. The owner of the target stone receives a save versus Spells to avoid the effect. This stone is usable once per week and has a range of 30'. This will even cancel an IOUN stone effect that has already been activated.								
410	PALE TURQUOISE FACETED EGG (V/L)	This IOUN stone creates an aura of calm in a 10' radius that will negate the effects of any fear based attacks for those who remain with the area. The stone can be activated once per week for a 2D3 round duration.								
411	ORANGE ELLIPSOID (V/L)	This amazing IOUN stone will create a Disintegration field that surrounds the user in a 2' radius. Any attacker who strikes in melee combat must save versus Wands or receive 4D3+4 hit points of damage; a successful save indicating that the barrier has been avoided. The field vanishes after one failed save, or the end of the 1D4+1 rounds of duration has expired.								
412	BRIGHT ROSE SPHERE (V/L)	This IOUN stone creates a small "window" to any desired Elemental or Outer Plane. The user can then scry by moving the window at any desired speed as he views the bizarre landscapes. Almost any creature native to the chosen Plane can sense the "portal" on a successful save versus Spells and will most likely try to pass through and attack. The window can be created once per week and will last for 2D3 rounds or until closed by the user. The user cannot pass through this opening.								
413	CLEAR RECTANGLE (V/L)	The IOUN stone of sending will function once per week and send the targeted item or man sized or smaller creature to a small pocket deep within the Elemental Plane of Earth for 1D3 rounds. Any living target receives a save versus Wands to avoid the effect. At the end of the duration the victim or item will return to the same spot he occupied before the sending. What happens to the target while on that far plane is left up to the DM. There is a 50% chance that this stone will crumble after its first use with a +10% chance for each additional use.								
414	BRIGHT ROSE CYLINDER (P)	This IOUN stone gives the user a +2 to hit and damage against any creatures from the Outer Planes, including those creatures that dwell within the Astral Plane.								
415	BLOOD RED STAR (P)	This IOUN stone gives the user a +2 to hit and damage against any creature from the Inner Planes of existence which includes all of the Elemental Planes and those creatures that dwell within the Ethereal Plane.								
416	BRIGHT BLUE RECTANGLE (V/L)	This IOUN stone brings into existence a 10' x 10' blue crystal glyph that could be used to block a hall or doorway. Any man sized or smaller creature touching the glyph will automatically become entrapped within a crystal energy field for 2D3 rounds. Large creatures receive a save versus Wands to avoid the effect, and any huge creature can simply walk through the glyph, destroying it in the process. The glyph can be created once per week and has a duration of 2D3 rounds.								
417	AMBER CATSEYE (P)	The Dragons Bane IOUN stone grants a +2 bonus on saving throws against any true dragon's breath weapon attack. Like a Ring of Resistance a failed save means that half damage will be taken, and a successful save indicates that only ¼ damage is taken from the attack. Dragons are able to sense the power of his IOUN stone, and they will seek to destroy it and its user.								
418	DUSTY ROSE ROD (V/L)	This is another of the more powerful IOUN stones, and one that is greatly prized. Once per week this stone can be activated creating a globe of magic resistance around the user for 2D3 rounds which moves along with him. The size and intensity of the field is randomly determined by rolling percentage dice on the following chart: <table border="1" data-bbox="586 1514 1146 1640"> <tr> <td>01-50</td> <td>5' radius effect with 05% magic resistance</td> </tr> <tr> <td>51-85</td> <td>10' radius effect with 10% magic resistance</td> </tr> <tr> <td>86-99</td> <td>10' radius effect with 15% magic resistance</td> </tr> <tr> <td>100</td> <td>15' radius effect with 20% magic resistance</td> </tr> </table>	01-50	5' radius effect with 05% magic resistance	51-85	10' radius effect with 10% magic resistance	86-99	10' radius effect with 15% magic resistance	100	15' radius effect with 20% magic resistance
01-50	5' radius effect with 05% magic resistance									
51-85	10' radius effect with 10% magic resistance									
86-99	10' radius effect with 15% magic resistance									
100	15' radius effect with 20% magic resistance									
419	DEEP PURPLE OCTAHEDRON (V/L)	The IOUN stone of Golem detection has a 30' range and is usable once per week. Upon activation the stones user can detect any golems by type within the area, and line of sight. The user also has +2 versus Golems in melee combat (which could replace the required magic weapon), inflicting double maximum damage on a roll of 20. The duration of the stones effect is 2D3 rounds.								

420	LAVENDER FACETED EGG (V/L)	The IOUN stone of Simbilis allows the user to create a Major crystal prison that has a chance to entrap a man sized or smaller creature. Unless the target saves versus Wands the victim will become trapped within a vast crystal extra-dimensional maze for 3D4+3 rounds. The stone is usable once per week, and a super-charged version is known that will entrap a victim for 1D3 turns. There is a 50% chance that this stone will crumble after its first use with a +10% chance for each additional use.										
421	BLOOD RED SMOOTH HELIX (P)	Through the power of this pair of twinned IOUN stones the user and a creature familiar can choose which of their saving throws is more beneficial. The familiar must be within 30' for this stone to function.										
422	BRIGHT BLUE PRISM (V/L)	This powerful IOUN stone is capable of Rapid Regeneration, replacing lost hit points at a rate of two per round. Once per week when activated by the user this stone will glow brightly for 3D4+3 rounds while applying the effect, restoring a maximum of just 30 points of damage. Because of the short duration of the effect this stone is not able to replace lost limbs, but it might replace lost fingers or toes if the duration is more than ten rounds. (See #10 for a similar form of this stone, and more information about regeneration)										
423	DEEP PURPLE ELLIPSOID (V/L)	By employing this powerful IOUN stone the user has a chance to gain extremely limited control over Golems of all types. The chance for such control is 30%, allowing the user to halt the Golems attacks for 1D3+2 rounds. The control is broken if the Golem is attacked. The stone is usable once per week, with a range of 30'. There is a 50% chance that this stone will crumble after its first use with a +10% chance for each additional use.										
424	BROWN CYLINDER (V/L)	The IOUN stone of ultra-sonic power emits a narrow lance of intense sound that can inflict 3D4+3 hit points of damage on living tissue. The lance of sound will travel up to 60' striking a single target. The stone is usable once per week.										
425	LIME GREEN CUBE (V/L)	The IOUN stone of crystalline fabrication allows the user to create solid (no moving parts) common items (chair, table, bucket, rope etc.) made from clear quartz crystal that are permanent until destroyed. Up to 100Lbs of such non-valuable material can be created each day.										
426	DAZZLING WHITE SPHERE (P)	This IOUN stone is most useful in the hands of a Cleric. This permanent effect stone allows the Cleric (including Druids) to add +1 to any dice rolled for any memorized Cure type spell. Paladins may also benefit from the stones effects, allowing for 3 points of Lay on Hands healing per level of experience, and for their cure spells when the reach 9th level. This only applies as long as memorized Cure spells are being used, and will not function for cures cast by device or scroll.										
427	SKY BLUE ELLIPSOID (V/L)	The user of the IOUN stone of accelerated flight can fly as per the spell, but at twice the listed speed, once per day 2D4+2 rounds duration. The super-charged version will have a duration of 1 full turn + 2D3 additional rounds. (This is a more powerful version of stone #64).										
428	STEEL SPHERE (V/L)	The IOUN stone of the crystal lance will create a 12' long crystal lance that is equal to a +4 weapon. The stone will create one such lance per week for 2D3 rounds. The user rolls a D20 as normal for his attack when using the lance. However, if a 19+ is rolled, immediately roll a second D20 and consult the following chart to determine the amount of damage that is caused by a successful charge attack: <table border="1" data-bbox="586 1367 1552 1577"> <tr> <td>01-07</td> <td>The lance causes full damage versus the target</td> </tr> <tr> <td>08-15</td> <td>The lance causes double damage versus the target</td> </tr> <tr> <td>16-17</td> <td>The lance causes triple damage versus the target</td> </tr> <tr> <td>18-19</td> <td>The lance causes quadruple damage versus the intended target</td> </tr> <tr> <td>20</td> <td>The lance pierces the heart of the target creature of 12 hit dice or less causing instant death unless a Successful save versus Wands at a -2 is made. Otherwise it takes quadruple damage.</td> </tr> </table>	01-07	The lance causes full damage versus the target	08-15	The lance causes double damage versus the target	16-17	The lance causes triple damage versus the target	18-19	The lance causes quadruple damage versus the intended target	20	The lance pierces the heart of the target creature of 12 hit dice or less causing instant death unless a Successful save versus Wands at a -2 is made. Otherwise it takes quadruple damage.
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20	The lance pierces the heart of the target creature of 12 hit dice or less causing instant death unless a Successful save versus Wands at a -2 is made. Otherwise it takes quadruple damage.											
429	WHITE SMOOTH HELIX (V/L)	Another of the valuable twinned IOUN stones that is usable by Clerics (including Druids). When activated once per week for 2D3 rounds all of their Chants, Prayers, and Blesses will add together regardless of their deities, as long as they are of the same general alignment (good, evil, neutral). The stones will find common ground for the effects to combine. Also, through the use of these stones, they would each be able to cast a cure type spell on the same character on the same round. (See #478 for a related stone usable by Fighters, #470 that is usable by Magic Users, and #459 that is usable by Thieves)										
430	BLOOD RED CUBE (I)	The IOUN stone of Rasputin has the power to return its user to one hit point whenever -9 hit points is reached from any form of attack or from bleeding. Such stones have but 1D4+1 charges before they are drained and crumble into dust.										

431	PALE YELLOW CYLINDER (V/L)	The IOUN stone of the bounding leap allows the user to make up to three jumps, each covering up to 20', or vertical leaps of 10'. The user may forgo making multiple leaps and instead make one great leap of 60' forward or 20' upwards. The stone is usable once per week.
432	LIGHT BLUE LOZENGE (V/L)	This IOUN stone causes an effect identical to the confusion ability of an Umber Hulk that affects a single target. (Identical to the 7 th level Druid spell, Confusion- PHB-page 63) The duration of the effect is 1D3+2 rounds, and is usable once per week. The target is entitled to a saving throw at -2 to negate the effect. Those using this IOUN stone receive a +2 bonus on saves versus confusion.
433	VIBRANT PURPLE SMOOTH EGG (V/L)	This is an extremely powerful IOUN stone that will work against any true Earth Elemental creature. The creature must successfully save versus spells or be sent back to the Elemental Plane from which it has been summoned. The stone is usable once per week with the range of the effect being 30'. It also gives a +20% bonus on attempts to control any summoned Earth Elemental. There is reportedly a super-charged version of this stone that works against any Elemental creature.
434	LAVENDER MULTI-FACETED CYLINDER (V/L)	The user of this IOUN stone is "invisible" to any undead creature of fewer than 6 hit dice. The effect of this stone lasts for 2D4+2 rounds and is only usable once per week. The Undead will simply "ignore" the user of this stone, unless the user performs an attack, or attempts to turn the Undead, negating the stones effect. There are rumors of a rare super-charged version of this stone that is capable of affecting Undead creatures of up to 10 hit dice.
435	BRIGHT ROSE ROD (I)	When the IOUN stone of "position swap" is activated the chosen target figure within 30' and the user instantaneously switch positions. The effect is instantaneous, which could cause a spell caster to strike himself with his own spell. The stone is usable once per week.
436	BRIGHT BLUE TEARDROP (V/L)	The IOUN stone of Dimensional Folding changes the physical laws of space-time, allowing for extremely rapid movement for all within 10' of the user. The entire group moves at double their normal move for the duration of the effect. The stone can be used once per week for 2D3+2 rounds. This stone will not allow for any additional attacks of any kind, it affects movement only. There are rumored to be super-charged versions which allow triple the normal movement rate.
437	PALE TURQUOISE TETRAGONAL (V/L)	The user of this IOUN stone creates a set of immense mithril hard digging claws that temporarily replace his hands for 2D3+2 rounds. With them he may dig through 5' of solid rock or 60' of loose stones and dirt per round. These talons can be used in melee combat for a single attack per round, inflicting 3D4 hit points of damage on a successful attack. The stone is usable once per week.
438	DEEP PURPLE SNOWFLAKE (V/L)	This very potent IOUN stone which defies categorization allows the user to create a "doorway" that leads to a small pocket of Proto-Matter adrift in the Ethereal Plane. The flattened disc is 100' thick and approximately 300' in diameter with a small pool of pure water, a grassy sward that is continuously renewed, and several large trees. The mini-plane is stable and safe from most intrusions, making it a perfect safe haven for several adventurers. It also makes an excellent place to keep mounts and other companion creatures. The weather within this portable paradise is almost always clear, with a small Proto-Star shedding a soft light. Creatures left in this place are completely safe and secure, and any plants will flourish without guidance. The Prime Material entry point is visible, and will possibly need guarded.
439	DUSTY ROSE STAR (P)	This is a much sought after IOUN stone by all adventurers. It permits the user to add a +1 to a single ability score of his choice. Once it is attuned for the chosen attribute the effect cannot be changed by its user. It can be changed to a different ability by any future user of the stone. This stone is very powerful and it will stack with any of the standard stones (#001, #002, #003, #004, #005, and #006). It will also take such scores beyond racial maximums, even to one point above 18.
440	DEEP BLUE SMOOTH TORUS (V/L)	The IOUN stone of "elemental caltrops" creates a 15' radius area around the user that is carpeted with extremely sharp edged spiny crystals. These crystal spikes are so strong that they can tear through the toughest hide or leather, causing 2D4+2 damage per round on any moving creature. The stone is usable once per week with a duration of 2D3 rounds.
441	PALE YELLOW FACETED TORUS (P)	This IOUN stone is most valuable to a character intending on creating Potions. The energy stored within this stone is quite useful in the blending process of the ingredients involved in the creation of the mixture. Any Potion that is manufactured by the user of this IOUN stone will have the maximum effects. The downside is that the stone will not work with "inferior" ingredients, so the material cost per potion is increased by 50%. (See #575 for a related stone)

442	BRILLIANT GREEN CUBE (V/L)	The IOUN stone of Insightful Inspiration is a rather powerful stone that will only have a few uses before it will crumble. When activated the user has a direct connection with a Major Cosmic Personage (the DM) and is able to ask for advice. This can be about something that has been forgotten; some further clue to a puzzle, whatever may be required to succeed at a task. The answer will only be four words, but it will be the absolute truth with no veiled hints. The stone has a 50% chance to crumble on its first use, with a +10% cumulative modifier per usage.																
443	MARbled BLUE & WHITE CATSEYE (P)	This is a most powerful IOUN stone when used by a Cleric. With it the Cleric can use his Cure spells at a distance of up to 30'. A gossamer strand of bluish-white energy briefly connects the user with the target creature allowing the curing effects of Positive energy to be transferred. There must be a continual line of sight to reach the target, and even characters in melee combat can be cured through the use of this stone.																
444	LIME GREEN ELLIPSOID (V/L)	The IOUN stone of instant amplification is a rather strange stone. It does not affect the user, but instead allows the user to boost an ability score in another individual that he touches. By touching the target the stone transfers energy boosting a random attribute by D3 points (to a maximum of 18) for 2D4+2 rounds. The stone is usable once per week. Roll a D8 and consult the following chart to see what attribute is actually affected: <table border="1" data-bbox="586 688 1539 961"> <tr> <td>1</td> <td>The power infuses the target with life energy boosting his level by +1</td> </tr> <tr> <td>2</td> <td>The power increases Strength</td> </tr> <tr> <td>3</td> <td>The power increases Dexterity</td> </tr> <tr> <td>4</td> <td>The power increases Constitution</td> </tr> <tr> <td>5</td> <td>The power increases Intelligence</td> </tr> <tr> <td>6</td> <td>The power increases Charisma</td> </tr> <tr> <td>7</td> <td>The power increases Wisdom</td> </tr> <tr> <td>8</td> <td>The target can channel the energy to any ability score, and is even able to divide the D3 roll between two different abilities.</td> </tr> </table>	1	The power infuses the target with life energy boosting his level by +1	2	The power increases Strength	3	The power increases Dexterity	4	The power increases Constitution	5	The power increases Intelligence	6	The power increases Charisma	7	The power increases Wisdom	8	The target can channel the energy to any ability score, and is even able to divide the D3 roll between two different abilities.
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445	MAROON FACETED TRIANGLE (P)	When using the IOUN stone of the True name the user has a 25% chance to know the true name of most creatures from the Outer Planes. Be warned that most creatures of this nature will do all that they can to eliminate any who know their true name.																
446	DARK ORANGE OCTOHEDRON (V/L)	The IOUN stone of recovery will allow the user to search for a lost, known item. The range of the effect is almost unlimited. The stone is usable once per week with a duration of 2D3 rounds and points the user in the correct direction. The super charged stone of this type will actually Teleport the sought after lost item of 20 pounds or less to the user.																
447	PURPLE PRISM (V/L)	This IOUN stone allows the user to swim and maneuver in the water like a fish at a speed of 12" per round, even if wearing armor. The stone does not grant any form of water breathing, only a more rapid form of locomotion. The stone is usable once per week for 2D4+2 rounds.																
448	BRIGHT ROSE RECTANGLE (P)	This is one of the few IOUN stones that will benefit a familiar, mount, or companion creature of the owner. The stone draws on the users life energy to augment the creature's armor class by +1, adds +1 hit point for each of the creatures hit dice, and also will give the target a +1 on any required saving throw.																
449	PURPLE AQUAMARINE SPINDLE (V/L)	The IOUN stone Greater Magnetic Embrace will generate a powerful magnetic field around the user filling an area from 5' to 20' away, like a great ring. Any metallic item will be pulled towards the ground suffering a -4 penalty to hit the user, including any missile weapon attacks which have metallic components. The field lasts for 2D3+2 rounds, travels with the user and is usable once per week.																
450	BRILLIANT GREEN SPHERE (P)	This is the IOUN stone of power melding that is prized by adventurers across the domains. This powerful stone will allow similar shaped and colored IOUN stones to stack their powers, even allowing for scores to rise above 18. This allows the full benefit from both stones. However it takes a full two weeks for this IOUN stone to attune itself to the user and the multiple stones. This is a permanent effect stone.																
451	PALE LAVENDER RHOMBOID (V/L)	The IOUN stone of precision spell casting allows the spell caster to determine the actual shape of the area affected by some spells. For example the user would be able to shape a Fireball spells area to avoid hitting companions, and to best encompass his enemies. The stone is usable once per week for the casting of a single spell. This stone has a 50% chance of crumbling after its first use with a +10% modifier for each additional use.																

452	DUSTY ROSE CYLINDER (P)	This is a most valuable IOUN stone for any character with a familiar or mount. It allows the user to transfer a small amount of their hit points to the familiar when it is subjected to attacks, taking the damage from his own total. The user reduces his hit point total by the number that is transferred with a maximum of 2 hit points that can be shared per level. The familiar must be within line of sight for the transfer to function.
453	PINK DODECAHEDRON (V/L)	The IOUN stone of Sonic Resonance will emit from the user a single burst of sub-sonic power. It creates a cone shaped sound effect that is 30' long with a 20' base. Any metallic items within the area will begin to rapidly vibrate from the sub-sonic pulse of sound; making any attacks made with them suffer a -2 penalty to hit. The stone is usable for one round and the duration of the after-effects from the pulse is 2D3 rounds.
454	MAROON RECTANGLE (V/L)	This IOUN stone is used to create an area of absolute Forbiddance that will affect any non-friendly creatures. The user is capable of filling a 20' radius area with a compulsion for all enemies of 10 hit dice or less to avoid passing through the designated area unless a save versus Wands is made. The compulsion lasts for 2D3 rounds and is usable once per week. It does not affect any kind of missile attack.
455	GREEN RECTANGLE (V/L)	The IOUN stone of duplication allows the user to create a non-magical duplicate of a single common item. The user must be able to touch the item being duplicated, and the item cannot weigh more than 200 lbs., nor can it be comprised of precious metals or gems. The copy will last as long as the original. The stone is usable once per week. (See #466 for a more powerful version of this stone).
456	LAVENDER FACETED CONE (V/L)	The IOUN stone of physical combat will only function for characters that use their bare hands to attack. The stone is usable once per week for a duration of 2D3+2 rounds. Each attack during that time will have a +2 to hit and will inflict 1D8+4 hit points of damage. It is rumored that there is a super-charged version that will inflict 1D12+6 damage on each successful hit.
457	CERELEAN BLUE ROD (V/L)	The IOUN stone of the limited Time Loop is another of the powerful limited use stones. When it is activated the user will repeat exactly whatever he did in the previous round. Attack rolls on the D20 are the same, including all forms of damage that was inflicted. Any spells that were cast are able to be cast once again, with the same outcome. The stone will have a 50% chance to crumble after being used the first time, with a +10% cumulative chance on each use.
458	DEEP RED SNOWFLAKE (V/L)	The IOUN stone of greater Protection will radiate a +2 bonus to any saving throws for the user and any friendly creatures that are within 10' of the user. This also includes saves made for any magical items that are in the area. The stone can be activated once per week for 2D3+2 rounds in duration. The stone will have a 50% chance to crumble after being used the first time, with a +10% cumulative chance on each use.
459	PEARL BROWN SMOOTH HELIX (V/L)	This potent twinned IOUN stone is usable by members of the Thief class (including Assassins). If one of the users is attempting a back attack, and the other is in view to the front of the target creature the attacker has an additional +2 to his chance to hit, doing an additional +2 damage (added before multiplying for level). Or an additional 10% bonus on an assassination attempt. This is due to his "partners" distracting the target (the partner cannot attack on the round that he is causing a distraction). (See #429 for a related stone usable by Clerics, and #470 that is usable by Magic Users, and #478 that is usable by Fighters).
460	BLOOD RED FACETED HELIX (C)	This powerful IOUN stone has but 1D3 charges before it will crumble, but they are extremely potent. The user may target any evil creature from the Lower Outer Planes and affect is as the spell Banishment (Magic User 7th level, UA, pg 61). The effect is cast at the level of the user or 14th level, whichever is greater.
461	DEEP PURPLE FACETED CONE (I)	The power of this IOUN stone can be activated once per week by the user. For one round only any physical or spell attacks which strike and damage the user will actually inflict that damage back on the attacker. The stone will not affect breath weapon attacks, but it will affect direct hit point damage from spell type attacks like Magic Missile, or blows from weapons. The stone is usable once per week and has a 50% chance to crumble after the first use, with a +10% cumulative chance per use thereafter.
462	PINK ELLIPSOID (V/L)	The IOUN stone of sunlight storage is a rather potent weapon when used against the Undead. Once per week the stone can be used to unleash 2D3+1 pencil thin strands of pure sunlight that will strike at random Undead creatures within 30' inflicting 2D3+2 damage per beam. Roll for each strand separately since a target may be struck by multiple beams. The stone must be exposed to actual sunlight for at least 24 hours per week in order to re-charge.

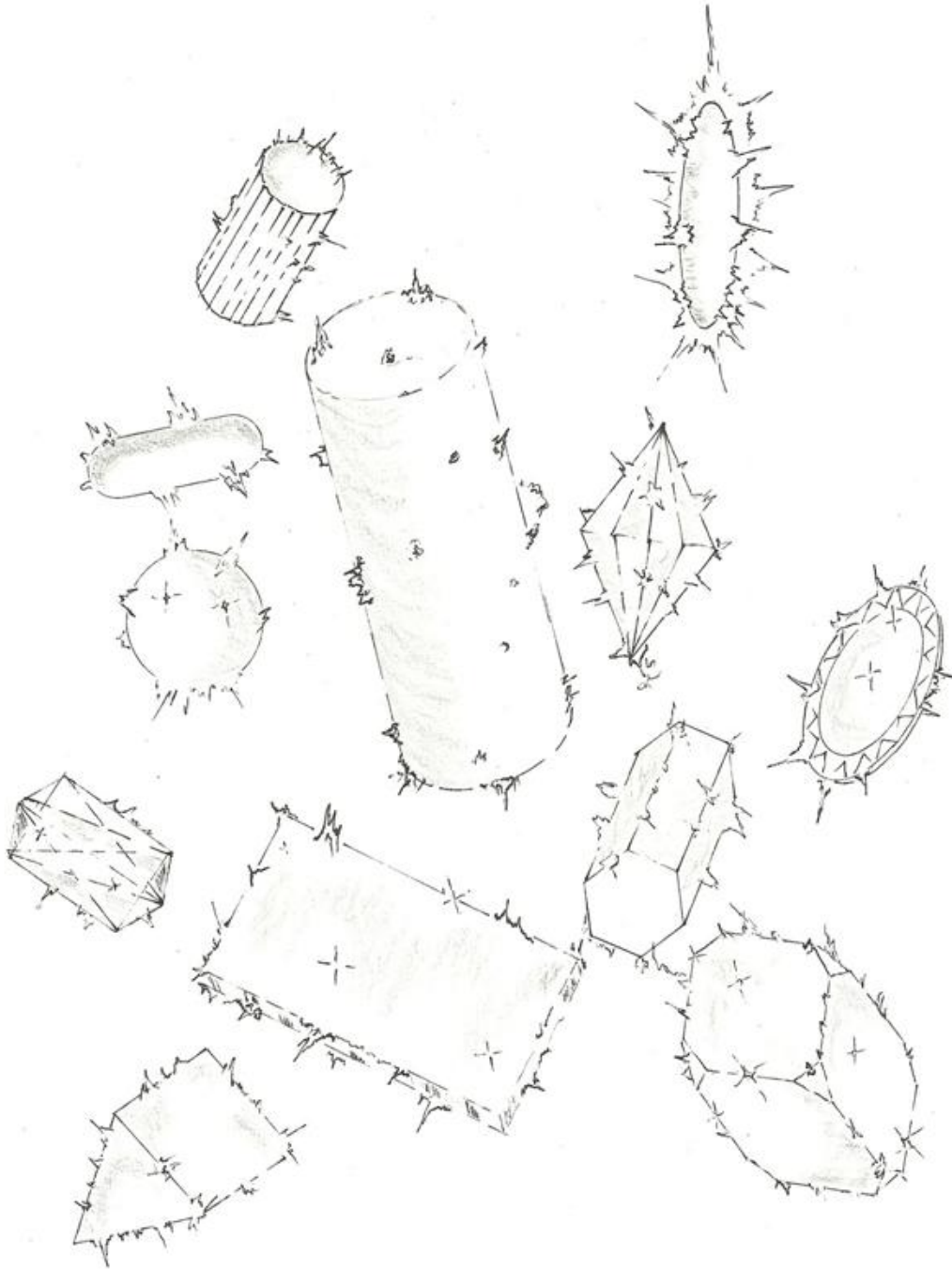
463	PALE GREEN DODECAHEDRON (V/L)	The IOUN stone of Absolute Disbelief is a strange item that defies understanding. When activated the user can choose a single creature of any size to disbelieve and for the duration of 1D4+2 rounds the creature cannot see or react to the user in any way...they simply do not exist! Creatures of more than 10 hit dice receive a save versus Magic at a -4 to avoid the effects. Attacks of any kind that are made by the user will negate the effects of this stone. The stone is usable once per week, but it will not work if the user is actually in the grasp of the target creature.
464	PINK & GREEN RECTANGLE (V/L)	The IOUN stone of Absolute Temporal Inversion affects a 30' area when activated. 50% of all damage suffered during the previous round, from weapon attacks (includes claws, bites, etc.) on friendly creatures is nullified and removed. This will not affect any damage from spell attacks of any kind. The stone is usable once per week and has a 50% chance to crumble after the first use, with a +10% cumulative chance per use thereafter.
465	LAVENDER TEARDROP (I)	The IOUN stone of incredible luck is a most powerful item; jealously guarded, and much sought after by adventuring groups. This stone has but 1D3 charges which cannot be replaced by any means, short of CRYSTALLE. The user can activate a charge instantaneously allowing him to virtually change his luck in any situation. A missed saving throw by the user or any item carried is now made, a missed attack will hit, and a horribly damaging event of any kind can be completely eliminated by some freak form of interference. After the last charge is used the stone will crumble into dust and vanish forever. (Slightly more powerful than #53)
466	PALE LAVENDER SMOOTH EGG (V/L)	The IOUN stone of ultimate duplication allows the user to create a temporary duplicate of any item of less than 100 lbs. The item to be copied must be handled by the user for a minimum of one complete turn before the process will function. Thus a magical weapon could be duplicated or a magical item. The copy will last for 2D3 rounds before vanishing, and any item can only ever be copied one time...ever. The power of this stone is usable once per week. This stone has a 50% chance to crumble when it is first used with a +10% modifier for each additional use.
467	PURPLE LOZENGE (V/L)	The IOUN stone of Multiple Realities is a rather unique item that allows the user to choose between possibilities. For the next 1D4 rounds only, each attack, saving throw and damage roll is actually rolled three times. The user can choose which of the rolls he will use, navigating his way through several possible outcomes. The stone is usable only once per week, and has a 50% chance to crumble after it is used with a +10% cumulative chance on each successive use.
468	DARK ORANGE SPHERE (V/L)	The IOUN stone of Life's Breath is a most useful item. When activated it will create a "bubble" of absolutely fresh clean Elemental air that fills a 20' radius around and travelling with the user. The air pocket will last for 2D4+2 rounds allowing for travel through noxious fumes and even under water for a short time. The fresh air will reduce the damage from any gas based breath weapon attacks by 50% if activated before the attack takes place, and any saves are made at +2 on the D20.
469	LAVENDER HEXAGONAL ROD (V/L)	The IOUN stone of the ultimate fates allows a user to "see" the last minutes of some dead creature's existence. When remains are found they almost always retain a psychic impression of what occurred nearby at the time of their death. Like a silent movie the user can see the final moments playing out in his mind, which in some cases may be quite dangerous. The stone is usable once per week and the vision lasts for 1D3 rounds if the remains can be touched, or for but one round if the remains are out of reach but within 30' of the user.
470	DUSTY ROSE SMOOTH HELIX (V/L)	This twinned set of IOUN stones is usable by Magic Users (including Illusionists). Should the two linked spell casters choose to cast the same spell at the same target on the same round they will find that their efforts are much more effective. The targets saving throw (if any) is made at a -2 penalty, and the targets magic resistance is reduced by 20% against the combined attack. (See #429 for a related stone usable by Clerics, and #478 that is usable by Fighters, and #459 that is usable by Thieves)
471	ORANGE DODECAHEDRON (V/L)	This IOUN stone affects rock and dirt creating a horizontal avalanche that moves away from the user in a cone shaped area. The distance is 60' and is 30' wide at the base. Any soil and loose rocks less than 50 lbs. are moved in the desired direction. The tumbling rocks will inflict 2D4+2 damage to any man sized or smaller creature caught within the area of effect, and also carries them away in the direction of the flow. The stone is usable once per week, and the debris will move 20' per round until reaching the 60' range.
472	COBALT BLUE ELLIPSOID (P)	This is a very unusual IOUN stone that has a few uses. The user gives off an aura of "cold-bloodedness" that lowers his body temperature to the surrounding area which conceals him from any form of infrared detection. This is a permanent effect stone.

473	SOFT BLACK CYLINDER (V/L)	This IOUN stone allows the user to target a single magical spell casting device (Wand, Staff, or Rod) within 30' causing it to go dormant for 1D4+2 rounds unless the items wielder makes a successful save versus Wands. If the save fails the powers of the device cannot be employed until the end of the effect. The stones power is usable once per week.																
474	INDIGO BLUE SNOWFLAKE (V/L)	This IOUN stone is most effective at slowing down enemies. When activated it will create a 20' diameter area that will sprout thousands of small tendrils of stone that will grasp at the feet of any who stray into the area. There is a 30% chance that the victim will be held fast (bend bars to escape), but in all cases the victims will be entangled and slowed for 1D4+1 rounds before they can break free from the grasping stone. The stone is usable once per week.																
475	BRIGHT ROSE SMOOTH HELIX (V/L)	This powerful twinned set of IOUN stones allows for the sharing of other IOUN stones between two characters. They may freely exchange stones between themselves without the need for re-attunement. If they are within 10' of each other, and not otherwise occupied, they may simply will the IOUN stones to transfer, otherwise they must be captured in order to be transferred.																
476	DARK GREEN LOZENGE (V/L)	When activating the IOUN stone of size alteration the user can choose to be from as small as 6" or up to as large as 12' tall. The user and all of his equipment undergo the transformation in just 1 round. The stone is usable once per week with a duration of up to 2D4+2 rounds. The user is able to voluntarily end the effects at any time. (This is a more powerful version of stone #262)																
477	WHITE OCTOEDRON (V/L)	The Clerics IOUN stone of the deities blessing gives a +1 modifier for the effects of any Bless, Prayer, or Chant spells cast by the cleric using this stone. The stone is usable once per week for a duration of 2D4+2 rounds.																
478	EMERALD GREEN SMOOTH HELIX (V/L)	This is one of the extremely potent twinned IOUN stones, that when separated can be used by two different Fighters (includes Rangers, Cavaliers, and Paladins). If both of the users are engaged in melee combat with the same creature they each gain a +1 to hit bonus as they use communication through the stone to coordinate their attacks. The stone is usable once per week with a duration of 2D4+2 rounds. (See #429 for a related stone usable by Clerics, and #470 that is usable by Magic Users, and #459 that is usable by Thieves)																
479	MAROON ROD (P)	This is another IOUN stone that is extremely beneficial to any character with a familiar or mount. The power of this stone will transfer energy across the psychic link, allowing for the sharing of a special pool of an additional 10 hit points.																
480	FLASHING YELLOW SPINDLE (P)	The IOUN stone of extreme enhancement will add +1 to more than one of the owners' ability scores simultaneously. The scores can be modified to a maximum of 18. Roll a D20 on the following chart to see the effectiveness of the stones power: <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>01-02</td> <td>Intelligence and Charisma</td> </tr> <tr> <td>03-04</td> <td>Wisdom and Constitution</td> </tr> <tr> <td>05-06</td> <td>Strength and Constitution</td> </tr> <tr> <td>07-09</td> <td>Dexterity and Intelligence</td> </tr> <tr> <td>10-12</td> <td>Charisma and Wisdom</td> </tr> <tr> <td>13-15</td> <td>Dexterity and Strength</td> </tr> <tr> <td>16-19</td> <td>Intelligence and Wisdom</td> </tr> <tr> <td>20</td> <td>The most powerful version adds +1 to two abilities chosen by the user</td> </tr> </table>	01-02	Intelligence and Charisma	03-04	Wisdom and Constitution	05-06	Strength and Constitution	07-09	Dexterity and Intelligence	10-12	Charisma and Wisdom	13-15	Dexterity and Strength	16-19	Intelligence and Wisdom	20	The most powerful version adds +1 to two abilities chosen by the user
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481	GLOWING ROSE SMOOTH TORUS (V/L)	The IOUN stone of the Ultimate Defense will temporarily modify the user's armor class by +6 against any melee attacks. However, because of the massive defense the user cannot attack while the stone is active, this is a completely defensive IOUN stone. The stone is usable once per week with a duration of 1D4+2 rounds. The stone has a 50% chance to crumble after it is used with a +10% cumulative chance on each successive use.																
482	LAVENDER FACETED PYRAMID (V/L)	The IOUN stone of the Incredibly Discordant Disturbance will quite possibly be a terror to enemy spell casters. Usable once per week, the user can target an enemy within 30' and unleash the stones power. The target must save versus Wands or be the center of the effect even if he moves (a successful save places the center of the effect 1' away in any direction, the target may move away). The area is filled with a cacophony of noises, flickering panes of light, ungodly smells, and great gusts of wind that stir up small clouds of irritating dust. The victim must save versus Spells to successfully cast any spells while caught in the stones grip.																
483	LIME GREEN LOZENGE (V/L)	The Thieves Helper IOUN stone is very valuable to members of that class. Once per week when making a single surprise backstab attempt this stone will add a +2 to hit and damage, but in addition the user rolls 1D3+1. This is the additional number of levels that the user has when deciding the level of damage (doubled, tripled, quadrupled etc.).																

484	COBALT BLUE SNOWFLAKE (V/L)	This is another of the IOUN stones associated with a different Quasi-Elemental plane. The effect, that is usable once per week on targets within 30', releases a cloud of super fine salt laden dust drawn from the Quasi-Elemental Plane of Salt. Many creatures that are caught within the cloud suffer severe desiccation (the DM will rule on what forms of creatures are affected), or at the very least must save versus poison or be blinded by the salty spray.
485	YELLOW ROD (V/L)	This IOUN stone creates a link to the Quasi-Elemental Plane of Steam, releasing a huge gout of super-hot vapor at a point designated by the user. The cloud manifests in a 20' diameter cloud that must be within 30' of the user. The steam cloud causes 3D4+3 damage on any creatures caught within the area of effect. The spell even works underwater in an area similar to a fireball. If cast on surface water the steam forms a huge cloud of obscuring hot fog that will effectively blind any who use infravision. This stone is usable once per week.
486	CLEAR PINK SMOOTH EGG (V/L)	The IOUN stone of the Resilient Strike is a most useful item in the hands of a warrior. Once per week the stone can be activated for 2D3+2 rounds. During this time you have a devastating effect on any enemy's weapons. On any attack roll that you make of an unmodified 18+ the opponent must save versus Wands or have his weapon knocked from his hand. Of course if the enemy is using only claws and teeth there is no effect.
487	DEEP PURPLE FACETED RECTANGLE (V/L)	The IOUN stone of Mechanical Foresight allows the user to detect mechanical traps that are hidden by natural stone. The stone is usable once per week, with a duration of 1D3 rounds. The user can actually see the device and possibly determine what will happen when it is activated. The stone has a 50% chance to crumble after it is used with a +10% cumulative chance on each successive use.
488	PULSING WHITE CUBE (P)	This IOUN stone has a rather simple function, but one that could save any characters life. The user has a +2 bonus on any saving throws allowed versus any normal Curse. If the Curse is of a type that normally has no saving throw the owner still receives a save at a -2. The stone is a permanent effect stone. The extremely rare super-charged version of this stone makes the owner totally immune to any Curse as long as the stone is in use. This will not in any way affect a Curse sent as punishment by a deity, or one that is caused by an Artifact. A flawed IOUN stone is not a normal Curse and is unaffected by this stone.
489	LAVENDER CONNECTED SPHERES (V/L)	The IOUN stone of Spell Implantation is a very unusual stone. Using its power a spell caster (either Cleric or Magic User) is able to place a simple spell into the mind of another character, or even a familiar if the creature is willing. The implanted spell must be of 2nd level or lower and any spell caster is only able to have one spell implanted at the same time. The spell will remain implanted for 1 day per level of the caster. At any time, when the spell caster is within 30' of the spell implantation recipient, the spell may be released. The spell caster speaks a single word to release the spell, and is also able to cast one of his own memorized spells during the same round. During the spells implantation the spell caster is free to memorize another spell. (The implanted spell is like a spell stored in a Ring of Spell Storing) When released the spell originates from the "host" character.
490	BLOOD RED TEARDROP (V/L)	The IOUN stone of Rapid Firing is beneficial to any missile using character. It effectively doubles the rate of fire that the user can make with missile weapons of any kind for 1D3 rounds. The stone is usable once per week, and will NOT add to any sub-class archers bonus' (they are already quite powerful enough).
491	DARK GREEN PRISM (V/L)	The IOUN stone of Fluid Buoyancy is of benefit to more than just the owner. Once per week for the duration of 2D4+4 rounds the stone will create a 20' radius area on the surface of any non-caustic fluid that is capable of supporting several dozen characters. The area moves with the caster at his movement rate. Even mounts can be supported by the effects of this stone.
492	DEEP BLUE LOZENGE (C)	This IOUN stone was protected for many ages by a neutral Dao, a very unusual relative of the Djinni, Jann, Marid and Efreeti. He is linked to this stone and can be summoned by the owner 1D3 times before he will retrieve the stone and take it back to the Quasi-Elemental Plane of Mineral. (See Dao listing in MM2, page 32 for complete details on what this powerful being can accomplish) If summoned frivolously he will pervert any of the summoners desires, otherwise he will first assure himself of the stones safety before complying with any reasonable request. Roll again on tables to see which IOUN stone is being guarded.

493	DUSTY ROSE SPINDLE (V/L)	The IOUN stone of Defensive Sundering is a quite powerful item. The user can simply attempt to tear an opponent's defensive spells up to 4th level apart (Shield, Protection versus Evil, Minor Globe of Invulnerability, etc.). For each such spell the target rolls a save versus Wands, failure indicating that the spell has been shredded and nullified. Any such spell in effect is attacked when this stone is activated. The stones power is usable once per week on a single target within 30'. The stone has a 50% chance to crumble after it is used with a +10% cumulative chance on each successive use.
494	CLEAR PINK FACETED RECTANGLE (P)	The IOUN stone of Exemplary Olfactory Amplification is a handy item for Rangers. The user's sense of smell is so keen that it gives a 50% chance to track animals by their scent alone.
495	LIME GREEN STAR (V/L)	The IOUN stone of Material Transformation will allow the user to take a naturally occurring grown substance (leather, wood or rope for example) and give it extreme hardness, yet not affecting any of its flexible properties. The transformation of the material is not permanent, having a duration of one full turn, and if "attacked" the material receives a +3 bonus on any saving throws. Ropes are harder to break, wooden doors are as dense as iron, a bow would be exceptionally durable against fire attacks, and pouches would be much more sturdy. Leather armor transformed by this stone would be the equivalent of +3 armor for the wearer as regards his armor class, but it does not have any magical bonuses for saving throws. The stone is usable once per week.
496	VIBRANT PURPLE HEXAGONAL ROD (V/L)	The IOUN stone of Planar Travel is one of the most powerful IOUN stones ever discovered, perhaps another of the gifts of CRYSTALLE lost by its owner ages ago. Using this stone permits its owner to travel to almost any of the other Planes of existence for short periods of time. For 2D6+4 rounds the user can travel another Plane while the stone alters his form slightly into a form best suited to survive the rigors of the new realm. The stone can only be used once per week, and be warned that any form of planar travel is extremely dangerous.
497	PURPLE & LAVENDER ROD (P)	The IOUN stone of Masterful Writing is most useful to members of the Magic User Class. Using this stone clears ones thoughts of distractions thus enabling the spell caster to write much clearer and faster (it normally takes one day of preparation per spell level to copy or transcribe a spell onto a scroll). Scroll spells and spells placed within the casters book can be transcribed at half the cost and half the time. The magical writing is done with exceptional skill. This is a permanent effect stone. The user, of course, must supply all of the needed supplies.
498	COPPER SPHERE (V/L)	This IOUN stone will allow the user to draw a burst of energy from the Quasi-Elemental Plane of Lightning. Usable once per week on a target up to 30' away, this stone will bring into existence a 10' diameter ball lightning. Metal wearing creatures within 10' of the ball will be struck by many small bolts of lightning that will inflict a total of 2D4+4 points of damage (double the amount rolled if wet or standing in water). The ball only remains for one round before it is depleted, but it can strike many targets...friend or foe alike!
499	PEARL WHITE CUBE (I)	This IOUN stone is perhaps the most powerful of the IOUN stones that are for use by members of the Cleric class. When activated the Cleric and one held character are instantly transported directly to the border realm located between the Positive Material Plane and the Quasi-Elemental Plane of Mineral. The Cleric and his companion begin to absorb positive energy at a rate of 2D10+2 hit points per round. The amount that is being absorbed is rolled in secret by the DM; the user has no idea as to the amount of energy that is being absorbed. Care must be taken, for no character will survive with more than twice his maximum hit points. If this happens he would immediately transform into pure energy and be gone forever. The stone is usable once per week and will last for 2D4 rounds before the Cleric and his companion are returned to the Prime Material Plane. The gained energy can be lost as normal due to any damage, but after 24 hours the recipients hit points return to normal. The stone is usable only once per week, and has a 50% chance to crumble after it is used with a +10% cumulative chance on each successive use.
500	GLOWING ROSE SPHERE (P)	This is the IOUN stone of all IOUN stones; the ultimate prize for any adventuring group. Only one such stone has ever been recorded, and Siljameer Varooste valued it above every other stone he possessed, as did his apprentice Quann' Ra-Tioll Moorchlyne when it was passed down after the death of his friend. This is perhaps the most powerful stone ever discovered, and it was most assuredly a gift received from CRYSTALLE himself. This IOUN stone will add +1 to every ability score (to a maximum of 18), and also adds +1 level of experience to the user. Even among friends Moorchlyne could feel the cold stares of envy whenever this stone was in use, most of the time it was kept stored, where it would be safe.

Our victory was finally at hand, and the ancient treasures of these forbidding ruins were ours to keep. The ultimate prize...we found more than a dozen of the wondrous IOUN stones that were cleverly hidden within the skull of an ancient dragon. Each was a different color and shape, all of them glowing with an inner fire. With great care we removed them from their hiding place and when they touched our flesh they called to us...a soft tingle that travelled through hands and arm, a gentle touch like liquid song.



Drawing by Matthew Hargenrader

Table #6 - IOUN stones #501-#600 – Quick

D100	IOUN Stone	D100	IOUN Stone	
501	PALE GREEN RHOMBOID (P)	551	PALE AQUAMARINE SPHERE (V/L)	
502	DUSTY ROSE TEARDROP (P)	552	MAROON ROD (V/L)	
503	DARK GREEN SPHERE (P)	553	SMALL BRIGHT BLUE LOZENGE (V/L)	
504	LIGHT BLUE RHOMBOID (P)	554	PALE BLUE HEXAGONAL ROD (V/L)	
505	BRIGHT ROSE LOZENGE (P)	555	PALE LAVENDER SMOOTH HELIX (V/L)	
506	DARK ORANGE STAR (P)	556	RED SNOWFLAKE (P)	
507	PURPLE ROD (P)	557	SMALL CLEAR SPHERE (P)	
508	CLEAR PINK CYLINDER (V/L)	558	RUBY RED RECTANGLE (V/L)	
509	DARK BLUE OCTAHEDRON (V/L)	559	BRIGHT GREEN FACETED TORUS (V/L)	
510	CLEAR ELLIPSOID (V/L)	560	PALE GREEN HEXAGONAL ROD (V/L)	
511	LIGHT BLUE RECTANGLE (V/L)	561	WHITE CYLINDER (I) (P)	
512	BRIGHT GREEN LOZENGE (V/L)	562	SMALL PALE YELLOW CYLINDER (V/L)	
MICRO IOUN 513-528	513	SMALL PALE BLUE RHOMBOID (V/L)	563	BRIGHT BLUE ROD (I)
	514	SMALL SCARLET & BLUE SPHERE (V/L)	564	LAVENDER PRISM (P)
	515	SMALL INCANDESCENT BLUE SPHERE (V/L)	565	BRIGHT SILVER RECTANGLE (P)
	516	SMALL DEEP RED SPHERE (V/L)	566	SMALL PEARL WHITE SPINDLE (P)
	517	SMALL PINK RHOMBOID (V/L)	567	OCHRE LOZENGE (I)
	518	SMALL PINK & GREEN SPHERE (V/L)	568	LAVENDER ELLIPSOID (I)
	519	SMALL PALE GREEN PRISM (V/L)	569	SMALL YELLOW SPHERE (V/L)
	520	SMALL DUSTY ROSE PRISM (V/L)	570	PALE LAVENDER LOZENGE (P)
	521	SMALL ORANGE PRISM (B)	571	BLOOD RED SMOOTH EGG (V/L)
	522	SMALL BRASS LOZENGE (P) (B)	572	PURPLE SPHERE (P)
	523	SMALL SKY BLUE SPHERE (V/L)	573	DARK ORANGE TEARDROP (P)
	524	SMALL CLEAR LOZENGE (V/L)	574	PINK & GREEN FACETED LENS (P)
	525	SMALL GREEN CATSEYE (V/L)	575	DARK BLUE LOZENGE (V/L)
	526	SMALL AMBER RECTANGLE (V/L)	576	DEEP BLUE SNOWFLAKE (V/L)
	527	SMALL SLATE BLUE PRISM (V/L) (B)	577	RUBY RED SPINDLE (V)
	528	SMALL GREEN STAR (I)	578	INDIGO BLUE SMOOTH TORUS (V)
DRUSY IOUN 529-544	529	TRANSLUCENT PEARL SHELL WITH BLACK CRYSTALS (B)	579	MAROON CATSEYE (V) (I)
	530	CLEAR EMERALD GREEN SHELL WITH ORANGE CRYSTALS (B)	580	BLACK SPHERE (C)
	531	TRANSLUCENT ORANGE SHELL WITH DEEP GREEN CRYSTALS (B)	581	GLOWING ROSE CYLINDER (V/L)
	532	CLEAR PURPLE SHELL WITH BRILLIANT YELLOW CRYSTALS (B)	582	MAROON PRISM (V)
	533	CLEAR COBALT BLUE SHELL WITH GOLD CRYSTALS (B)	583	COBALT BLUE FACETED EGG (V/L)
	534	CLEAR RED SHELL WITH SILVER CRYSTALS (B)	584	ORANGE ROD (V/L)
	535	OPAQUE WHITE SHELL WITH BRIGHT BLUE CRYSTALS (B)	585	PEARL BROWN RECTANGLE (V/L)
	536	CLEAR PINK SHELL WITH GREY CRYSTALS (B)	586	CRYSTAL CLEAR CUBE (V/L)
	537	CLEAR LIME GREEN SHELL WITH RED CRYSTALS (B)	587	DEEP BLACK TWISTED HEXAGONAL ROD (V/L)
	538	PALE YELLOW SHELL WITH GREY CRYSTALS (B)	588	PALE GREEN CYLINDER (V/L)
	539	PALE LAVENDER SHELL WITH BRILLIANT YELLOW CRYSTALS (B)	589	PEARL BROWN SPINDLE (V/L)
	540	CLEAR BLUE SHELL WITH WHITE CRYSTALS (B)	590	LIME GREEN CATSEYE (V/L)
	541	CLEAR DUSTY ROSE SHELL WITH BROWN CRYSTALS (B)	591	AMBER ELLIPSOID (V/L)
	542	SMOKEY GREY SHELL WITH COPPER CRYSTALS (B)	592	MAROON FACETED TORUS (V)
	543	PALE AQUAMARINE SHELL WITH DARK GREEN CRYSTALS (B)	593	CLEAR PINK RECTANGLE (V/L)
	544	PALE VIOLET SHELL WITH FLICKERING PURPLE CRYSTALS (B)	594	BRIGHT BLUE CYLINDER (I)
545	DEEP RED ELLIPSOID (V/L)	595	DARK BLUE SPHERE (V/L)	
546	PURPLE & WHITE CUBE (V/L)	596	LIME GREEN LOZENGE (P)	
547	PALE GREEN CATSEYE (V/L)	597	SMALL OCHRE RECTANGLE (V/L)	
548	PEARL BROWN SPHERE (V/L)	598	SMALL GRAY CUBE (V/L)	
549	DEEP BLACK FACETED LENS (V/L)	599	BLOOD RED PRISM (T)	
550	BRIGHT WHITE ROD (V/L)	600	PALE LAVENDER DODECAHEDRON (P)	

Table #6 - IOUN stones #501-#600 – Detailed

D100	IOUN Stone	Effect
501	PALE GREEN RHOMBOID (P)	The user of this IOUN stone has a +1 bonus to hit and damage against all winged flying creatures. This bonus does not include insects or Dragons of any kind.
502	DUSTY ROSE TEARDROP (P)	The user of this IOUN stone has a +1 bonus to hit and damage against any form of aquatic creature. This bonus does not include Dragons of any kind.
503	DARK GREEN SPHERE (P)	The user of this IOUN stone has a +1 to hit and damage against any form of True Giant.
504	LIGHT BLUE RHOMBOID (P)	The user of this IOUN stone has a +1 to hit and damage against any form of reptile or amphibian. This does not include Dragons of any kind.
505	BRIGHT ROSE LOZENGE (P)	The user of this IOUN stone has a +1 bonus to hit and damage against any form of insect, including the many known “giant” varieties.
506	DARK ORANGE STAR (P)	The user of this IOUN stone has a +1 bonus to hit and damage against any mammals, including humans. This does not include demi-humans (Dwarves, Elves, Gnomes, Half-orcs, and Halflings) or any form of True Giant.
507	PURPLE ROD (P)	The user of this IOUN stone has a +2 bonus to hit and damage against any form of Dragon, or Dragon-kin. Be warned however, that true Dragons can detect the power within this stone and will do everything in their power to destroy both the stone and any who would dare to use it.
508	CLEAR PINK CYLINDER (V/L)	The IOUN stone of Absolute Bravery is most powerful in the hands of a warrior, but many other character classes could use it to some extent. If you are holding a set spear, or any other long edged weapon (pole arm) when facing a charging enemy, you receive a +2 bonus to hit the creature during the first round of combat. And you will have an opportunity to strike before it reaches you, with a successful hit inflicting double damage. The stone can be activated once per week and is usable against one charge only.
509	DARK BLUE OCTAHEDRON (V/L)	The IOUN stone of Super-Human Ability is usable, and sought after by members of every character class. The user is able to activate this stones power once per week, releasing a surge of energy into any one of his six attributes (Strength, Intelligence, Charisma, Wisdom, Dexterity, and Constitution) boosting the chosen ability by 1D3 points. The boost will grant all of the new abilities advantages for a short duration of 1D4+2 rounds. The chosen ability can even be raised above 18 by the power of this stone. However whenever any ability score is raised above 18 the stone has a 50% chance to crumble the first time, with a +10% modifier for each additional use that raises the chosen ability score to above 18.
510	CLEAR ELLIPSOID (V/L)	The IOUN stone of instant access is of great aid to Thieves. The user is able to cast a Knock spell once per day on a single lock within 10’ of the user.
511	LIGHT BLUE RECTANGLE (V/L)	Using this IOUN stone gives its owner incredible dodging abilities. During the time of its activation, every time that an enemy rolls a 19 or 20 to score a hit the owner of this IOUN stone will have a 25% chance to roll away from the blow as long as there is available room, reducing the damage that was received by 50%. The stone can be activated once per week and the effect lasts 2D4+2 rounds.
512	BRIGHT GREEN LOZENGE (V/L)	This IOUN stone stores energy that the user is able to use once per week for 2D3 rounds, or until the stored energy is exhausted. The energy is released in the form of either to hit bonuses or damage bonuses or a mixture of both. The stone is able to store a maximum of 10 points of energy. Once used for any of its energy reserves, the stone will need to “rest” for a full week before it will allow any energy to be unleashed. This stone regains one point of energy for each day of rest (ten days to regain a full charge if depleted).
<p>SPECIAL FORMS OF IOUN STONES: SECTION A</p> <p>THE KNOWN MICRO IOUN STONES: PART 1</p> <p>These IOUN stones have the exact same shape and color of the larger permanent type, but the effects of these stone are only usable for a short length of time. It is believed that they were not immersed for a long enough time in the Positive Material Plane, perhaps having been pushed too far into the Quasi-Elemental Plane of Mineral during one of the frequent expansions of the energy plane.</p> <p>They still have value, and the abilities they grant, even if of a temporary nature, are still sought after by adventurers. Many powerful Mages use these smaller stones in the fabrication of various magic items when combined with IOUN dust. Usually they are confined within “globes” of the fine dust which will amplify their power, making them as functional as their larger counter-parts. As pendants, rings, wands, and the tips of staffs they are quite impressive. (#s 513-528)</p>		
513	SMALL PALE BLUE RHOMBOID (V/L)	This small IOUN stone increases the users Strength by +1 for 2D6 turns. It is usable once per week.

514	SMALL SCARLET & BLUE SPHERE (V/L)	This small IOUN stone increases the users Intelligence by +1 for 2D6 turns. It is usable once per week.
515	SMALL INCANDESCENT BLUE SPHERE (V/L)	This small IOUN stone increases the users Wisdom by +1 for 2D6 turns. It is usable once per week.
516	SMALL DEEP RED SPHERE (V/L)	This small IOUN stone increases the users Dexterity by +1 for 2D6 turns. It is usable once per week.
517	SMALL PINK RHOMBOID (V/L)	This small IOUN stone increases the users Constitution by +1 for 2D6 turns. It is usable once per week.
518	SMALL PINK & GREEN SPHERE (V/L)	This small IOUN stone increases the users Charisma by +1 for 2D6 turns. It is usable once per week.
519	SMALLPALE GREEN PRISM (V/L)	This small IOUN stone increases the users Level by +1 for 2D6 turns. It is usable once per week.
520	SMALL DUSTY ROSE PRISM (V/L)	This IOUN stone gives the user a +1 bonus to armor class and saving throws. When activated, it will function for 2D3 turns. It is usable once per week.
521	SMALL ORANGE PRISM (B)	The user of this IOUN stone can cast one spell per day at +1 level of experience.
522	SMALL BRASS LOZENGE (P) (B)	This low level IOUN stone adds +2 hit points to the user's total.
523	SMALL SKY BLUE SPHERE (V/L)	This IOUN stone allows its owner to Fly once per day for 1D3 rounds.
524	SMALL CLEAR LOZENGE (V/L)	This IOUN stone allows its owner to become invisible once per day for 1D3 rounds.
525	SMALL GREEN CATSEYE (V/L)	Once per day for the duration of 2 rounds this IOUN stone allows its owner to find secret doors like an Elf. Elves do not gain any benefit from using this stone.
526	SMALL AMBER RECTANGLE (V/L)	This IOUN stone gives its user Granite hard skin once per day for 1D3+1 rounds. It will absorb 6 points of damage per hit during that time.
527	SMALL SLATE BLUE PRISM (V/L) (B)	This IOUN stone allows a Cleric to cast one of his Cure type spells per day at full effect.
528	SMALL GREEN STAR (I)	Once per day this IOUN stone will give its user a +1 on any saves versus poison.

SPECIAL FORMS OF IOUN STONES: SECTION B

THE DRUSY IOUN STONES OF ARDRUS BE-TA' RYU

These rather unique IOUN stones are smooth structures of drusy quartz, similar in appearance to a solidified geode. They each have the ability to hold one Cleric / Druid or Magic User / Illusionist spell, of the given level (see chart below). A character of the appropriate level is able to store one spell within such a stone, gaining use of this additional power at a later time; after casting that spell, he can replace it with the same spell or another of the same level. If drusy stones are found with spells already stored within them, only a character of the appropriate level and class required is able to cast the stored spell, clearing the stone for future use.

Many times when found they are merely small, grayish lumps of material; the surface of these stones will slowly crumble away when attuned to either a Cleric (including Druid) or Magic User (including Illusionist). This reveals the polished and vibrant stone that lies beneath; a smooth, egg shaped stone about inch long. Each of the 16 drusy stones has an outer layer comprised of a different translucent colored stone which contains a small cluster of micro-fine internal crystals. Many adventurers who find these stones initially fail to realize how important they are, never testing the ugly gray rocks as IOUN stones. (#'s 529-544)

529	TRANSLUCENT PEARL SHELL WITH BLACK CRYSTALS (B)	1ST LEVEL MAGIC USER / ILLUSIONIST SPELL
530	CLEAR EMERALD GREEN SHELL WITH ORANGE CRYSTALS (B)	2ND LEVEL MAGIC USER / ILLUSIONIST SPELL
531	TRANSLUCENT ORANGE SHELL WITH DEEP GREEN CRYSTALS (B)	1ST LEVEL CLERIC / DRUID SPELL
532	CLEAR PURPLE SHELL WITH BRILLIANT YELLOW CRYSTALS (B)	2ND LEVEL CLERIC / DRUID SPELL
533	CLEAR COBALT BLUE SHELL WITH GOLD CRYSTALS (B)	3RD LEVEL MAGIC USER / ILLUSIONIST SPELL

534	CLEAR RED SHELL WITH SILVER CRYSTALS (B)	4TH LEVEL MAGIC USER / ILLUSIONIST SPELL
535	OPAQUE WHITE SHELL WITH BRIGHT BLUE CRYSTALS (B)	3RD LEVEL CLERIC / DRUID SPELL
536	CLEAR PINK SHELL WITH GREY CRYSTALS (B)	4TH LEVEL CLERIC / DRUID SPELL
537	CLEAR LIME GREEN SHELL WITH RED CRYSTALS (B)	5TH LEVEL MAGIC USER / ILLUSIONIST SPELL
538	PALE YELLOW SHELL WITH GREY CRYSTALS (B)	6TH LEVEL MAGIC USER / ILLUSIONIST SPELL
539	PALE LAVENDER SHELL WITH BRILLIANT YELLOW CRYSTALS (B)	5TH LEVEL CLERIC / DRUID SPELL
540	CLEAR BLUE SHELL WITH WHITE CRYSTALS (B)	6TH LEVEL CLERIC / DRUID SPELL
541	CLEAR DUSTY ROSE SHELL WITH BROWN CRYSTALS (B)	7TH LEVEL MAGIC USER / ILLUSIONIST SPELL
542	SMOKEY GREY SHELL WITH COPPER CRYSTALS (B)	8TH LEVEL MAGIC USER SPELL
543	PALE AQUAMARINE SHELL WITH DARK GREEN CRYSTALS (B)	7TH LEVEL CLERIC / DRUID SPELL
544	PALE VIOLET SHELL WITH FLICKERING PURPLE CRYSTALS (B)	9TH LEVEL MAGIC USER SPELL
545	DEEP RED ELLIPSOID (V/L)	The IOUN stone of the stunning impact is of most value to a member of the fighter class. The stone can be activated once per week for 2D3 rounds. While activated, any successful strike by the user will drive a man-sized or smaller enemy back 1D10' and any melee attacks made by the target on the next round will be at a -2 to hit, and if successful they will only inflict ½ damage. The super-charged version of this IOUN stone will enable the user to drive back any sized creature.
546	PURPLE & WHITE CUBE (V/L)	This IOUN stone causes a small pea sized ball of white fire to appear at a target point within 30'. This ball expands rapidly to a 10' diameter inflicting 4D4 fire damage to any figure caught in the area. It is usable once per week.
547	PALE GREEN CATSEYE (V/L)	This IOUN stone causes a small pea sized ball of crackling ice to appear at a target point within 30'.The ball expands rapidly to a 10' diameter inflicting 4D4 cold damage to any figure caught in the area. It is usable once per week.
548	PEARL BROWN SPHERE (V/L)	This IOUN stone causes a small pea sized ball of sizzling electrical energy to appear at a target point within 30'. It then expands rapidly to a 10' diameter inflicting 4D4 damage to any figure caught in the area. It is usable once per week.
549	DEEP BLACK FACETED LENS (V/L)	This IOUN stone causes a small pea sized ball of water to appear at a target point within 30'. This ball expands rapidly to a 10' diameter inflicting 4D4 damage to any fire based figure caught in the area. It is usable once per week.
550	BRIGHT WHITE ROD (V/L)	The IOUN stone of Lawful Fortitude is suspected of being another one of CRYSTALLES gifts. Once every 100 days this stone can be activated with awe inspiring effect. Any Lawful creature within 30' that is allied with the user gains a +2 to hit, damage, Armor Class, and saving throws. The effect lasts for 2D4+4 rounds before fading. Only one such stone has ever been recorded, and it was lost many centuries ago in the depths of the Ghalliak Swamps. Legend says that when the time is right the stone will reappear to aid in mankind's eternal fight against the forces of Chaos.
551	PALE AQUAMARINE SPHERE (V/L)	The user of this IOUN stone is able to breathe water for 2D3 rounds. It is usable once per day.
552	MAROON ROD (V/L)	The IOUN stone of Demonic rejection creates a pulse of distortion that will possibly prevent demonic gates from functioning. Any demon attempting to Gate in reinforcements within 30' of this stone when it is active will have a -25% chance that the gate will work. Demon hunters especially prize this stone and are willing to trade much to obtain one. This stone is usable once per week for 3D4 rounds and has a 50% chance to crumble after its first use with a +10% modifier for each additional use.

553	SMALL BRIGHT BLUE LOZENGE (V/L)	The user of this IOUN stone receives one automatic save per day versus a Paralysis attack of any kind. This includes creature, device or spell attacks.												
554	PALE BLUE HEXAGONAL ROD (V/L)	This is another of the extremely rare, limited use IOUN stones that is a possible danger for the user. Once per week it effectively causes a single chosen IOUN stone to work at double efficiency. (Double the range / double any +'s / double any damage / etc.) But the affected stone and this stone will each have a 50% chance to crumble after being used the first time, with a +10% cumulative chance on each use. (I strongly suggest that each DM make his own guidelines as to which IOUN stones can be affected by this stone)												
555	PALE LAVENDER SMOOTH HELIX (V/L)	These twinned IOUN stones allow for the two users to employ their best saving throw versus any attack form. This Stone will not transfer any type of magical bonus between the two characters, except for any benefit or bonus gained from another IOUN stone.												
556	RED SNOWFLAKE (P)	The IOUN stone of the Phantom Limb is of incredible benefit to a character that has at some time in his past lost a limb (hand, foot, arm or leg). The power contained within the stone will create a hazy energy field that will function exactly as if it were the missing appendage.												
557	SMALL CLEAR SPHERE (P)	This IOUN stone grants the owner a 2% Magic Resistance. The greatest benefit of this stone is if placed into an IOUN sand matrix these small stones will stack with each other and any other type of Magic resistance IOUN stone.												
558	RUBY RED RECTANGLE (V/L)	Once per week the power of this IOUN stone can be used to cause a weapon held by the user to become coated in a spiny crust of sharp edged crystals for 2D4 rounds. On any successful strikes these crystals will inflict 1D6 additional damage. Also the target of the hit must save versus poison or be incapacitated for the next round from the splinters of crystal that have pierced his flesh.												
559	BRIGHT GREEN FACETED TORUS (V/L)	This IOUN stone is quite different from almost all of the others. It allows the user to function as a conduit, draining energy from another target. Roll a D6 for the random power that is affected when attuned. Once per week the user has a chance to affect the stated power by a roll of 1D3 points on any single target creature that is touched, with the effect lasting for a duration of 1D4+1 rounds. The power of this IOUN stone will not take any ability score below 15. These points are then added for the same amount of time to the user. <table border="1" data-bbox="586 1014 807 1199"> <tr><td>1</td><td>Strength</td></tr> <tr><td>2</td><td>Intelligence</td></tr> <tr><td>3</td><td>Wisdom</td></tr> <tr><td>4</td><td>Dexterity</td></tr> <tr><td>5</td><td>Constitution</td></tr> <tr><td>6</td><td>Charisma</td></tr> </table>	1	Strength	2	Intelligence	3	Wisdom	4	Dexterity	5	Constitution	6	Charisma
1	Strength													
2	Intelligence													
3	Wisdom													
4	Dexterity													
5	Constitution													
6	Charisma													
560	PALE GREEN HEXAGONAL ROD (V/L)	The IOUN stone of rapid molecular agitation allows a character to raise the temperature of 1 cubic foot of water to boiling point. The stone is usable once per week. The super-charged version of this stone will instantly change the 1 cubic foot of water to steam creating extreme pressure. The DM can determine the effects of this stone on a case by case basis. The power will not affect any water that is part of a creature.												
561	WHITE CYLINDER (I) (P)	This IOUN stone is quite unusual, but used well by any owner. After attunement the stone can be touched to any single magic item that can be held in one hand (scroll, potion, sword, ring, etc.). The item is fused, fitting inside the small stone where it is stored until needed. At any time the user can issue a silent command and the stone will instantly place the item in his hand.												
562	SMALL PALE YELLOW CYLINDER (V/L)	The user of this IOUN stone can Jump once per day with a maximum distance of 30', with a vertical leap of up to 15'.												
563	BRIGHT BLUE ROD (I)	This IOUN stone functions as a Thought Shield as if the user had an Intelligence of 22. This helps create a strong barrier against any form of Psionic attack. The stone will work as an instant effect for 1D4 uses before it will crumble into dust.												
564	LAVENDER PRISM (P)	The IOUN stone of the steadfast companion is of extreme benefit to any character with a familiar. When the user places this stone in orbit the power of this stone causes it to become smaller until it slowly drifts into orbit around the familiar. It will suffice to infuse the creature with a full extra hit die of energy. It achieves this by leeching small amounts of energy which is channeled to the familiar from the humanoid companion.												

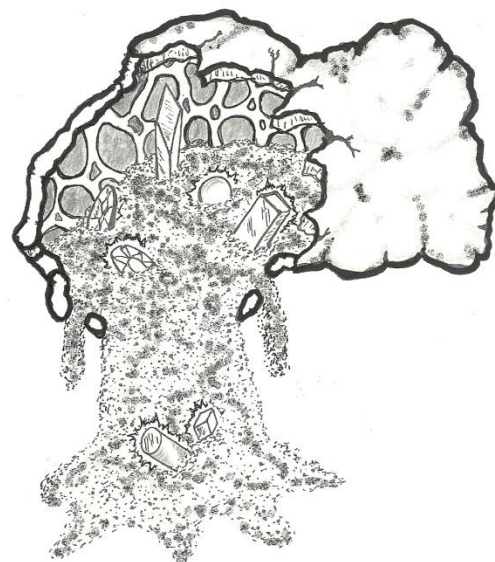
565	BRIGHT SILVER RECTANGLE (P)	The IOUN stone of physical reflective entrapment is a quite potent weapon. When activated it creates a 3 seconds duration mirror-like field in mid air between the user and a target creature that is man sized or smaller. The creature must save versus Wands or be trapped within the stone until released by the user (Mirror of Life Trapping). Only one creature may be trapped at a time by the user, and to the victim it is as if no time has elapsed. The released creature appears at a designated spot within 30' of the user.
566	SMALL PEARL WHITE SPINDLE (P)	The IOUN stone of Minimal Regeneration restores 1 hit point per hour (6 turns). It takes double the normal time to re-grow lost body parts using this IOUN stone. (See stone #10 for details on Regeneration rates).
567	OCHRE LOZENGE (I)	The IOUN stone of continuous molecular adhesion is a powerful device that is able to protect its owner from one of the most dreaded magical attacks-disintegrate. It may only work a few times but even once makes this item extremely valuable. The stone will have a 50% chance to crumble after being used the first time, with a +10% cumulative chance for each additional use.
568	LAVENDER ELLIPSOID (I)	The IOUN stone of magical concealment is an extremely handy item that has saved many a life. Once this stone is attuned to the user it may then be attuned to one specific magic item of ten pounds or less. With a mere thought the item is "absorbed" into the IOUN stone, apparently shrinking as it merges. At any time while the stone is in use the owner may call forth the item and it will appear in his hand in the blink of an eye.
569	SMALL YELLOW SPHERE (V/L)	This IOUN stone can produce a ray of blinding light that lasts 1 round which can affect one target creature (save versus Wands to avoid the effect). Those that fail are partially blinded for 1D4 rounds (fight at a -2 to hit). Undead struck by this effect take 1D6 damage, and are forced to look away.
570	PALE LAVENDER LOZENGE (P)	The IOUN stone known as the helper is a permanent effect stone that is like a third hand to its owner. By thought alone the stone will stir a pot, hold a small item of one pound or less, or perform any other mundane task. This is a continuous effect stone as it is always at the ready to aid in any small task.
571	BLOOD RED SMOOTH EGG (V/L)	The IOUN stone of messages is quite useful in the environment of the dungeon explorer. The user of this stone can speak a message of twenty words or less which the stone will store. The owner may then send the stone, moving at 50' per round, to any creature or character whereupon the message will be delivered in the users' voice, at the same volume in which it was spoken. Once the message is delivered, the stone returns.
572	PURPLE SPHERE (P)	The IOUN stone of positioning is quite useful to an adventurer. Once attuned the user can specify a certain point of the landscape. From that point on, or until the user changes the point, this stone can always tell the owner the direction and approximate distance to the chosen point. The first known possessor of such a stone was Thomas-Thomas from the kingdom of Ghar-Mhinn.
573	DARK ORANGE TEARDROP (P)	The "commoners" IOUN stone is not usually a desired item, but occasionally it can be of great benefit. The stone will amplify any common ability: carpentry, metalworking, pottery, fabric making, painting, sculpting and brewing are but a few tasks that will be improved when are using the power of this stone. Such improvements will allow the user to charge 50% more for their items due to the exquisite quality and detail.
574	PINK & GREEN FACETED LENS (P)	Similar to the message stone (#571) is the IOUN stone of small delivery. Once this stone is attuned the user may touch this stone to a small item (normal or magical) that weighs one pound or less. The item will be absorbed, appearing to shrink to fit within the stone. The stone can then be sent up to 100' away, at a movement rate of 50' per round where it will deliver the item to your stated target before returning. The stored item can only remain within for 2D4 rounds.
575	DARK BLUE LOZENGE (V/L)	This IOUN stone is most valuable to a character intending on creating magical Oils, Lotions, Powders, and Pastes. The energy stored within this stone is quite useful in the blending process of the ingredients involved in the creation of the mixture. Any such substance that is manufactured by the user of this IOUN stone will have the maximum effects. The downside is that the stone will not work with "inferior" ingredients, so the material cost per substance is increased by 200%. (See #441 for a related stone).
576	DEEP BLUE SNOWFLAKE (V/L)	The power of this IOUN stone can be used to cause a weapon held by the wearer to become sheathed in a glaze of intensely cold ice. The cold it emits will cause the weapon to inflict an additional 1D6 points of damage on a successful attack. The cold effect can be created once per week for 2D4 rounds duration.

577	RUBY RED SPINDLE (V)	This IOUN stone is quite capable of saving the owners life. When the power of the stone is activated the user can determine, roughly, the potential threat from an enemy within 60'. The user is able to judge the relative "level" or Hit Dice of the target (whether it is higher equal, or lower than the user. The stone is usable once per week, and is able to "scan" one target only during its activation.
578	INDIGO BLUE SMOOTH TORUS (V)	The IOUN thief, as this stone is known, is of great benefit to those who wish to obtain more IOUN stones. When the power of this stone is activated the user has a +4 to grab an IOUN stone that is free floating around another creature. The power is usable once per week, and only one attempt to grab can be made with each use.
579	MAROON CATSEYE (V) (I)	This IOUN stone is the bane of opponent spell casters who are affected greatly when its power is activated. The stone radiates a field of suppressive energy that will make any spells cast into its 20' area of effect, to be cast at 1/2 strength. Fireballs lose power as do Magi Missiles, and Lightning Bolts. Spells with a duration that are cast inside the zone of suppression will work for ½ the stated duration. The power can be activated once per week with the effect lasting 2D3 rounds.
580	BLACK SPHERE (C)	The IOUN stone of Chaotic Evil Damnation is a most foul thing that was grown in secret by the Elemental allies of Chaos. Once every 100 days this stone can be activated with a devastating effect. Any Chaotic evil creature within 30' that is fighting as an ally of the user gains a +2 to hit, damage, Armor Class, and saving throws. The effect lasts for 2D4+4 rounds before fading. Only one such stone has ever been recorded, and it was lost many centuries ago. Legend says that when the time is right the stone will reappear to aid in the Chaotic Lord's eternal fight against the forces of Law. This stone will only have 1D4 charges when found and when the last is used the stone will crumble into dust. Neither the charge stone (#277) nor a Wish will ever be able to add additional charges to this IOUN stone.
581	GLOWING ROSE CYLINDER (V/L)	The IOUN stone of the sundering barrier is a very powerful stone that has but a few charges when found. Once per week for 1D4+2 rounds this stone is able to erect a barrier that will have a chance to shatter missile weapons targeted at the user. Each such projectile must save versus a crushing blow or be destroyed. Any form of standard projectile can be affected (dart, arrow, bolt, quarrel, sling stone, spear, dagger, throwing axe or similar devices). There is a 50% chance that this stone will crumble after its first use with a +10% chance for each additional use.
582	MAROON PRISM (V)	The IOUN stone of the Divine Favor is most useful when used by a Cleric or Druid, but a high enough level Paladin could also benefit, once he achieves spell casting abilities. When attuned, it will act as an amplifier for the prayers or meditations used to gain spells. The user is able to gain one spell that is of one level higher than the user is normally able to obtain. Thus a caster who could normally use spells up to 3 rd level would actually gain one 4 th level spell (no bonus spell due to high wisdom). It is always up to the DM if the deity involved grants such a boon.
583	COBALT BLUE FACETED EGG (V/L)	This IOUN stone is known by its owners as "The Wall Breaker" due to its devastating effects on magically created walls. Any "solid" wall spell within 20' can be targeted; Wall of Stone, Wall of Ice, Wall of Wood, Wall of Iron and even a Wall of Force, all can be destroyed by this stone. Upon activation this IOUN stone speeds off and in a mere moment it will pierce the target wall with dozens of holes, causing such barriers to have a 50% chance to collapse. There is a 50% chance that this stone will crumble after its first use with a +10% chance for each additional use. There is rumored to be a super-charged version of this IOUN stone that actually allows its owner to walk through any form of magical wall at will, without using a charge.
584	ORANGE ROD (V/L)	The user of this IOUN stone is able to achieve a bizarre ability. When activated, the stone allows the user to assume a non-breathing liquid form for up to 2D4+2 rounds. He could then be poured into a Bag of Holding, or similar device for transportation. This could be very useful in some situations. The power can only be activated once per week. Movement while in this form is "at the speed of flowing water", or 5' per round depending on the slope of the surface.
585	PEARL BROWN RECTANGLE (V/L)	This IOUN stone allows the user once per week to use a doppelganger like ability, changing his form to match a man sized or smaller creature that has been viewed within the last 24 hours. No abilities are gained only the physical appearance. The effect lasts for 2D4+2 rounds. The user does not gain hit points when regaining his form from the stones power.

586	CRYSTAL CLEAR CUBE (V/L)	The user of this IOUN stone is able to cause the bones in his limbs or those of another creature he touches to become very soft and pliable. This enables him to reach into narrow / tight places with relative ease. He is also able to slip out of any normal, non-magical bonds that are placed upon his limbs. The stone is usable once per week for 1d4 rounds. The very nature of this IOUN stone makes it almost impossible to detect visually, with but a 5% chance to do so with normal means. With the super-charged version the user is able to affect his entire skeletal system allowing him to slip through narrow openings of as thin as 1 inch.												
587	DEEP BLACK TWISTED HEXAGONAL ROD (V/L)	This is a deadly IOUN stone that is a retributive stone with few peers. Whenever the user is dealt damage that will take him to -10 or more hit points this stone will react immediately. It unleashes a blast of negative power that is designed to kill the attacker. Any creature with hit points equal to or less than the users' maximum must make an immediate save against Death Magic at a -2 modifier or fall stone dead. This stone will crumble into dust immediately after it is used.												
588	PALE GREEN CYLINDER (P)	This IOUN stone is of most benefit to a multiple classed character. It is able to boost each class by a full level of experience (the user gains sufficient experience points to take him one point above the next level). The user will gain full hit points and benefits for the levels gained. This stone is very powerful and can easily be used to take characters above racial maximums. It is unusual that this stone will not benefit any single classed character. To date I have never encountered a super-charged version of this stone. (See #7 for the standard version of this stone)												
589	PEARL BROWN SPINDLE (V/L)	The fire killer IOUN stone is quite effective in containing the damage caused by fire within 20' of the user for the duration of 2D3 rounds. Normal fires (torches, campfire, burning oil, etc.) can be extinguished with a mere thought when this stone is activated. Magical fires created by spells of 5 th level or less have a 50% chance that their intensity is lessened by 50% (1/2 damage from fireball, Burning Hands, etc.). Spells generating a fire effect that are 6 th level and above have but a 25% chance that their power will be affected (Delayed Blast Fireball, etc.). The stone is usable once per week.												
590	LIME GREEN CATSEYE (V/L)	This IOUN stone is quite different from almost all of the others. It allows the user to function as a conduit, transferring its benefit to another target. Roll a D6 for the random power that is affected when attuned. Once per week the user has a chance to affect the stated power by a roll of 1 point on any single target creature that is touched with the effect lasting for a duration of 2D3+2 rounds. The power of this IOUN stone will not take any ability score above 18. <table border="1" data-bbox="586 1100 805 1283"> <tr><td>1</td><td>Strength</td></tr> <tr><td>2</td><td>Intelligence</td></tr> <tr><td>3</td><td>Wisdom</td></tr> <tr><td>4</td><td>Dexterity</td></tr> <tr><td>5</td><td>Constitution</td></tr> <tr><td>6</td><td>Charisma</td></tr> </table>	1	Strength	2	Intelligence	3	Wisdom	4	Dexterity	5	Constitution	6	Charisma
1	Strength													
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591	AMBER ELLIPSOID (V/L)	The medics IOUN stone (also known as the McCoy stone) is usually most useful to Clerics who can use its power to detect the relative health of a companion or enemy. When activated the user is able to target a creature within 30' in order to determine how many hit points are still remaining. The stone is usable once per week for 2D4 rounds and the user is able to "scan" one target per round. Any form of disease can also be detected by the user of this IOUN stone.												
592	MAROON FACETED TORUS (V)	The IOUN stone of the Memory Enhancement is most useful when used by a Magic User or Illusionist but a high enough level Rangers could also benefit, once he achieves spell casting abilities. When attuned, it will act as an amplifier for the intensive study used to gain spells. The user is able to gain one spell that is of one level higher than the user is normally able to obtain. Thus a caster who could normally use spells up to 3 rd level would actually gain one 4 th level spell. The user will need to have the spell in a spell book or on a scroll (from which it will disappear upon memorization).												
593	CLEAR PINK RECTANGLE (V/L)	The IOUN stone of boosting will allow the user to voluntarily add a +10% chance (optionally +2 in some cases) for any other IOUN stone to perform its function. It will also modify a stones chance of crumbling from overuse by a -10% modifier. This stone has 1D4 charges when found and when the last is used it will crumble into dust.												

594	BRIGHT BLUE CYLINDER (I)	The user of this IOUN stone gains a boost to his experience points. Roll a D20 on the following chart to determine the amount gained. No character can increase by more than 1 level of experience through the use of such a stone. Upon bestowing this boon the stone will instantly crumble into dust.												
		<table border="1"> <tr> <td>1</td> <td>+2000 experience points</td> </tr> <tr> <td>2-6</td> <td>+5000 experience points</td> </tr> <tr> <td>7-12</td> <td>+8000 experience points</td> </tr> <tr> <td>13-17</td> <td>+10,000 experience points</td> </tr> <tr> <td>18-19</td> <td>+15,000 experience points</td> </tr> <tr> <td>20</td> <td>+20,000 experience points</td> </tr> </table>	1	+2000 experience points	2-6	+5000 experience points	7-12	+8000 experience points	13-17	+10,000 experience points	18-19	+15,000 experience points	20	+20,000 experience points
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		13-17	+10,000 experience points											
		18-19	+15,000 experience points											
20	+20,000 experience points													
595	DARK BLUE SPHERE (V/L)	This IOUN stone creates a covering made of thin blue crystal for the users' head that is equivalent to a metal helm giving an AC 2 to the now protected area. The covering does not interfere with hearing or vision in any way.												
596	LIME GREEN LOZENGE (P)	The IOUN stone of rapid regeneration can be both a blessing and a curse. It is able to restore 1 hit point per round, but at a cost. The stone begins to function automatically when the possessor reaches ½ of his total hit points. Upon activation the owner must make a base save versus Wands with no modifiers or he will fall unconscious until all of his lost hit points are restored. Any limbs that need re-grown will do so in ½ the time as described in the description of IOUN stone #10.												
597	SMALL OCHRE RECTANGLE (V/L)	Once per day for the duration of 2 rounds this IOUN stone allows its owner to use the stone sensing abilities of a Gnome. Gnomes do not gain any benefit from this stone.												
598	SMALL GRAY CUBE (V/L)	Once per day for the duration of 2 rounds this IOUN stone allows its owner to use the stone sensing abilities of a Dwarf. Dwarves do not gain any benefit from this stone.												
599	BLOOD RED PRISM (T)	The IOUN stone of tremendous power can be used only once before it will possibly crumble into dust. In an energetic burst it unleashes a bolt of energy that will inflict 4D8+4 damage on a single target within 30'. There are rumors of the existence of a similar stone that will release the same amount of power in a cone that is 30' long with a 20' base. There is a base 50% chance that this stone will crumble after use with a +10% modifier for each use thereafter.												
600	PALE LAVENDER DODECAHEDRON (P)	The IOUN stone of Automatic Attunement will require the usual one week attuning itself to its user, but then its real worth is discovered. Once it has become attuned, the power of this stone is a constant effect. Any additional IOUN stones that the user obtains will become instantly attuned, becoming completely usable the moment they are touched and placed in the air. This is a much sought after stone by all adventuring groups. It is important to note that another character can loan an IOUN stone to the user, but when it is returned it will take a full week to re-attune itself to the former owner.												

Who would have believed that such an ugly rock could contain such wondrous treasure? We stood there in silence as the glittering sand flowed like liquid onto the table, along with eight of the most fabulous IOUN stones we had ever seen. Kallus had perished in the quest for the geode, his flesh and all he carried had been totally consumed by the Positive Energy Plane. Madreĕ and Qualtiss would require major healing from the damage they had received while opening the geode.



Drawing by Matthew Hargenrader



Drawing by Zachery Hargenrader

Fraggle Edgewise lay back comfortably after an excellent dinner. His favorite IOUN stone quietly scanned through his tome of spells, happily transferring the required mystic symbols into his memory. The other stones amused themselves by playing a game of tag around his hat while he lazily contemplated his next meal. He released a sigh...It was so strenuous being a mage...no wonder so few Halflings chose this most difficult and time consuming path.

COLLECTED NOTES ON "CURSED" IOUN STONES AND 30 POSSIBLE CURSES THAT CAN MAKE THEM A MAJOR PROBLEM

As mentioned earlier, these items are not actually cursed; they are just malfunctioning; perhaps only one in a thousand IOUN stones are "cursed", most likely even that number is too high. These IOUN stones actually have a flaw (small cracks or imperfection within the crystalline structure) that results in the sending of random amounts of positive material energy through the user's body.

Since they are acting as a conduit for this raw energy they can only be instantly cancelled by a limited wish (7th level) or a wish (9th level). Such spells are the only known ways that will allow the victim to automatically get rid of them; therefore I recommend that they be quite rare, and they should always be a placed item, never a random treasure find (which is why I did not include them in my list). Twinned IOUN stones that are "cursed" affect both characters. "Cursed" IOUN stones cannot be netted or grabbed by any means short of a Limited Wish once they are attuned. Very nasty!

There is only a 2% chance that a player character can detect any flaw in an IOUN stone since they are usually damaged early in their formation with the flaw located extremely deep within their crystal matrix. An expert jeweler will have a 15% chance to detect a flaw, but he will charge a minimum of 5000GP for such an examination. Scrutiny in this amount of detail could inadvertently cause the stone to become attuned to the examiner. Because of their overwhelming resistance to magical effects, the cost of using a "Remove Curse" to get rid of such a stone is very high. It takes a Magic User of at least 9th level to make the attempt and he will almost always charge a minimum of double the normal fee, sometimes much more if the curse is especially dangerous. (Normally the cost for a Remove Curse is 500GP per level; this means the cost is 1000GP or more per level)

There is only a 50% base chance to remove the "cursed" IOUN stone, modified by +5% per level that the caster is above 9th level. A successful attempt will cause the IOUN stone to drop inert to the ground, its connection to the Positive Material Plane temporarily severed. It is recommended that it then be either placed in a very, very safe place or be destroyed. They have been known to become re-attuned if carried too close. A failed attempt to remove a flawed IOUN stone will have two possible outcomes:

- 1) The spell fails and the IOUN stone remains along with its "curse".
- 2) The spell partially works, but the IOUN stone has re-attuned itself and affects the spell caster as it now orbits his head.

He will not be happy...at all.

Since they can appear as any possible IOUN stone, most of these stones will actually grant their designated ability in addition to infusing the user with their particular "curse". It is a double edged sword that the user will need to deal with. Here is a list of just a few of the possible "curses", I am sure there are many, many more that a clever (devious) DM can include in his campaign.

- 1)** With the IOUN stone of bad luck all die rolls made by the user are at -1. This is for any attack, saving throws, ability checks, and each damage die rolled to a minimum of 1 point of damage per die. Percentage based rolls made by the owner of this stone are at a minus 10% or plus 10% whichever is most harmful. A super-charged stone of this type affects the user with a -2 penalty in the listed areas, with percentage based rolls having a 20% modifier as above.
- 2)** The IOUN stone of interference causes all spells cast by the user to have a 20% chance to fail. Unwanted muscle spasms ruin the casting of spells and it is nearly impossible to memorize or pray for any new spells as a bizarre singing sound is heard by the user only that is unending. Any thief skill check has a -20% modifier due to interference. Clerics will find it difficult to pray for spells, and for fighters any attack is at -2 because of unintended muscle twitches, and the armor class of any user is at -2 because of a totally random loss of coordination.
- 3)** The IOUN stone of paralysis has a chance to randomly put the user into a paralytic stupor. Once per week, when the stones actual power is activated there is a 20% chance that the user becomes "Paralyzed", suspended between breaths for 2D3 rounds.

4) The IOUN stone of blindness has a 30% chance to fill the user's vision with either a bright blinding light of positive energy or the deepest black of negative energy, causing temporary blindness for 2D3 rounds. This usually occurs during moments of stress. Whenever the DM determines that there is stress the user rolls a save versus spells at a -2 with failure activating the "curse".

5) IOUN stone of transference will randomly move from one character to another when they are within 20'. Once per week the stone will have a 20% chance to simply drift into orbit around the new owner carrying its "curse" along with it. When this curse is used there will be another curse effect that is also present.

6) This IOUN stone has a 20% chance to cause the user to occasionally slip out of phase, to stare helplessly from the border Ethereal Plane for 1D4 rounds. Usually this will happen during times of stress. It is also possible that the sufferer will see "ghosts", images of Ethereal creatures that are moving nearby. There is always the chance of an attack by any Ethereal Plane creatures.

7) The IOUN stone of level nullification, or the energy leech, will lower the victim's level by 1 to a minimum of level one while attuned. Also...the worst part...the user will not be able to gain any further experience points until this pest is removed.

8) This IOUN stone is actually quite annoying, tending to swirl and dance directly in front of the user's eyes, becoming a constant distraction. The DM can decide what level of annoyance is committed.

9) The IOUN stone of ability reduction will lower one of the owner's ability scores by D4 points for 24 hours. A stone will not simultaneously raise and lower the same ability (i.e. a stone of +1 Strength will not also lower the Strength ability). Once selected the IOUN stones effect is set for that character. It would be re-rolled for any other users. Roll a d6 on the following table to see which ability is affected each day:

1	Strength
2	Intelligence
3	Wisdom
4	Constitution
5	Dexterity
6	Charisma

10) The curse of the stone causes the users hair and fingernails to grow at an incredible rate (hair 1D12" per day, nails 1D3 inches per day)

11) The user must save versus poison upon activating the stone or suffer a fit of sneezing that delays the activation of the stones power for 1D3 rounds.

12) The user becomes extremely clumsy. Any attack roll of 1 or 2 on the D20 indicates that the user has dropped his weapon or any other hand held item.

13) Under moments of stress the user becomes mute for 2D3 rounds. Whenever the DM determines that there is stress the user rolls a save versus magic at a -2 with failure activating the "curse". There goes the verbal component needed for most spells.

14) The stone steals power from any Cure type spell that the user receives. Each die of curing from a cleric is at a -1. If the IOUN stone is super-charged then the drain from such spells is -2 per die rolled.

15) If the user of this IOUN stone is attacked by a spell of 3rd level or higher this stone will "hide" in a pouch, bag or pack, burrowing as deep as it can to avoid the spell. The user will lose all benefits from this IOUN stone while it is not orbiting. The stone "cowers" vibrating rapidly in fear.

16) The "curse" associated with this IOUN stone reverses the positive energy flow. Each day it will deplete the users hit points by 2D4+2. Each day roll for the new amount that is depleted. (The effect is not cumulative)

17) The user of this IOUN stone becomes absolutely terrified by the dark. He will insist on a minimum of a Continual Light spell whenever adventuring below ground, or at night.

18) The user of this “cursed” IOUN stone becomes afflicted with a multitude of maladies. His skin turns bright colors that randomly change; he emits the strange odor of cooking sauerkraut, and any material made of natural items (leather, paper, wood, etc.) that are worn by the character begin to slowly fall apart.

19) This afflicted IOUN stone will orbit very rapidly at all times; whizzing dangerously close to anyone else who approaches the user. Each time anyone gets within 10’ roll a D20. On a roll of 18+ the stone will actually strike the “intruder” inflicting 1D6 hit points of damage.

20) The “curse” associated with this IOUN stone is most powerful. All other IOUN stones that are in use by the user go dormant. They remain dormant until the offending stone is removed.

21) The energies that infuse the user cause a severe outbreak of large warty growths of ugly crystal that form in patches all over his body. They will slowly fade, but every time the stones power is activated they reoccur, always worse than before.

22) The owner becomes infused with a natural energy attraction. Other IOUN stones will have a 05% chance to move into orbit around the cursed individual...causing a bit of conflict I would suspect with their owners.

23) Each day the user will randomly enlarge or shrink by 25% of his size (50-50 chance of either occurrence). It makes for poor fitting apparel, and non-magical armor is a real problem.

24) The user becomes afflicted with “Garble-Tongue” and is unable to utter intelligent words when under stress. This could be very dangerous for spell casters.

25) This “cursed” stone will cause instant discord between the user and any intelligent magical weapon he possesses. All attacks are made at -2 to hit and damage if the weapon is used in combat.

26) Your character becomes a “magnet” for any form of missile fire during melee combat. There is a 20% chance for every arrow fired that it will target the user of this stone.

27) Whenever the power of this IOUN stone is activated there is a 05% chance that it will “scream” possibly attracting the attention of a huge SHARD that will appear from the Elemental Plane of Earth. This crystal creature will instantly attack and attempt to take back the stone. If the character is killed...the “curse” is gone!

28) Each time that the IOUN stones power is activated 1D4% of the user turns to living crystal (it can move as normal flesh...it just looks creepy), starting at the extremities and working towards the core. A successful Remove Curse will not change the transformed flesh back. It will also require the application of a Stone to Flesh spell, after the cursed stone is removed. If the entire creature turns solid crystal he is instantly transported to the Plane of Mineral...lost forever!

29) The user of the IOUN stone generates a field of loathing in a 10’ radius. Any other character must make a save versus Wands or they will not come any nearer. This will make it very difficult to receive or cast any form of cure spell.

30) This IOUN stone has a very unusual effect. In moments of stress the stone itself will become rooted in place for 2D4+2 rounds, causing the user to drift in orbit. It is a rather strange sight indeed.

Contrariness / compulsive behavior / hoarding in regards to obtaining IOUN stones / having all damage inflicted by user is at -1 / all cures received are at -1 / all damage received is at +1, all of these effects are possible from a flawed IOUN stone.



Drawing by Hunter Reid



Drawing by Zachery Hargenrader

From within the wall of rare metals and glittering crystal a face emerged. An angular sharp chiseled visage that reflected the wisdom of the ages. We could see our reflections within the brilliant gemstones, and could feel our thoughts lay bare within the images. With the shrill screech of sliding crystal, like rough gravel sliding across plate mail a heavy sonorous voice could be heard:

“Who asks for the assistance of Quaartzz? What is your substance that you would have the temerity to summon me? What do you seek here? Why do you dare to travel so deep within the mineral realm? Only those of refined purpose and pure components may gaze upon the visage of my lord Crystalle.”

CREATURES MOST OFTEN ASSOCIATED WITH IOUN STONES

Most kinds of creatures from the Prime Material Plane have a similar counterpart on all of the inner planes including the Elemental Plane of Earth and its adjoining planes. Such creatures can be harmed by normal non magical weapons. Elemental trolls, goblins and bugbears exist, along with giants, dragons and other larger creatures. All such creatures have the ability to travel freely through the solid material that makes up these planes. Imagine walking down a long rift full of elemental air, only to be attacked by trolls emerging from the very rock walls and floors with ease.

Most travelers from the Prime Material Plane seek out these great “rifts” since these huge cracks and crevasses extend for miles through both the Elemental Plane of Earth and the Quasi-Elemental Plane of Mineral. Like great highways they offer a road to travel, a safe place to rest, and at times an easy place for some travelers to gather the wealth of the plane. But be warned, the denizens of these two planes are known to patrol such areas in search of the unwary and the foolhardy. And since they are almost always full of elemental air that can be breathed normally, it is possible that air elementals of some kind might also be found here.

There are tales about a place known to adventurers as the Endless Crystal Grotto; it is a constantly changing rift extending the width of both planes that allows a current of positive energy to leap from crystal to crystal from the Positive Material Plane all the way to the Prime Material Planes. Perhaps it is this conduit that IOUN stones tap into to obtain their unique powers. Many intelligent creatures (friends or foes) from the Prime Material Planes can be found along this immense system of caves.

Remember: that vision in the plane of earth by visitors from the Prime Material Plane is limited to 0” unless travelling within a pocket from another elemental plane, or employing some form of special magic. It requires “thought” to move through the actual material of the plane, therefore any missile weapons will stop in mid air until touched (See Manual of the Planes page 27 for complete details on this strange effect).

Before any major excursion is planned by a DM to one of the inner planes, especially the Elemental Plane of Earth, and the Quasi-Elemental Plane of Mineral, I strongly suggest that they become familiar with any pertinent information from the Manual of the Planes pages 22-30, 41-45, and 55-59. Not all of it is needed, but much of it may add greatly to the quality of the adventure, and the fun of any planned encounters.

Presented as part of this download are several of the more powerful residents that are either referred to often within the IOUN stone descriptions, or are flavor creatures for those who dare venture deep into the Quasi-Elemental Plane of Mineral in search of IOUN stones. Some of these have been updated from my original article in Dragon Magazine #174, and have been altered to reflect their 1st edition origins. Others are new, or had been cut from the original document years ago.

A DOZEN POSSIBLE RANDOM ENCOUNTERS WHEN IN SEARCH OF IOUN STONES

This is just a few possible encounters with “normal” creatures that may be had while exploring the huge rifts that permeate the Quasi-Elemental Plane of Mineral. All encounters with new creatures detailed within this document are by DM placement only.

D 20 ROLL	CREATURE APPEARING	SHORT DESCRIPTION OF ENCOUNTER
1	2-12 Trolls (MMI page 07)	The sides and floor of the tunnel you are traveling through suddenly “open up” allowing a large number of trolls to attack. However since they are made of stone they have an armor class of 2, and cannot be set on fire.
2	1-10 “Sandlings” (MMII page 106) Optionally there is 1 triple sized Sandling that attacks	In a wide area of the crevasse, you come across a pool of fine micro-crystals. Suddenly there is a great upheaval as the entire mass attacks! These are identical to normal Sandlings with the following changes: The elemental crystals are much more abrasive inflicting 3-24 points of damage, and the armor class is 0.
3	2-8 Crystal Stone Giants (See creatures section of this document)	You have strayed close to a guard post located several dozen feet up the wall of the gorge. If you lack permission to be here you will be attacked. The DM may wish to add allies; crystal cave bears would be an interesting twist.
4	3-12 Rock Reptiles (huge) (MMII page 106)	The walls of the tunnel suddenly “come alive” as a large pod of Rock Reptiles attack. These specimens have 10 hit dice and bite for 3-12 points of damage.
5	2-8 Salamanders (MMI page 85)	Far from the Elemental Plane of Fire this band of Salamanders will aid the party if it suits them.
6	4-16 Xorn (MMI page 102)	Constantly roaming the plane, Xorn will always be on the lookout for refined metals (armor, shields, weapons, etc.)

7	4-24 Margoyles (MMII page 83)	The air is suddenly full of fluttering wings as a huge grouping of Margoyles fly to the attack. They can freely fly through the surrounding rock in order to attack from all directions. Things they grab can be taken into the rock and left there...
8	3-12 Crismals (MMII page 26)	The large patches of crystal around you suddenly come alive as a large group of Crismals attack. They will swarm over any intruder fleeing only when half of them are destroyed.
9	Great Stone Hydra (base hydra stats MMI page 53-54)	Ahead of you the ground writhed into life. A huge 12 headed Stone Hydra lurches to attack. It has 16 hit dice and each bite attack does 1-10 +4 damage. Its breath weapon (usable once every three rounds) is a 20' radius cloud of gas that petrifies any who fail to make a saving throw. Its armor class could be as low as -4.
10	3-12 Giant Scorpions (MMI page 85) Optionally there could be half as many, but double the hit dice	Appearing to be made of clear crystal these creatures are 80% invisible within a grove of crystals. All attacks against them are made at a -2. The poison stinger will actually break off in its victim causing severe pain that causes a -4 modifier for the victim's armor class until it is removed.
11	4-32 Pech (MMII page 99)	You hear strange tapping noises that are coming from a side chamber. If investigated you happen upon a small quarry of gem stones operated by a roaming band of Pech. If treated well they may be of help while travelling on this plane.
12	A group of travelers	Good and evil both lust for IOUN stones. The DM should prepare a special encounter. It could be with Drow, Githyanki, and Humans, whatever the DM wishes, remember whatever they have can be taken by the adventurers so use care. Such an encounter should be well thought out.
13	1-6 Dao (MMII page 32)	Your way forward is blocked by a huge quarry that is miles across. Several thousand slaves of many races labor here, digging deep into the fabric of the Quasi-Elemental Plane of Mineral. The overseers are several Dao who have been charged by a greater elemental to create a passage to another reality. The group must negotiate or barter with the Dao in order to reach the other side safely.
14	2-8 Galeb Duhr (MMII page 68)	A large gathering of Galeb Duhr has located a node of "earth power" that they are attempting to contact. They are reluctant to move out of the group's way, and any intrusion will be likely to affect the areas aura, causing them to react violently.
15	3-24 Hook Horrors (FF page 51)	Several large tunnel openings are in the stones all around a huge chamber. Strange clicking noises can be heard, and without warning a huge group of Hook Horrors converge from every direction. If the tunnels are searched one of them is a shortcut that will bypass a dangerous area ahead.
16	2-8 Thoqqua (FF page 87)	A cluster of Thoqqua has taken up residence along this section of the vast cavern system. They will attack all who approach, without reason, just for the joy of destruction.
17	1-6 Huge Crystal Umber Hulks (basic Umber Hulk MMI page 98)	Without warning the sides of the tunnel you are traveling through cracks and bursts outward. A number of immense Umber Hulks made of a variety of crystals comes into view. They have double the hit dice of a standard Umber Hulk, an armor class of 0, doing 4-24 points of damage with their claws and 3-18 points with a bite attack.
18	1-2 Earth Elementals-16 hit die (MMI page 38)	These two elementals are on a mission from the "Elemental Boss" taking a message either too or from Crystalle. If treated with the proper respect they may aid the adventurers.
19	1 Magma Para-Elemental (MMII page 98)	A large pool of magma sits quietly bubbling, putting off sulphurous fumes. A huge 16 hit die Magma Para-Elemental will form and demand payment for safe passage. Valuable magic items or items of treasure will appease this molten behemoth.
20	Structural Change	With a tremendous grinding and cracking of stone the passage ahead of you suddenly collapses. At the same time a new tunnel running from left to right or a vertical shaft running up and down, is torn open with the sound of ripping stone. Full of crystal formations and grand columns, the passage appears to have been here for millennium, even though it was just created moments ago.

CRYSTALLE

FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: -6 (or lower) or -1
MOVE: 18"
HIT DICE: 18
% IN LAIR: 90%
TREASURE TYPE: Any gem type is possible
 IOUN stones (100% chance)
NO. OF ATTACKS: 2
DAMAGE / ATTACK: 2-20 +10 / 2-20+10
SPECIAL ATTACKS: IOUN stones / Major spell use
SPECIAL DEFENSES: +3 or better weapon to hit
 IOUN stones / Crystal Elemental
 Immunities
MAGIC RESISTANCE: 60% + 1D8 X 5% from IOUN stones
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral (Good)
SIZE: L (12'-20' tall)
PSIONIC ABILITY: Nil
(THACO): 3
(EXPERIENCE): 20,000



Crystalle is an extremely powerful Mineral Elemental and the self proclaimed ruler of the Quasi-Elemental Plane of Mineral. He has placed himself as the prince of all quasi-elementals inhabiting this realm, demanding their obedience and loyalty. This elemental has many forms, and is able to morph his living metallic / crystal body to whatever form he desires. When dealing with humanoids he manifests in most instances as a great crystalline giant. He is one of the largest known quasi-elementals. A powerful overlord, Crystalle has set himself upon a gem laden throne made of the rarest minerals from which he attempts to command the masses of lesser quasi-elementals. Several of the Elemental Princes of Evil despise Crystalle, and interminable wars have been fought as they attempt to dethrone him.

Wielding a great crystalline scepter set with dozens of rare gemstones, including many that have never been seen before on the Prime material Plane, Crystalle sits in his throne hall and watches over his realm. Countless SHARDS and Trilling Crystals do his bidding, acting as his eyes and ears, reporting extra-planar intrusions to their liege. Also aiding Crystalle are dozens of Spined SHARDS, who serve grudgingly as his soldiers and instruments of punishment.

In melee combat Crystalle attacks twice per round (minimum) wielding a great club composed of rare metals and crystal with each successful strike delivering 2-20 + 10 hit points of damage. On any roll of 19 or 20 the target must save versus spells or be knocked unconscious for 3-12 rounds. This crystalline giant has the entire spell casting powers of a 20th level wizard, with the resources to use any spell of up to 9th level given in the AD&D rules. He can also cast Prismatic Sphere once per day at will if in bright light equal to a Continual Light spell or brighter. His scepter, which is claimed to be a massive concretion of fused IOUN stones, functions only for him, acting as a Staff of the Magi and a Rod of Absorption at the same time, having effectively unlimited charges. All spells cast by Crystalle originate from this staff (or free floating IOUN stones), and there are those who believe (wrongly) that without them he would be nothing more than a glorified elemental. But he is much more than that.

Two notable features about Crystalle make him stand above the other quasi-elementals of the plane. The first is an extremely high intelligence and cunning that makes Crystalle a formidable opponent. Many lesser quasi-elementals seeking to overthrow him were cunningly lured to the dangerous fringe area that lies between the Plane of Mineral and the Positive Material Plane. Here they were defeated by Crystalle and were hurled into the energy plane, forever destroyed.

The second feature of interest is the veritable cloud of IOUN stones that is present around Crystalle at all times. Crystalle has never been encountered without at least 100 fully functional IOUN stones (none of them burned out gray stones). These powerful "gems" serve to amplify and augment his abilities, granting powers and abilities that no other challenger to his rule possesses. Some of these gems were given to Crystalle as tribute by lesser elemental creatures seeking to gain favor. Others were selectively gathered by Crystalle's followers as part of his grand design. Many were taken by force by Crystalle and his minions, their owners' remains left like fossils in the Plane of Mineral. It is very important to note that multiple IOUN stones of

the same type will stack their powers when used by Crystalle. The sole survivor of an ill fated adventure into Crystalle's domains reported that no fewer than 30 IOUN stones were activated simultaneously by this elemental prince, unleashing a torrent of effects that completely overwhelmed his attackers.

Rumors also abound that Crystalle has a private domain lying deep within the heart of the Mineral Plane where his most valued treasures are well guarded. It is said to be a vast cave almost a mile across; the inner surface alight with a spectacular coating comprised of billions of the finest gem stones; with the great open space containing countless thousands of free floating IOUN stones. They swirl and dance here moving in immense shoals, chasing and hiding from each other; an endless game of fantastic color. Rare forms of crystal magical items also float among the IOUN stones. Wands, staffs, and rods of pure crystal can be found here...their incredible powers left to ones imagination.

The realm of Crystalle is intended to include the whole Quasi-Elemental Plane of Mineral, but his actual reach of power is not quite that vast. He is well regarded by most inhabitants of this plane, and even true earth elementals will generally leave him alone or pay him grudging respect.

Crystalle is solely concerned with protecting his domain from intruders and in the acquisition of personal power. He hopes that through the power of his collection of IOUN stones that he will eventually attain the rank of a demi-god and be able to gain more worshippers among his subjects. His palace is already said (by the very few mortals who have lived to see it) to be of astounding magnificence, built entirely of thousands of gem stones and enormous plates of precious metals. It is said to be guarded by several hundred quasi-elementals who have sworn fealty to their liege, lesser forms similar to Crystalle, but held in check by his powers. Greater, unrecorded creatures may lurk within the walls of this palace to further add to Crystalle's security.

Crystalle acts to keep the riches of the Mineral Plane intact by discouraging any intrusions. Individual's intent on reaping riches here should be warned that Crystalle's retribution is swift, and often final. Those who stay near the border with the Prime Material Plane are usually safe from attack, and those who venture deeper into his realm in search of valuable minerals and gems will almost always be questioned. But, he is not adverse to gifting a worthy supplicant with IOUN stones or trading some gems for a valuable magic item. Nor is he completely aloof; at times he will assist outsiders as they research his realm and the mysteries of IOUN stones. In the far past he assisted the Arch-Mage Siljameer Varooste and his apprentice in the creation of the Arackle (see item description for details). He will not do this often, however and even then he will usually end up the winner in any bargain.

Crystalle also has special areas located along the Positive Material Planes border, where his most minions watch over specially selected IOUN geodes. These are his private "incubators", some of which have been here for eons, constantly gaining power. The stones resulting from this prolonged exposure have unique and tremendous powers, though they are usually short lived, usable only 1D4 times before they crumble into dust. The powers contained within such IOUN stones can be found on the lists, or are limited only by the DM's imagination, keeping game balance in mind.

Crystalle is almost always (90% chance) accompanied by a squat crystal dwarf named Quartz (See separate listing) who acts as assistant and bodyguard. With his great crystal spear he defends his liege against any attacker.

Edged weapons will attack against armor class -6, and all blunt weapons treat the creature as having armor class -1. Remember that his IOUN stones may modify any of his statistics.

Crystalle also has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect the Crystalle, and electrical based attacks will only cause ¼ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against Crystalle. But he is affected by some spells: Shatter will cause 3-18 points of damage, a Glasse spell will blind him for 1-3 rounds, and a Stone to Flesh spell will make Crystalle armor class 0 for one melee round. Crystalle can phase into any stony surface within one round, and during that round a Phase Door spell will cause 2-20 points of damage. The structure of his body is constantly renewing himself; therefore Crystalle regenerates 5 hit points per round while on the Quasi-Elemental Plane of Mineral.

QUAARTZZ

FREQUENCY: Unique

NO. APPEARING: 1

ARMOR CLASS: -8 or -3

MOVE: 12"

HIT DICE: 16

% IN LAIR: 90%

TREASURE TYPE: Any gem type possible
IOUN stones

NO. OF ATTACKS: 3

DAMAGE / ATTACK: 3-18 + 12 (x3)

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: +3 weapon to hit

Destroys lesser weapons,

Crystal Elemental Immunities

MAGIC RESISTANCE: 65%

INTELLIGENCE: Average

ALIGNMENT: Neutral

SIZE: L (8' tall)

PSIONIC ABILITY: Nil

(THACO): 5

(EXPERIENCE): IX / 15,000



Drawing by Zachery Hargenrader

Known as the Guardian of Crystalle, the “dwarf” elemental known as Quaartzz is a most powerful being in his own right. At 8' tall, and almost as broad, he is merely a dwarf when compared to other elementals, but he still towers over most travelers (intruders) into the realms of Crystalle. Most adventurers who seek Crystalle in a quest for favors will almost always first encounter his chamberlain Quaartzz, who ultimately decides who is worthy to receive an audience with his liege. Many adventurers have even mistaken this powerful figure for Crystalle.

In combat Quaartzz wields a great crystalline-metallic spear, a twisted artifact of unknown origin. With it he attacks 3 times per round inflicting 3-18 + 12 points of damage with every strike. 3 times per day the “dwarf” can unleash a torrent of raw energy from the spear that fills a cone shaped area 60' long with a 20' base. Each of the blasts delivers 3-30 points of damage (save versus spells for ½ damage). If he so desires Quaartzz can hurl the spear to a distance of up to 120' with no penalty, doing 4-24+12 hit points of damage when it strikes. Immediately after striking, the spear will teleport back into the metallic grasp of Quaartzz.

The entire structure of Quaartzz is infused with crystals containing pure positive energy, and any weapon of less than +3 enchantment that strikes him has a 25% chance that it will be totally destroyed.

If Crystalle is ever seriously threatened by an attacker, Quaartzz will do all in his power to protect his Prince. Like his liege, Quaartzz also has a swarm of IOUN stones, though he rarely has more than two dozen, as he relies on his physical prowess more than any “magical” aid he would receive from the stones.

Edged weapons are required to strike Quaartzz, and they will attack against armor class -8, and all similarly enchanted blunt weapons treat the creature as having armor class -4.

Quaartzz has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect Quaartzz, and electrical based attacks will only cause ¼ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against Quaartzz. But he is affected by some spells: Shatter will cause 3-18 points of damage, a Glassee spell will blind him for 1-3 rounds, and a Stone to Flesh spell will make Quaartzz armor class 6 for one melee round. Quaartzz is able to phase into any stony surface within one round, and during that round a Phase Door spell will inflict 2-20 points of damage. The structure of his body is constantly renewing himself; therefore Quaartzz regenerates 5 hit points per round while on the Quasi-Elemental Plane of Mineral.

Quaartzz has a band of Crystal Stone Giants who work as soldiers that report any intruders, and aid their marshal in combat. At any time 1-4 of these giants will accompany Quaartzz.

SHARD

FREQUENCY: Uncommon (Rare)

NO. APPEARING: 2-20

ARMOR CLASS: -4 or 0

MOVE: 20" (MC: B)

HIT DICE: 5-10

% IN LAIR: 100%

TREASURE TYPE: Any gem type possible

NO. OF ATTACKS: 1

DAMAGE / ATTACK: 2-8+2 (+1 per hit die)

SPECIAL ATTACKS: Color Burst

SPECIAL DEFENSES: +2 or better weapon to hit

Destroys lesser weapons, Crystal Elemental Immunities

MAGIC RESISTANCE: 15%

INTELLIGENCE: Low

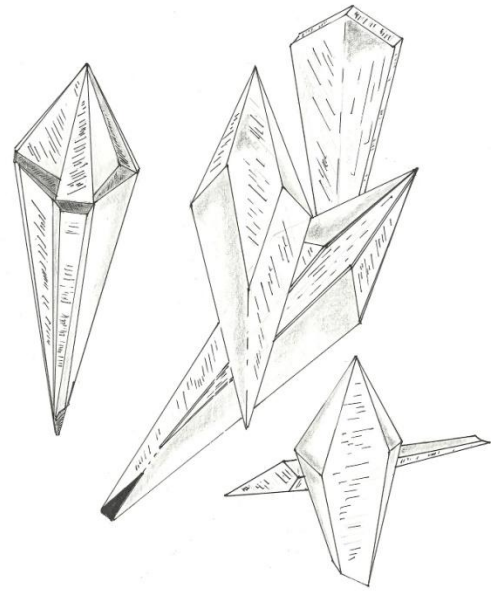
ALIGNMENT: Neutral

SIZE: M-L

PSIONIC ABILITY: Nil

(THACO): Varies with hit die

(EXPERIENCE): Variable



Drawing by Matthew Hargenrader

The crystalline SHARD is one of many quasi-elementals on the plane of Mineral, and the one most commonly found within the proximity of IOUN geodes. In appearance they are nothing more than irregularly shaped pieces of glowing crystal, with extremely sharp edges capable of slicing through the hardest of metals. This sentient mineral life form is of low intelligence and rarely ever encountered on the Prime Material Plane, unless sent by a greater power. SHARDS are however, occasionally summoned by greater mages in order to serve as guardians for some valued treasure, almost always gem related as they will usually guard these without hesitation.

In the mineral plane, these highly mobile crystals can most often be found skirting the area that lies between the Plane of Mineral and the Positive Material Plane. Here they absorb the power that gives them life, making forays throughout the Mineral Plane and sometimes even traveling to the depths of the Elemental Plane of Earth. Occasionally they encounter elemental whirlpools and become trapped there, their reserves depleted. What remains behind are spectacular crystalline veins of immense value. SHARDS almost always move in swarms, the most common groups consisting of 2D10 individuals of various sizes. Rarely have they been encountered in swarms numbering over 100 individuals. (The mage Siljameer has reported seeing no less than 1000 of the creatures when he visited the palace of Crystalle)

With a "body" composed entirely of extremely dense, living crystal, the SHARD possesses a surface that can be harmed only by weapons of +2 or better enchantment, which will inflict only half damage. Full damage can only be achieved by using +3 weapons in an attack. Any non magical weapons that strike a SHARD have a 50% chance of shattering or melting. Even magical weapons of +1 enchantment have a 25% chance of being destroyed in a similar fashion.

The attack method employed by a SHARD consists of a slashing assault with its razor sharp edges. The steel hard planes of crystal are the equivalent of +2 weapons and inflict 2-8+2 points of damage, plus 1 hp of damage for each hit die (+5-+10). There have been reported sighting of massive SHARDS of up to 15 hit dice in size, but they are extremely rare, even in the plane of mineral. Specimens of this size are quite powerful and owe their allegiance to no other creature, but they will serve Crystalle if the cause is justified.

Once per day a SHARD can employ an unusual ability when seriously threatened. The crystal creature will spin rapidly in place, emitting a paralyzing burst of multi-colored light (as per the illusionist spell Color Spray) from the facets of its crystal form. This display fills an area with a 30' radius, and anyone caught within this area of effect must save versus spells or stand bedazzled and stunned for 2-8 rounds. Any attacks they suffer while in this state are at an additional +4 to hit on the attackers roll. After releasing this burst of energy the SHARD must immediately retreat, slipping back through the minerals and stone seeking to recharge its reserves.

A SHARD swarm will very rarely be sent by Crystalle to the Prime Material Plane on a special mission, usually to seek out any adventurers that may have taken large numbers of minerals, gems or quantities of IOUN stones from the Quasi-Elemental Plane of Mineral without permission.

SHARDS will never be encountered travelling with the deadly Spined SHARD which constantly preys on its lesser cousins.

Enchanted edged weapons of +2 ability will attack against armor class -4, and all similar blunt weapons treat the creature as having armor class 0.

The SHARD has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect the SHARD, and electrical based attacks will only cause $\frac{1}{4}$ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against a SHARD. But they are affected by some spells: Shatter will cause 3-18 points of damage, a Glasse spell will blind a SHARD for 1 round, and a Stone to Flesh spell will make it armor class 6 for one melee round. The SHARD can phase into any stony surface within one round, and during that round a phase door spell will slay this creature.

GLOMUS

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: -3 or 0

MOVE: 18" (MC: B)

HIT DICE: 2-12

% IN LAIR: 10%

TREASURE TYPE: Any gem type is possible

IOUN stones (50% chance for 1-3)

NO. OF ATTACKS: 1

DAMAGE / ATTACK: 1-4 PER HIT DIE

SPECIAL ATTACKS: Glittering Curtain

SPECIAL DEFENSES: +2 or better weapon to hit

IOUN stones / spell reflection

Crystal Elemental Immunities

MAGIC RESISTANCE: 30%

INTELLIGENCE: Low

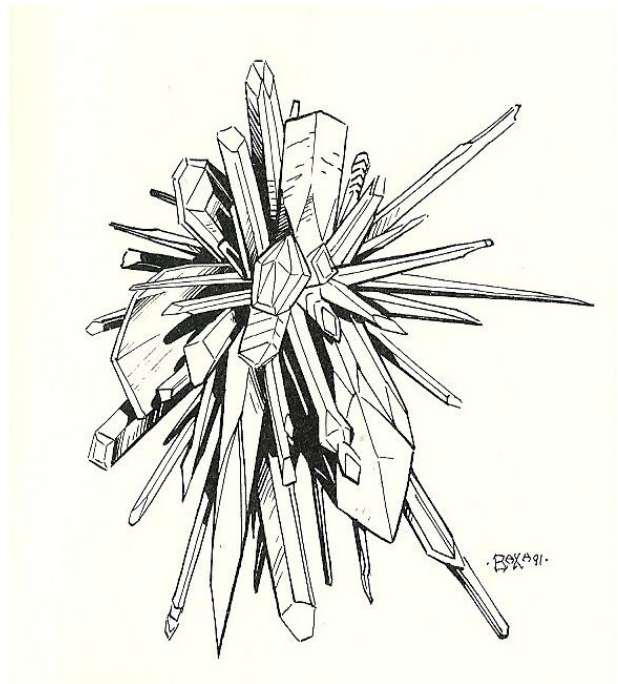
ALIGNMENT: Neutral

SIZE: S-L (2'-12' diameter)

PSIONIC ABILITY: Nil

(THACO): Varies with hit die

(EXPERIENCE): Variable



Drawing by Tom Baxa

The Glomus is one of the many unusual creatures that can be encountered on the Quasi-Elemental Plane of Mineral, and only on the rarest of occasions is it ever encountered away from its native plane. Only near outcroppings of immense crystals, or deep within dense crystal filled caverns have they ever been found on the Prime material Plane. Even in places like this the Glomus will only remain for a few hours, as it needs to constantly be exposed to its native planes energies in order to survive.

Although it appears to be nothing more than a great compact mass of individual crystals, the Glomus is a living creature that "flies" serenely through the mineral realm by using a form of movement that is part levitation and part passwall. With ease it slips its bulk through solid rock or any other medium like a fish moves through water. During its "flight" it will slowly and selectively pull other crystals into its mass growing steadily in size and mass. Occasionally (50% chance) a Glomus will have 1-3 random IOUN stones that are part of its structure. They will either be incorporated into the mass (75% chance) or be free floating in orbit around the Glomus. The Glomus can access any powers that are inherent within the IOUN stones.

A pseudo magnetism hold the individual crystals that make up the Glomus rigidly in place forming a roughly spherical shape measuring from 2' to 12' in diameter. The Glomus will thus have 1 hit die for each foot of diameter. Many sharp edged crystals protrude at various angles, providing the Glomus with weaponry readied in every direction. During combat the Glomus will attempt to slam into its enemies inflicting 1-4 points of damage for each hit die it possesses; thus a 6 hit die Glomus can inflict 6-24 points of damage. But in most cases the Glomus will attempt to flee any encounter, unless it is intent on obtaining certain crystals. As a special defense the Glomus is able to once per day create a Glittering Curtain, a spell like effect that fills a 20' radius, striking any creature in the area with the same effects as a powerful Color Spray cast by a 12th level Illusionist. (AD&D PHB page 94).

The conglomerate surface of the Glomus is extremely hard (AC -2) and completely protects the creature from any normal weapon attack. Only weapons of at least +2 enchantment are able to successfully strike and injure the Glomus. Blunt weapons of +2 or better enchantment will inflict double damage when they strike a Glomus. When a Glomus is reduced to zero hit points the pseudo magnetic bond that holds the individual components together is broken, causing the Glomus to break apart. But the shattering is an explosive event that sends the sharp edged crystals fling at great speeds. This fills a 10' radius inflicting 3-12 points of damage against any who fail to make a save versus breath weapons.

Amazingly, after but one hour of the destruction, the component crystals that are unshattered will begin to reform the Glomus. This process will take one day for each hit die of that Glomus. Only if all of the crystals are shattered is a Glomus totally destroyed. Usually the reformed Glomus will have 1-4 fewer hit dice than before its disruption. If a Glomus is somehow captured, and brought to the Prime Material Plane it will soon die, leaving behind a pile of gemstones worth 2D10 x 500GP in value.

Enchanted +2 edged weapons will attack against armor class -3, and all similarly enchanted blunt weapons treat the creature as having armor class 0.

The Glomus has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect the Glomus, and electrical based attacks will only cause $\frac{1}{4}$ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against a Glomus. But they are affected by some spells: Shatter will cause 3-18 points of damage, a Glassees spell will blind these creatures, and a Stone to Flesh spell will make it armor class 6 for one melee round. The Glomus can phase into any stony surface within one round, and during that round a Phase Door spell will slay this creature.

TRILLING CRYSMAL

FREQUENCY: Rare

NO. APPEARING: 1-6

ARMOR CLASS: -4 or 0

MOVE: 12"

HIT DICE: 7

% IN LAIR: 10%

TREASURE TYPE: IOUN stones (50% chance for 1-3)

NO. OF ATTACKS: 6

DAMAGE / ATTACK: 1-6+2

SPECIAL ATTACKS: Crystal darts

SPECIAL DEFENSES: +2 or better weapon to hit

IOUN stones / Crystal Elemental Immunities

MAGIC RESISTANCE: 45%

INTELLIGENCE: Low-average

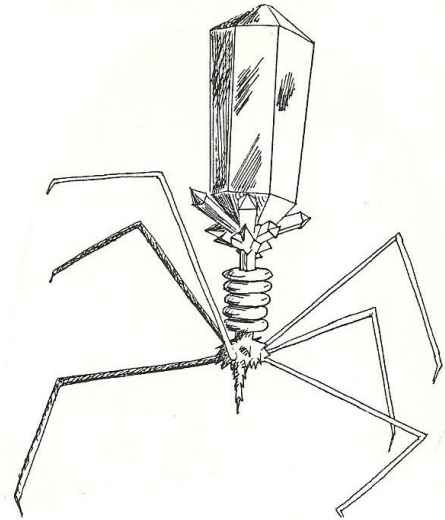
ALIGNMENT: Neutral

SIZE: L (9'Tall)

PSIONIC ABILITY: Nil

(THACO): 13

(LEVEL / EXPERIENCE): VI / 1075 + 8/hp



Drawing by Frank Gunter

The Trilling Crysmal is a close relative of the Crysmal (MMII page 26) and the Stilted Crysmal and it is Rare on the Elemental Plane of Earth, and uncommon within the Quasi-Elemental Plane of Mineral. Sightings of these creatures on the Prime Material Plane are extremely rare and always deep underground in grottos of immense tightly packed crystals. The severe conditions of these areas make for very brief encounters that are almost always decided in favor of these crystalline predators.

In appearance the Trilling Crysmal is quite different from its cousin. It possesses six long spiderlike appendages upon which it skitters about. These radiate out from a central mass of tightly packed crystals, which are dominated by a huge crystal almost four feet tall. This central crystal is translucent with random sparkles if light that can be seen deep within its structure. The structures are all extremely hard giving the Trilling Crysmal a daunting armor class of -3. Only weapons of +2 enchantment or better can inflict damage, and lesser weapons (including weapons that are +1) have a 20% chance of shattering or breaking upon striking. It is common for a Trilling Crysmal to have 1-3 IOUN stones.

Usually this creature can be found lurking just within the fringes of the Quasi-Elemental Plane of Mineral where it will hunt for SHARDS and other forms of crystal life. It will use the flickering lights of the crystal along with a soft trilling sound, like fine crystal glassware being lightly tapped (made by sliding its legs slowly against each other) to lure prey close before striking.

The Trilling Crysmal has two methods of physical attack. The first is a slashing attack using its razor edged legs. Spinning and striking it can use two legs against any one opponent, but is able to shift quickly so as to be able to employ all six legs each round against multiple opponents. Each successful hit will inflict 1-6+2 points of damage. The second method of attack is usable once per day and allows for the creature to shoot six crystalline darts per day. These darts have extremely sharp ridged edges that have a range of 60 feet, inflicting 1-4+2 points of damage on a hit.

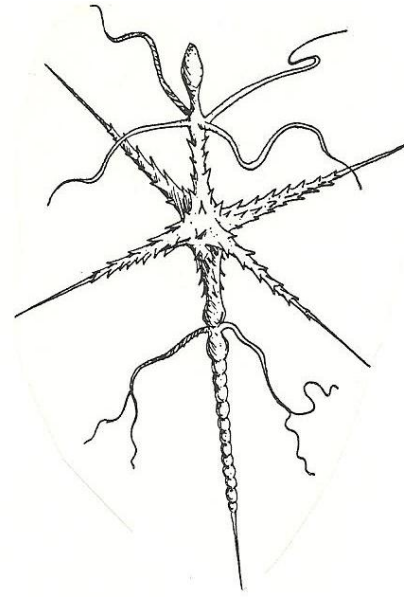
But the darts are much more than a missile weapon. Intended for use on crystal life forms they will shatter with a violent force moments after impact. This force will shatter any crystal that is struck, and against flesh it has even more devastating effects. The dart fractures into 2-8 sharp splinters that cause agonizing pain that is so intense that the victim temporarily loses 2 points of strength and 4 points of dexterity. Any violent movement (running, climbing, and combat) will cause 1-6 points of damage per round until the splinters are removed. Removal of the fragments inflicts 1 point of damage each, unless a Cure spell of any type is administered during the process.

Edged +2 weapons will attack against armor class -4, and all +2 blunt weapons treat the creature as having armor class 0.

The Trilling Crysmal has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect the Trilling Crysmal, and electrical based attacks will only cause ¼ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against a Trilling Crysmal. But they are affected by some spells :a Shatter spell will cause 3-18 points of damage, a Glassee spell will blind these creatures, and a Stone to Flesh spell will make it armor class 6 for one melee round. The Trilling Crysmal can phase into any stony surface within one round, and during that round a phase door spell will slay this creature.

SPINED SHARD

FREQUENCY: Rare
NO. APPEARING: 1 (very rare 1-6)
ARMOR CLASS: -3 Or 0
MOVE: 18"
HIT DICE: 6-9
% IN LAIR: 10%
TREASURE TYPE: any gem type is possible
 IOUN stones (25% chance for 1-3)
NO. OF ATTACKS: 4
DAMAGE / ATTACK: 1-6
SPECIAL ATTACKS: Stingers / energy burst
SPECIAL DEFENSES: +2 or better weapon to hit
 IOUN stones / Crystal Elemental Immunities
MAGIC RESISTANCE: 45%
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: L (12' long)
PSIONIC ABILITY: Nil
(THACO): 13 (6-7 HD), 12 (8-9 HD)
(EXPERIENCE): 6-7 HD=VI / 1175 + 8/hp
 8-9 HD= VII/ 2300 + 12/hp



Drawing by Frank Gunter

The Spined Shard is perhaps one of the most feared predators of the Quasi-elemental Plane of Mineral, a devious killer that usually haunts the border realm with the Positive Material Plane. At home in the energy plane, it spends much of its time lurking in the torrential, fluctuating energy fields as it awaits unwary victims (usually SHARDS). When any prey is detected in its hunting grounds along the ever changing mineral formations of the border zone it will quickly strike in an attempt to destroy its prey and absorb any "living" crystal energy that is released.

The Spined Shard is a highly intelligent and extremely cunning, usually solo opponent, but it will very rarely be found hunting in packs of up to six individuals. The surface of its crystalline body is extremely hard and only magical weapons of +2 or better enchantment can inflict damage. Lesser weapons that make contact will automatically melt into useless slag (weapons of +1 enchantment have a 25% chance that they are likewise affected and destroyed. It is possible for a Spined Shard to have accumulated a few IOUN stones, perhaps acquired from destroyed victims.

Due to the high levels of positive energy that infuses the Spined Shard structure, it generates a 10' radius field of intense magical interference that acts as a limited anti-magic barrier. This field has a 45% chance of distorting and ruining any spells cast into the area. Even area effect spells will be disrupted and canceled if the target point is within the protected zone.

Occasionally a Spined Shard will acquire IOUN stones when attacking prey. The stones will simply begin to orbit this source of strong positive energy. The creature is intelligent enough to realize the potential and is quite capable of calling forth the stones powers.

In combat the Spined Shard will use its four crystal tentacles for attack purposes. Each whip like appendage can inflict 1-6 points of damage. If two or more of these attacks strike in the same round on a single target the victim will be grasped and pulled within range of one of the two double pronged stingers. This stinger will quickly release a pulse of pure positive energy into the trapped opponent that destroys tissue, causing 2-12 points of damage for Spined Shards of 6-7 HD in size, and 4-24 for the larger ones.

The most feared attack form used by the Spined Shard is the four energy bursts that it can hurl each day. These rays are emitted from the four radial spines, travelling in a tightly focused beam barely an inch across that has a range of 60'. This powerful force can affect one individual, inflicting 4-48 points of damage (a successful save versus spells will indicate that the beam has missed, but it may affect any other creature in the line of fire). On a successful hit there is a 50% chance that residual energy from the beam will arc to another random target within 10' of the victim; such an arc will inflict 2-24 points of damage to the second victim save versus spells for ½ damage). After discharging its final energy beam a Spined Shard will almost always plane shift into the Positive Material Plane to recharge, a process that takes several hours.

The Spined Shard is a vindictive killer that will many times attack only for the pleasure of the destruction that it can wreak. They will wantonly attack swarms of SHARDS, shattering them and feeding on their stored power in an orgy of energetic gorging; any creature that ventures near such an event has a chance of becoming yet another target.

If sorely injured, a Spined Shard will make a final attempt to grab a victim before plane shifting into the Positive Material Plane where the luckless prey will be consumed.

It is not unknown for high level mages to summon and compel a Spined Shard to act as a guardian for some powerful magic item, but extreme care should always be taken in such an endeavor for without proper protections the wizard will be instantly attacked.

Enchanted +2 edged weapons will attack against armor class -3, and all +2 blunt weapons treat the creature as having armor class 0.

The Spined Shard has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect the Spined Shard, and electrical based attacks will only cause $\frac{1}{4}$ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against a Spined Shard. But they are affected by some spells: Shatter will cause 3-18 points of damage, a Glasse spell will blind these creatures, and a Stone to Flesh spell will make it armor class 6 for one melee round. The Spined Shard can phase into any stony surface within one round, and during that round a phase door spell will slay this creature.

STILTED CRYSMAL

FREQUENCY: Very rare

NO. APPEARING: 1-6

ARMOR CLASS: -4 or 0

MOVE: 12"

HIT DICE: 8

% IN LAIR: 10%

TREASURE TYPE: Q x 6

NO. OF ATTACKS: 2

DAMAGE / ATTACK: 2-12 / 2-12

SPECIAL ATTACKS: Shard volley

SPECIAL DEFENSES: See description

Crystal Elemental Immunities

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average to high

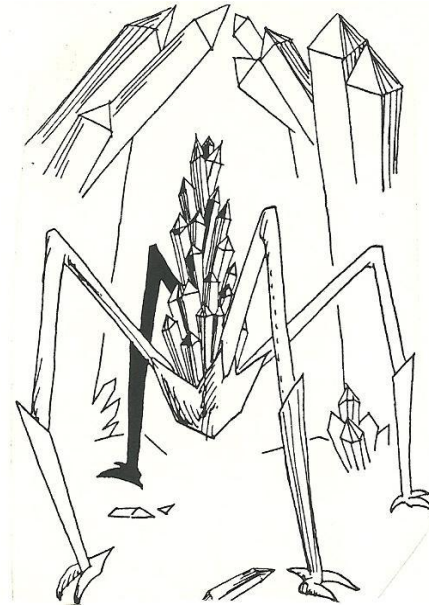
ALIGNMENT: Neutral

SIZE: M (6' tall)

PSIONIC ABILITY: Nil

(THACO): 12

(EXPERIENCE): VII / 1175 + 10/hp



Drawing by Frank Gunter

Another relative of the Crysmal is the Stilted Crysmal (See also Trilling Crysmal) that is almost always found on the Quasi-Elemental Plane of Mineral. On extremely rare occasions it will stray to the Prime Material Plane in search of a rich mineral vein, but only in the deepest places of the underdark. Its diet is the same as its smaller cousin, consisting of quartz, beryl, and conundrum crystals. Its favorite meal is always carbon crystals, and it had been known to attack travelers whom are carrying diamonds of any sort.

The Stilted Crysmal will slash at an enemy with two of its long sharp edged legs, inflicting 2-12 points of damage with each successful strike. As a secondary attack form the crystal based creature can use a special spray of crystals twice per day. Each time it will project 2-6 of these razor edged crystals at an opponent, with each hit causing 1-4 +1 points of damage.

Edged weapons will attack against armor class -4, and all blunt weapons treat the creature as having armor class 0.

The Stilted Crysmal has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect the Stilted Crysmal, and electrical based attacks will only cause ¼ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against a Stilted Crysmal. But they are affected by some spells: Shatter will cause 3-18 points of damage, a Glasse spell will blind these creatures, and a Stone to Flesh spell will make it armor class 6 for one melee round. The Stilted Crysmal can phase into any stony surface within one round, and during that round a phase door spell will slay this creature.

CHAMROL

FREQUENCY: Uncommon

NO. APPEARING: 1-8

ARMOR CLASS: -6 or -2

MOVE: 0"

HIT DICE: Special

% IN LAIR: 100%

TREASURE TYPE: Q x 20

NO. OF ATTACKS: 1-6 per opponent

DAMAGE / ATTACK: 1-6

SPECIAL ATTACKS: Positive energy burst, constriction

SPECIAL DEFENSES: +3 or better weapon to hit
Elemental immunities

MAGIC RESISTANCE: 75%

INTELLIGENCE: Semi-low

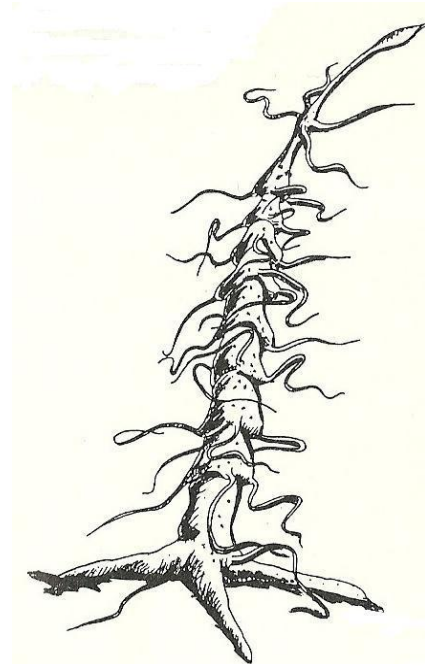
ALIGNMENT: Neutral

SIZE: L-G (15'-500' long, 10'-60' diameter)

PSIONIC ABILITY: Nil

(THACO): 7 (16 hit dice)

(EXPERIENCE): IX / 8100 + 20/hp



Drawing by Frank Gunter

Any adventurers that are brave enough to travel through the Endless Crystal Grotto in order to reach the border area located between the Positive Material Plane and the Quasi-Elemental Plane of Mineral will almost always encounter one or more of the massive Chamrols. These huge creatures (5 x D100' in length) grow in profusion throughout this area, their great stalks protruding far out into the energy plane. Possessing the qualities of plants, animals, and pure mineral life the Chamrol is encountered nowhere else, for here is the only place where they can bask in such an abundance of pure energy.

The "skin and tissue" of a Chamrol is usually composed entirely of lead that binds together a huge amount of extremely rare minerals that are infused with living crystals. However the sage Siljameer once were within a Chamrol that was composed almost entirely of gold, but such types are quite rare, occurring only 1% of the time. He could not even calculate the Prime Material Plane value of the 400' long behemoth.

The "roots" of the Chamrol extend deep within the extremely rich mineral veins that permeate the entire border area, slowly pulling material into their structure. Some sages have theorized that the roots extend throughout the entire quasi-plane and deep into the Elemental Plane of Earth. The surface of the Chamrols central stalk is coated with foliated, mica-like growths of crystals that have dozens of long living metal tendrils that protrude outward, reaching lengths of up to 100'. Any character that comes within 20' of the creature can be attacked by 1-6 of these tendrils as a 16 hit die monster, with each strike inflicting 2-12 points of damage. There is also a 15% chance per each stalk that hits in a round that the target will be entangled and held by one or more tendrils; such victims are crushed for 2-20 points of damage per round per tendril. A successful bend bars / lift gates roll at ½ the normal chance will free a trapped individual. Once a victim is killed the corpse will be flung into the Positive Material Plane where it is destroyed forever.

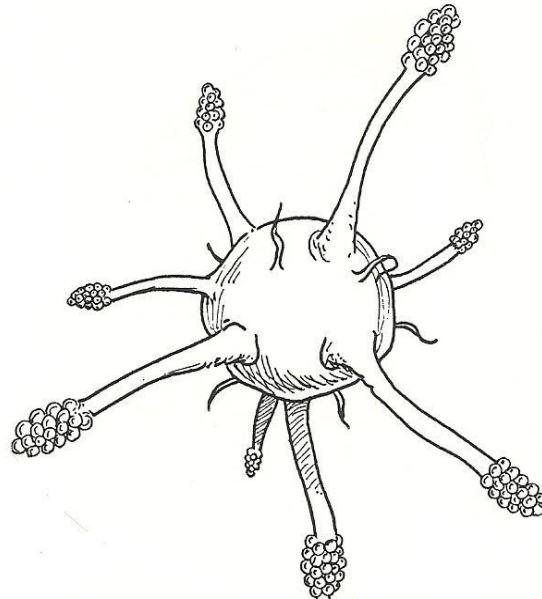
Once per day the Chamrol can draw on the energy around it to unleash a tremendous bolt of raw, pure positive energy from the tapered jewel-like end of the creature. This powerful jolt has a length of 120' and a 30' diameter. Anyone caught within this beam receives 1-10 points of "curing" for each 10' of the Chamrols length. This energy infuses the target, and if their hit point total exceeds twice the normal hit points that target will simply explode. A save versus spells will reduce the effect by ½, and since it is not a fire or electrical attack, devices which protect against such effects will not work.

Only weapons of +3 enchantment can damage a Chamrol and any edged weapons will attack against armor class -6, and all blunt weapons treat the creature as having armor class -2.

The Chamrol has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect the Chamrol, and electrical based attacks will only cause ¼ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against a Chamrol. But they are affected by some spells: Shatter will cause 3-18 points of damage, a Glassee spell will stun these creatures for 1-3 rounds, and a Stone to Flesh spell will make it armor class 6 for one melee round.

ELEMENTAL ENERGY POD

FREQUENCY: Rare
NO. APPEARING: 1 (20% chance of 2)
ARMOR CLASS: -4 or 0
MOVE: 12" (MC: B)
HIT DICE: 8+
% IN LAIR: 10%
TREASURE TYPE: Special
NO. OF ATTACKS: 2 per opponent
DAMAGE / ATTACK: Variable (See text)
SPECIAL ATTACKS: Energy Burst
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 75% (See text)
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (8' diameter + tendrils)
PSIONIC ABILITY: Nil
(THACO): 12
(EXPERIENCE): VII / 1900 + 12/hp



Drawing by Frank Gunter

The Elemental Energy Pod is a creature that dwells all along the fringe area that lies between the Positive Material Plane and the Quasi-Elemental Plane of Mineral. This bizarre spherical life form spends most of its time cruising deep within the Positive Material Plane, where it absorbs positive energy which it stores in nodules located at the end of its major tendrils. Occasionally this creature will stray into the mineral plane for extended forays.

The stored energy is kept in botryoidal clusters like great glowing grapes, crackling with latent energy. Each cluster contains 6-24 nodules, of all different colors and intensity.

During combat the Elemental Energy Pod will flail with its 8-10 greater tendrils and is able to attack three separate opponents with 2 tendrils each. On a successful hit 2d4 of these nodules are ruptured; they burst open releasing a blast of positive energy. The damage inflicted on a target is 1-4+2 hit points for each nodule that explodes. Once all of the nodules on a given limb are broken that limb has no more effective attacks, and it slowly shrinks becoming a lesser tendril. Newly formed nodules appear on the smaller immature tendrils which slowly grow as more nodules appear.

In times of stress an Elemental Energy Pod will "self destruct", voluntarily releasing the stored energy from all of its remaining nodules in a massive burst with a 15' radius around the creature. Anyone or anything caught within the blast will take 1-4+2 damage from every remaining nodule. After using this attack form the Elemental Energy Pod will immediately flee back to the Quasi-Elemental Plane of Mineral or into the Positive Material Plane.

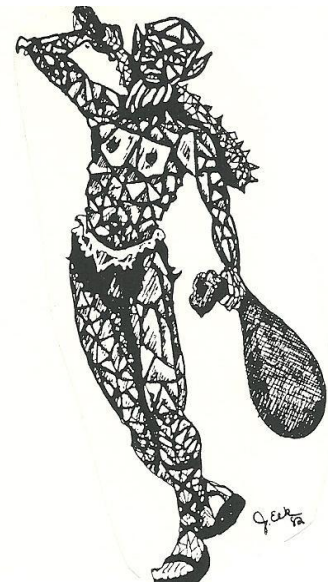
Weapons of at least +3 enchantment are required and they will attack against armor class -4, and all similarly enchanted blunt weapons treat the Elemental Energy Pod as having armor class 0: any lesser magical weapon that strikes it will have all of its magical energy drained away permanently unless it makes a successful save versus magical lightning. And since it feeds on positive energy (the source of energy for all magical spells and spell like effects) the creature will automatically absorb any spell that is thrown at it. The energy is transformed almost instantly, with every three levels of spells creating one nodule.

Elemental Energy Pods are only very rarely ever encountered on the Prime Material Plane, and almost always they will serve as guardians for magical treasures of a crystalline nature. There are rumors of a Negative Material Plane counterpart to this creature.

The Elemental Energy Pod has the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect the Elemental Energy Pod, and electrical based attacks will only cause ¼ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against this creature. But they are affected by some spells: Shatter will cause 3-18 points of damage, a Glasse spell will blind these creatures, and a Stone to Flesh spell will make it armor class 6 for one melee round. The Elemental Energy Pod can phase into any stony surface within one round, and during that round a Phase Door spell will cause 2-20 points of damage to this creature.

CRYSTAL STONE GIANTS

FREQUENCY: Rare
NO. APPEARING: 3-12
ARMOR CLASS: -2
MOVE: 12"
HIT DICE: 11
% IN LAIR: 10%
TREASURE TYPE: Special
NO. OF ATTACKS: 1
DAMAGE / ATTACK: 2-16+8
SPECIAL ATTACKS: Hurl crystal boulder for 3-30 hit points
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 15%
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: L (12' tall)
PSIONIC ABILITY: Nil
(THACO): 10
(EXPERIENCE): VII / 2500 + 14/hp



Drawing by Jennifer Eck

Ages ago, a sizable band of Stone Giants made their way deep into the roots of the mountains to establish a new kingdom. They searched for the richest veins of mineral, and in the process they found a searing bright portal that lead to the Quasi-Elemental Plane of Mineral. The made many bold forays through the portal bringing back gem stones that were worth a fortune; gemstones of such quality that even the giants were amazed. The huge nuggets of almost pure precious metals they brought back by the sack full were turned into magnificent suits of armor and weapons. Each expedition that was sent grew more daring in their explorations until eventually the king led almost the entire clan through the portal, determined to conquer the entire realm, and proclaim himself lord.

They were met in battle by Crystalle and Quaarzz, along with thousands of lesser minions. The battle raged for many days, until the inevitable happened. A great pulse of fossilizing energy rippled through the battle lines, the denizens of the plane were unaffected, but in an instant the entire remaining force of giants were transformed; turned into living statues of crystal, living yet frozen for all time.

But Quaarzz saw an opportunity and took a chance. In exchange for his freeing the giants from their "frozen state" they would agree to serve for all time as wardens and guards within the grottos of the plane. They agreed to his terms and to this day they serve their lords well, hopeful that one day they will be freed from servitude.

The Crystal Stone Giants are in almost every way similar to standard Stone Giants; employing crystal clubs that inflict 2-16 + 8 hit points of damage, and hurling boulders for 3-30 points of damage. They have acquired a small amount of magic resistance, along with many of the elemental immunities, yet they can still be harmed by normal weapons. They cannot move through the material of the plane like a normal elemental creature and must remain within the natural tunnels that exist.

The Crystal Stone Giants have the following Crystal Elemental Immunities: Fire and cold based attacks cannot affect them, and electrical based attacks will only cause ¼ or no damage depending on the saving throw. Gases and poisons are ineffective when employed against a Crystal Stone Giant. But they are affected by some spells: Shatter will cause 3-18 points of damage, a Glasse spell will stun these creatures for 1-3 rounds, and a Stone to Flesh spell will make it armor class 6 for one melee round.

ARACKLE OF SILJAMEER VAROOSTE

The Arackle of Siljameer was crafted many centuries ago, long before the time of the Caur-ell wars. It was reputed to be one of the great magical items of its age, and discovering its location has been one of the major quests for many adventuring groups over the years.

The device was comprised of a dozen or more magical gemstones of the highest quality (most believe that they were IOUN stones of incredible power), which were taken to the Quasi-Elemental Plane of Mineral by Siljameer Varooste and his then apprentice, Quann ra-Tioll Moorchlyne of Tiorth. There in a special fortress built on the edges of the Positive Material Plane and the Quasi-Elemental Plane of Mineral a great magical feat was then performed. Using powerful dweomers, and with the aid of one of the most powerful inhabitants of this strange realm the gemstones were merged together. With the aid of Crystalle the fused crystals were then entwined with runes of binding. The process took days, and almost killed both of the wizards, and left Crystalle severely weakened for several years.

The arch mage Siljameer then used powerful spells to shape his precious supply of IOUN dust, fabricating a magnificent pendant and chain that would hold the conglomerate stone, wearing the device around his neck for the rest of his life. It thus became a symbol of good, and was used many times since its creation as an oath stone to bring the kingdoms of the world together. To swear on the Arackle was to pledge one's life.

Upon Siljameer's unexpected death at the age of almost 1200 years, his former apprentice Moorchlyne, now a Grand Arch-Mage in his own right, was bequeathed the Arackle and used its powers to further the cause of lawful good. Moorchlyne was later killed by the gargantuan ancient red dragon Verhouvenaxx, and for several decades the Arackle lay with Moorchlyne's remains in the great red dragons treasure cave. When the ancient dragon was itself eventually killed over 400 years later, the Arackle was taken as a prize by the vile assassin Be-ta-Ryu, who killed all of his adventuring companions in a rage of IOUN greed in order to possess the item. He wore the Arackle, and ruled as overlord of a great fortress city in the far south of Trinnian until he himself became the victim to another assassin's knife.

Thus had the Arackle slipped for a time into the hands of evil. It has been handed down, stolen, or killed for over the centuries, leaving a trail of blood and destruction in its wake. It changed hands from good men to evil men with regularity, each vying to use it for their own cause. Until eventually it was carried into a final, great magical battle, and vanished in the dead lands of Xuarphor, at the end of the Caur-ell wars. Transported in secret from the field of battle, it was hidden by the major forces of evil, its power now lost to law, the strange powers of the Arackle used to hold the timeless city of Athen-Anarra in flux.

In its time among good men, the Arackle of Siljameer Varooste had been used by dozens of wearers. The device has been worn by kings, wizards, thieves and clerics of renown. Even the common adventurer has been able, for short times, to claim it as a prize. Over the long years since the battle, many have searched for it, following fragmented clues and obscure rumors. The strongest clues to its current whereabouts now point towards the strange valley of Athen-Anarra. The lure of such a treasure has led many to their deaths...but still they try, for who could deny the allure of possessing such a thing.

Over the ages others have tried to duplicate the magics the Arackle was reputed to contain. But even though other arackles with unique powers have been crafted, as yet none of these is as powerful as the Arackle of Siljameer Varooste is known to exist.

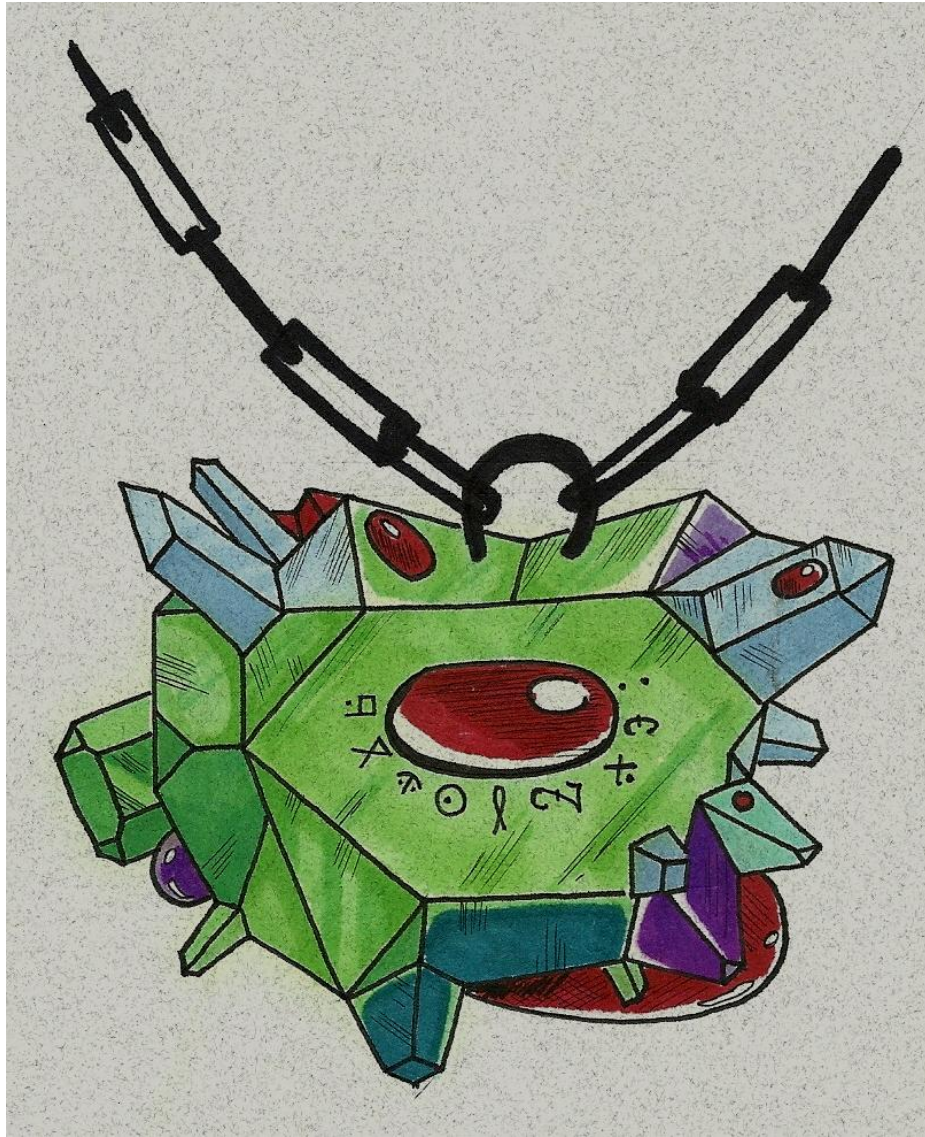
The sometimes fickle magical benefits of the arackle will be felt upon uttering the command words: **ARUM - JAZZALLE**. The cluster of merged stones will begin to glow brightly and the user will feel a sense of energy coursing through his body. Most of these effects however, change from day to day, most of the activations lasting for eight hours before the Arackle will need to recharge its energies. Some effects last longer.

- 1) Like any IOUN item it takes a full week for the Arackle to attune itself to its wearer.
- 2) The Arackle functions as IOUN stones #14 and #17 at all times.
- 3) Wearing the Arackle for more than one month will allow the wearer to adjust the initial random die roll by +2 or -2
- 4) After wearing the Arackle of Siljameer for 6 months the user also gains the use of an additional effect: the Arackle will automatically function as IOUN stone #122 the changeling stone, with a random effect generated for each day.
- 5) The Arackle will have a -4 modifier to anyone who has to make a saving throw due to IOUN greed. Their lust to obtain it will

drive them to do desperate things.

Roll a D20 and consult the following chart each time the Arackle of Siljameer is activated to determine its effect:

D20 ROLL	EFFECT						
1	THE ARACKLE WILL TEMPORARILY DRAIN ONE LEVEL OF EXPERIENCE FROM THE WEARER FOR 24 HOURS						
2	THE ARACKLE WILL TEMPORARILY DRAIN ONE RANDOM ABILITY SCORE BY ONE POINT FOR 8 HOURS						
3-4	THE ARACKLE WILL HAVE NO EFFECT TODAY						
5-8	THE ARACKLE WILL BOOST ONE RANDOM ABILITY SCORE BY ONE POINT FOR 8 HOURS * / **						
9-11	THE ARACKLE WILL BOOST ONE ABILITY SCORE OF THE WEARERS CHOICE BY ONE POINT * / **						
12-14	THE ARACKLE WILL BOOST TWO RANDOMLY GENERATED ABILITY SCORES BY ONE POINT FOR 8 HOURS (NO REPEATS) * / **						
15-16	THE ARACKLE WILL ALLOW THE USER TO BOOST ONE ABILITY SCORE OF THE WEARERS CHOICE FOR 1 POINT BY DRAINING ANOTHER SCORE OF THE WEARERS CHOICE BY 2 POINTS FOR 8 HOURS. MAXIMUM OF TWO POINTS OF INCREASE */**						
17	THE ARACKLE WILL BOOST ONE ABILITY SCORE OF THE WEARERS CHOICE BY 2 POINTS FOR 8 HOURS * / **						
18	THE ARACKLE WILL BOOST ONE ABILITY SCORE OF THE WEARERS CHOICE BY 3 POINTS FOR 8 HOURS * / **						
19	THE ARACKLE WILL ADD ONE LEVEL OF EXPERIENCE TO THE WEARER FOR 24 HOURS * / ** / ***						
20	THE ARACKLE WILL ADD TWO LEVELS OF EXPERIENCE TO THE WEARER FOR 24 HOURS AND BOOST ONE ABILITY SCORE OF THE WEARERS CHOICE BY ONE POINT FOR 24 HOURS * / ** / ***						
*	THIS ITEM IS EXTREMELY POWERFUL, AND WILL INCREASE ABILITIES FOR FULL POINTS, OR LEVELS EVEN BEYOND NORMAL RACIAL LIMITATIONS						
**	THE MATRIX OF THE ARACKLE IS SO POWERFUL THAT OTHER IOUN STONES WHICH GRANT INCREASES TO THE BASIC ABILITY SCORES OR THAT GRANT ADDITIONAL LEVELS WILL NOT WORK FOR A PERSON USING THE ARACKLE						
*/***	THE INCREASE IN LEVEL WILL ALLOW A SPELL CASTER TO MEMORIZE ADDITIONAL SPELLS, DUE TO THE EXTENDED TIME OF ITS ACTIVATION. IT WILL ALSO ALLOW THE SPELL USER TO CAST THE SPELLS THAT HE HAS ALREADY MEMORIZED AT HIS NEW LEVEL, WHICH MAY AFFECT DURATION OR DAMAGE FROM THE SPELLS.						
<p>Roll a D6 to determine the affected ability:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">1-STRENGTH</td> <td style="width: 50%;">4-CONSTITUTION</td> </tr> <tr> <td>2-INTELLIGENCE</td> <td>5-DEXTERITY</td> </tr> <tr> <td>3-WISDOM</td> <td>6-CHARISMA</td> </tr> </table>		1-STRENGTH	4-CONSTITUTION	2-INTELLIGENCE	5-DEXTERITY	3-WISDOM	6-CHARISMA
1-STRENGTH	4-CONSTITUTION						
2-INTELLIGENCE	5-DEXTERITY						
3-WISDOM	6-CHARISMA						



Drawing by Zachery Hargenrader

Who could possibly deny or resist the beauty of this most wondrous thing. Each of the merged stones scintillating with their inner lights. The large central stone of deep emerald pulsed in time with the heartbeat of Siljameer Varooste. A slight nimbus of soft light surrounded his body, tendrils of crackling blue energy flickering between his fingers. The Arackle was his, and only he had the complete knowledge all of the powers it contained.

He held one of his smaller IOUN stones close to the Arackle and Moorchlyne watched in amazement as the crystal structures merged, the smaller violet stone becoming one with the conglomerate stones. And all the while the stones “sang” with delight.

AUTHOR'S AFTERWORD

Before I start the afterword I would first like to thank all of the dozens of players who have participated in my campaigns over the past 30+ years. Friends still here and those who are gone; they all have affected me as much as I hopefully have influenced them. And special thanks go to Jo (definitely the better half) who for 30+ years has put up with the confusion of people and listened to the stories...the endless stories. To Gary Gygax I would say this, as I posted on Dragonsfoot forums:

"I think back on the literally hundreds of people that I have met just because of a game. I think of all the guys who...instead of going out drinking, doing drugs, or whatever...They freely chose to sit around a table pushing little metal men, and pretending for a few hours that they were heroes. Gary was the hero...who knows how many wayward youths were saved by his..."silly little game"."

Special thanks also go to Sir Bloated Blowfish (R.S. Barker) from the Dragonsfoot Forums, who was quite generous of his time and of incalculable aid in formatting and editing this document. He spotted numerous weak areas that needed more work, and was always ready with excellent advice and helpful tips. Without him it would never have looked this good, I hope to work with him again on other projects.

And last to my two boys, Zachery for his artwork and Alex who somehow pulled me back into AD&D after so many years away. I didn't realize how much I missed it. And also, a special a thank you goes to Frank Gunter, Jessica Brinkley, Hunter Reid, Jennifer Eck and Adam Szafranski; all of them are friends who also helped with contributions of their artwork. And once again thanks to Tom Baxa for granting permission for the use of his two drawings that were included in the original Dragon Magazine article.

Pinhead a.k.a. Matthew Hargenrader

Some would say why make such an expansive list for such a small item. I really can't explain it; I just love the idea of these extremely powerful gems. Ever since I first read the Dying Earth books⁵ by Jack Vance in the 70's and 80's I have been intrigued by IOUN stones. Even the way the name was written, all in capital letters, with no explanation, enhanced their mystery and importance. In these stories the powerful wizards of the age sought them relentlessly, resorting to trickery, thievery, and even blatant murder in order to obtain more.

As a fan of fantasy and sci-fi I was immediately drawn to the AD&D game and was delighted to find that the IOUN stones had become part of the milieu. But they seemed to have become so...mundane. There was little description of the why's and where's of their strange powers; the strange circumstances of their origin was missing from the AD&D lore. Aiming to resolve a little of this, I set about to clear up some background on these little treasures. For my campaign I had decided to make them more of a part of the central plot (a major source of power used by the mysterious Zaeranni). Therefore there needed to be much more information that the characters could discover, and I added quite a few unique IOUN stones to make them even more desirable. The list that I used in my early campaigns quickly passed 350 stones and after a little coaxing from my gaming group I decided to take a chance and submit my ideas for a downloadable supplement.

At one of the many writing seminars at the Gen-Con gaming convention I approached the then editor Roger Moore with my ideas on IOUN stones, and thankfully my thoughts were appreciated. He asked for a submission (the writing of which is a story in itself) and a short career was started. The only request that was made was that I try to find a way to incorporate the stones true background into the existing AD&D "universe", avoiding any possible delays with getting Jack Vance's approval. The arrival of the Manual of the Planes was like a godsend. The energetic and power infused border between the Elemental Plane of Mineral and the Positive Material Plane was perfect, filling all of the requirements that I needed.

I wrote two articles that were published by Dragon Magazine⁶ in 1991 that sought to clarify the "true history" of IOUN stones. Since that time I have been continually bringing new IOUN stones into my 1st edition AD&D campaign. Quite a few became favorites with the players, others were...let's just say, they were a bit much, dismal failures, or extremely complicated to use; thus over time they were dropped or modified. There are quite a few IOUN stones on the current list that duplicate spells and effects from the AD&D game, and why not? If we believe that magic spells are created by drawing their power from the Positive material Plane, then why couldn't an IOUN stone draw the same kind of power, focus it through the crystalline structure and infuse the user with certain powers? It seems logical that such a thing could happen.

⁵ *Listing of all of the Dying Earth novels: The Dying Earth, The Eyes of the Overworld, Cugel's Saga, Rhalto the Marvelous*
Related works by other authors: The Quest for Simbilis by Michael Shea, Songs of the Dying Earth by various authors

⁶ *Dragon Magazine issue #174 published October 1991, two separate articles: "Bazaar of the Bizarre IOUN stones: Where do you go if you want some more?" / Pages 90-94 / Matthew Hargenrader, "The Dragons Bestiary- Who guards the IOUN stones?" / Pages 96-100 / Matthew Hargenrader*

The origin of CRYSTALLE and his advisor Quartzz was kind of a mystery, but one that I have continued to develop. I just imagined what an intelligent elemental could do if he somehow was able to harness the power of multiple IOUN stones. He is not truly a god, nor is he the actual ruler of the Plane (note the moniker of “self-proclaimed ruler”) but he does have a great deal of power, and has the grudging respect of many of the greater elementals. With virtually hundreds of IOUN stones he possesses more than enough power to keep other elementals, or any intruders to his realm in check.

I readily and completely admit that the seeds of many of the IOUN stones on this list spring from later editions of the Dungeons & Dragons game. Quite a few of the skills and feats from these later versions were modified by me to become powers generated by IOUN stones in my 1st edition game. I have to give credit to quite a few of these IOUN stones to the many writers of these books. Over the years I have “borrowed and reinterpreted” ideas from many different sources to create this list. The Dying Earth Role Playing game books have quite a bit of information on IOUN stones, and I highly recommend any true fan of Jack Vance’s works to read through those Tomes. I especially recommend Jack Vance’s book- Rhalto the Marvelous, and the short story Morreion wherein the true story detailing the origins of IOUN stones and how they are harvested is completely revealed. It was that single story, more than any other that influenced this entire project.

I was really pleased to see my article mentioned after all these years in Jonathan Drains IOUN stone blog about his article in Kobold Quarterly⁷. And although we share quite a few of the same IOUN stones, the list from his article (and more importantly his blog) contains several stones not included in my early list, most of which are for use in the later editions of D&D. I strongly recommend readers who play the later editions of D&D to seek out Jonathan’s list. I probably would have never started once again on this project if I hadn’t come across that article.

Since the first mention of IOUN stones in the Strategic Review I have wanted more. Since the publication of The Dungeon Masters Guide I have made IOUN stones an important and integral part of my ongoing campaign. The campaign itself has been around since 1978 and has stopped and started in fits and spurts. It is the usual story of a group forming, playing for a few months or if you’re lucky a few years then the forces of reality usually intrude. School, college, girlfriends, work, marriage, children etc. are ready to slowly remove key players, then the main campaign falters into smaller side adventures, until eventually the demise arrives. Suffice it to say that the highest level characters in any of my campaigns after all this time are between 10th and 14th level. None of the players have ever reached a level where they could venture to Crystalle’s domain.

I have worked on this project off and on for many years...finally it is done...maybe...I do have a few more ideas...maybe a list of several magical items incorporating IOUN stones, possibly a supplemental list of any new IOUN stones that I come across.

MATTHEW HARGENRADER

Piphany laughed with elven delight. The fools had trailed her through the forest to the edge of the great Kayithian Swamp. Using the power of the pale yellow IOUN stone she ran lightly across the water covered quicksand, enchanting the surrounding vines to grasp and hold all who followed...



Drawing by Jessica Brinkley

⁷ Kobold Quarterly issue #6: Rolling Stones; A selection of new IOUN stones / article Pages 60-62 / Jonathan Drain

“What a wonderful sight!
‘Nothing’ had wrought a
flawless polish; for fifteen
miles this mirrored plain
extended, marred only at
the very center by a
number of black
pockmarks. Here the
IOUN stones were to be
found, in nests of black
dust.”

[Jack Vance: *Rhialto the Marvelous*, Morreion pages 207-208. 1984]