

WOUN · CODEX

APPENDIX



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

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**OLD-SCHOOL
ESSENTIALS**

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WELCOME TO THE IOUN CODEX: APPENDIX

When I published The Ioun Codex, I made the deliberate decision to write it as system-agnostic as possible to make the content accessible to many different games. I did include some rules and stats, but they were fairly generic in nature, mostly pluses and minuses rooted in the fantasy roleplaying game common tongue, so to speak, that could be easily translated to whatever rules system the reader wanted to. I felt good about that decision, and I hold that it was the correct way for me to proceed with that project. But reader, I have a confession to make: a part of me wanted a fully-stated book.

As much as I tend to go systemless in my writing these days, I did spend a few good years writing primarily for D&D 3e/3.5 back in the d20 days, and the thing is that I enjoyed it. So even as I was writing The Ioun Codex using descriptive terms that could convey implicit game mechanics, and giving this a +2 or that a -5, part of my brain was thinking of all the ways I could stat things up in the various game systems I am well-versed in. Now that the main book is done, I'm indulging my desire to jump into the fully-stated book pool.

The Ioun Codex: Appendix provides rules for some of the content included in, or alluded to, in The Ioun Codex. For this initial Appendix, I have chosen to use Old-School Essentials (OSE), published by Necrotic Gnome. OSE is a retroclone of sorts of Basic/Expert D&D, which was the D&D I started gaming with, and remains arguably my favorite version. It is light in rules complexity, but highly customizable, and just plain fun to write for. Based on reception and demand, future instances of the Appendix could translate the content to other game systems.

The Appendix opens with the Iounmancer prestige class, an alternate class progression for magic-users, followed by the Jeddian race-as-character class as well as ancestry (my preferred term for race in the context of roleplaying games) rules for those using the optional advanced rules in OSE, as well as the Knight of Jeddus character class, a mythical group of guardians opposing the Nothingness. I include a few notes on the techniques introduced in Unorthodox Uses in the main book, followed by full game stats for four of the creatures presented in the Bestiary, including the main antagonist and incarnation of the Nothingness. The Appendix closes with three new spells for any OSE game.

I hope you enjoy The Ioun Codex: Appendix. I certainly enjoyed writing it, and I look forward to the adventures it will generate.

IOUNMANCER

MAGIC-USER PRESTIGE CLASS

Requirements: Magic-user 3rd level, Iounmancer mentor	
Prime requisite: INT	Armor: None
Hit Dice: 1d4	Weapons: Dagger, Staff
Maximum level: 12	Languages: Alignment, Common

Iounmancers are magic-users who specialize in ioun magic and lore. They study the inner workings of ioun crystals, learn to create ioun stones, and develop mastery over the wondrous items and the forces tied to their origins. Iounmancy is always taught from mentor to apprentice, balancing iounmancy lessons with general magical learning and field adventuring.

IOUNMANCER PROGRESSION

Level	XP	HD	THAC0	D	Saving Throws					Spells					
					W	P	B	S	1	2	3	4	5	6	
4	10,000	4d4	19 [0]	13	14	13	16	15	2	2	—	—	—	—	
5	20,000	5d4	19 [0]	13	14	13	16	15	2	2	1	—	—	—	
6	40,000	6d4	17 [+2]	11	12	11	14	12	3	2	1	—	—	—	
7	80,000	7d4	17 [+2]	11	12	11	14	12	3	2	2	—	—	—	
8	150,000	8d4	17 [+2]	11	12	11	14	12	3	3	2	1	—	—	
9	300,000	9d4	17 [+2]	11	12	11	14	12	3	3	3	1	—	—	
10	450,000	9d4+1*	17 [+2]	11	12	11	14	12	3	3	3	2	1	—	
11	600,000	9d4+2*	14 [+5]	8	9	8	11	8	4	3	3	2	2	—	
12	750,000	9d4+3*	14 [+5]	8	9	8	11	8	4	4	3	3	2	1	

* Modifiers from CON no longer apply.

PRESTIGE CLASS

Once this class is chosen, a magic-user advances using the iounmancer progression instead.

ARCANES MAGIC

As a magic-user, although an iounmancer's spell progression is slightly slower due to their focused concentration on iounmancy.

COMBAT

Iounmancers can use daggers and staffs, but are unable to wear any kind of armor or use shields.

IOUN PROFICIENCY

An iounmancer may have two ioun stones active at any time. They also gain a +1 bonus to any roll involving ioun stones or ioun lore.



CREATE IOUN STONE

An iounmancer is able to create ioun stones using the Ioun Matrix starting at 5th level.

IOUN EXPERTISE

At 8th level, an iounmancer may have three ioun stones active at any time. They also learn the Affixed alternate usage technique, and gain a +3 bonus to any roll involving ioun stones or ioun lore.

IOUN FAMILIAR

At 10th level, an iounmancer may attune one ioun core they own to act as a familiar. The ioun familiar may travel up to 100' from the iounmancer while still granting its powers. The iounmancer may see and hear through the ioun familiar for up to 1 minute, during which time they are blind and deaf to their own senses. Lastly, the iounmancer may deliver a spell with a range of Touch via the ioun familiar, using their own modifiers for any die roll.

IOUN MASTERY

At 12th level, an iounmancer may have five ioun stones active at any time. They also learn the Enclosed alternate usage technique, and gain a +5 bonus to any roll involving ioun stones or ioun lore.

AFTER REACHING 9TH LEVEL

An iounmancer may build a stronghold or school. 1d4 apprentices of levels 1–3 will then arrive to study under the iounmancer in their quest to learn iounmancy.

JEDDAN

CHARACTER CLASS AND ANCESTRY

Requirements: Minimum CON 9

Prime requisite: CON and STR

Hit Dice: 1d8

Maximum level: 8

Armor: None

Weapons: Any

Languages: Alignment, Common, Jeddian

Jeddans are creatures native to the world of Jedda. They are tall, generally between 6 to 8 ft/2 to 2.5 m tall and weighing 200 to 300 lbs/100 to 150 kg, humanoid in shape, made of stone, with heads of glowing ioun crystal. Jeddans are agendered, naturally tough, exceptionally long-lived, and come in all shapes, sizes, and stone colors. They live in clans of up to 50 individuals, with clear duties such as leaders who guide, guardians who protect, stewards who mind the day-to-day needs, artisans who build and create, oracles who keep the clan lore, and minders who watch over the clan's geodelings. Their language sounds like rocks cracking and bashing together, combined with multicolored strobing from their head crystal.

JEDDAN PROGRESSION

Saving Throws

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d8	19 [0]	8	9	10	14	11
2	3,000	2d8	19 [0]	8	9	10	14	11
3	6,000	3d8	19 [0]	8	9	10	14	11
4	12,000	4d8	17 [+2]	6	7	8	11	9
5	30,000	5d8	17 [+2]	6	7	8	11	9
6	60,000	6d8	17 [+2]	6	7	8	11	9
7	120,000	7d8	14 [+5]	4	5	6	9	7
8	240,000	8d8	14 [+5]	4	5	6	9	7

BLEND INTO STONE

Jeddans have a 3-in-6 chance of conceal themselves in an environment of natural or carved stone by remaining motionless. When underground, or in poor light conditions, they have a 5-in-6 chance.

COMBAT

Jeddans can use all types of weapons, but may not wear any armor or use shields. If not using any weapons, a Jeddian may make a slam attack for 2d6 damage.

HARDNESS

A Jeddans' stone body improves their armor class by 3.

IOUN AFFINITY

A Jeddian may attune to any ioun stone within a 30 ft/10 m radius, enabling them to communicate with the ioun stone's owner, or to benefit from their power for 1 turn.

NATURAL IMMUNITIES

Jeddans are immune to gases and unaffected by *charm*, *hold*, and *sleep* spells.

STONESKIN

At 8th level, a Jeddian becomes immune to nonmagical attacks.

JEDDAN ANCESTRY

Requirements: Minimum CON 9
Ability modifiers: -1 DEX, +1 CON
Languages: Alignment, Common, Jeddian

AVAILABLE CLASSES AND MAX LEVEL

- Cleric: 4th
- Fighter: 10th
- Knight of Jeddus: 7th

BLEND INTO STONE

Jeddans have a 3-in-6 chance of conceal themselves in an environment of natural or carved stone by remaining motionless. When underground, or in poor light conditions, they have a 5-in-6 chance.

COMBAT

Jeddans may not wear any armor or use shields. If not using any weapons, a Jeddian may make a slam attack for 2d6 damage.

HARDNESS

A Jeddans' stone body improves their armor class by 3.

IOUN AFFINITY

A Jeddian may attune to any ioun stone within a 30 ft/10 m radius, enabling them to communicate with the ioun stone's owner, or to benefit from their power for 1 turn.

NATURAL IMMUNITIES

Jeddans are immune to gases and unaffected by *charm*, *hold*, and *sleep* spells.



KNIGHT OF JEDDUS

CHARACTER CLASS

Requirements: Minimum CHA 9, minimum STR 9

Prime requisite: CHA and STR

Hit Dice: 1d6

Maximum level: 12

Armor: Any, except shields

Weapons: Any

Languages: Alignment, Common

The Knights of Jeddus are an organization of good guardians, protecting everyone from the evil of the Nothingness. Taking the name of the noble deity who sacrificed themselves to banish their twin, the Void, Jeddite Knights combine martial prowess and innate leadership with the powers granted them by their implanted ioun stones to push back against the forces of nihilism. Mighty *sunblades* in hand, the Knights of Jeddus are ever ready.

Alignment: As protectors, Knights of Jeddus may only be lawful or neutral. If a Jeddite Knight ever changes alignment to chaotic, they lose all special class abilities and become a fighter of the same level. The character may be able to regain their Knight of Jeddus status by performing a special quest.

Prime requisites: A Knight of Jeddus with at least 13 CHA and STR gains a 5% bonus to experience. A Knight of Jeddus with a score of 16 or higher in one prime requisite, and a 13 or higher in the other gains a 10% bonus.

KNIGHT OF JEDDUS PROGRESSION

Level	XP	HD	THAC0	D	Saving Throws					Ioun Powers			
					W	P	B	S		1	2	3	4
1	0	1d6	19 [0]	12	13	13	15	13	–	–	–	–	
2	2,500	2d6	19 [0]	12	13	13	15	13	1	–	–	–	
3	5,000	3d6	19 [0]	12	13	13	15	13	1	–	–	–	
4	10,000	4d6	17 [+2]	10	11	11	13	11	2	–	–	–	
5	20,000	5d6	17 [+2]	10	11	11	13	11	2	1	–	–	
6	40,000	6d6	17 [+2]	10	11	11	13	11	2	2	–	–	
7	80,000	7d6	14 [+5]	8	9	9	10	9	2	2	–	–	
8	150,000	8d6	14 [+5]	8	9	9	10	9	3	2	–	–	
9	300,000	9d6	14 [+5]	8	9	9	10	9	3	2	1	–	
10	450,000	9d6+1*	12 [+7]	6	7	7	8	7	3	2	2	–	
11	600,000	9d6+2*	12 [+7]	6	7	7	8	7	3	3	2	–	
12	750,000	9d6+3*	12 [+7]	6	7	7	8	7	3	3	2	1	

* Modifiers from CON no longer apply.

ARCANE MAGIC: IOUN POWERS

All Knights of Jeddus have an ioun stone implanted on the back of one of their hands (or similar appendage). Starting at 2nd level, they gain the ability to use arcane spells manifested as ioun stone powers. The ioun powers progression table shows how many powers a Knight of Jeddus knows and how many they can use each day per level, determined by the

character's experience level. Thus, a 2nd level Jeddite Knight has one power they know (usually taught by a Knight Master) and they may use it once per day. Jeddite Knights are spontaneous casters and do not need to memorize their powers, although they require an uninterrupted extended period of rest to regain this ability each day. All powers function as the spell of the same name, although they only affect the Jeddite Knight. The list of powers available to Knights of Jeddus is as follows:

1ST LEVEL

- Detect Evil
- Light
- Mage Hand
- Protection from Evil
- Shield

2ND LEVEL

- Celerity
- Detect Magic
- ESP
- Kinetic Push

3RD LEVEL

- Cure Light Wounds
- Suggestion
- Telekinesis
- Resist Cold and Fire

4TH LEVEL

- Charm Monster
- Dimension Door
- Fly

Using magic items: Although Knights of Jeddus channel arcane magical power, they may not use scrolls or items that may only be used by arcane spellcasters.

COMBAT

Knights of Jeddus can use all types of weapons and armor, but they may not use shields.

SUNBLADE

A Knight of Jeddus is able to create their own *sunblade* starting at 5th level.



VOW OF PROTECTION

Knights of Jeddus are bound by a strict code that places the protection of all creatures from Evil and the Nothingness as the highest ideal, even unto death. A Jeddite Knight earns no experience from actions performed at odds with this code, and may need to seek atonement with a special quest based on the transgression.

AFTER REACHING 9TH LEVEL

A Knight of Jeddus achieves the rank of Master and may build a stronghold, attracting 1d4 1st-level Jeddite Knight apprentices who come to study under the Knight of Jeddus.

Alternatively, a Knight of Jeddus may take up a Vow of Itinerancy and become a knight errant, never remaining in one place longer than a year and a day, and attracting one 3rd-level Jeddite Knight apprentice as a cohort.

THE SUNBLADE

The ancient Jeddian Scrolls tell that when Jeddus fought Nihil, they reached into their own being and produced a blade burning with the power of a sun, fueled by Jeddus' own soul. It was this "sun" sword that struck the fatal blow to Nihil, its pure light slicing through their foul darkness, banishing them into the Void. When the Nothingness emerged and the Knights of Jeddus were formed to oppose it, they followed their legendary hero and developed their primary martial weapon, the *sunblade*.

Although other magical swords have borne a similar name, the Jeddite *sunblade* is unmistakable in its appearance and function. Appearing as a mundane longsword hilt, a Knight of Jeddus (and only a Knight of Jeddus) may use a free action to make a blade of pure light spring into being, or to make it disappear.

- The *sunblade* acts as a +1 sword, +3 against incorporeal, undead, and void creatures.
- The blade emits non-blinding light as bright as daylight in a 15 ft/5 m radius.
- Creatures affected by daylight are affected by the *sunblade's* light as if it were full daylight.

Crafting a *sunblade* requires 6 months of preparation and work, a masterwork longsword hilt worth 10,000 gold, an ioun core, and the sacred formula written in the Jeddian Scrolls. The 15% chance of failure when creating any magical item still applies. If successful, the Knight of Jeddus builds a new *sunblade*, determining the blade's color upon its first activation.



UNORTHODOX USES

AFFIXED, ENCLOSED, AND IMPLANTED IOUN STONES

The following notes clarify how these techniques work in the context of the Old-School Essentials rules.

AFFIXED

An Iounmancer learned in the technique, or an NPC master smith, may affix an ioun stone to a piece of equipment following the standard rules for creating magic items. The affixing process takes 7 days and 5000 gold in materials, plus a masterwork piece of equipment worth 5 times the normal cost.

ENCLOSED

An Iounmancer learned in the technique, or an NPC master smith, may enclose an ioun stone inside a weapon following the standard rules for creating magic items. The enclosing process takes 7 days and 10,000 gold in materials, plus a masterwork weapon worth 5 times the normal cost.

Enclosed ioun stones don't grant their power to their attuned user, but they do grant the weapon they are enclosed in a +2 bonus to all dice rolls, and the ability to return to their wielders when thrown. In addition, once per day, the weapon may manifest one of the following special powers for 1 minute. Roll 1d6.

Roll	Power
1	Bursting – The weapon glows like a miniature sun and deals +1d8 radiant damage, plus an extra +1d8 against evil creatures.
2	Draining – The weapon becomes black as midnight and deals +1d8 necrotic damage, plus heals the wielder 1d4 hit points.
3	Flaming – The weapon bursts into flame and deals +1d8 fire damage, plus an extra +1d8 against undead creatures.
4	Freezing – The weapon turns to elemental ice and deals +1d8 cold damage, plus an extra +1d8 against fire creatures.
5	Shocking – The weapon is enveloped in lightning and deals +1d8 lightning damage, plus an extra +1d8 to a second target immediately adjacent.
6	Choose one – Henceforth, the weapon always manifests the chosen ability.

IMPLANTED

The Implantation technique practiced by the Knights of Jeddus differs greatly from that more commonly practiced by void sorcerers or others following the legacy of the Phoenixians. All new Knights of Jeddus have an inert ioun stone implanted on the back of one of their hands (or similar appendage) without any loss of Constitution. Also, Knights of Jeddus may not use points of Constitution to fuel ioun powers.

AN IOUN BESTIARY RULES

IOUN GOLEM

Armor Class: 2 [17]

Hit Dice: 8 (36hp)

Attack: Slam (1d8), or by power

To-Hit 0 [Base Attack]: 12 [+7]

Movement: 360 ft/120 m (120 ft/40 m) flying

Saves: D: 8 / W: 9 / P: 10 / B: 10 / S: 12

Morale: 10

Alignment: Neutral

XP: 750

Number Appearing: 1

Treasure: Special

Capture ioun stone: Target ioun stone within 30 ft/10 m may be captured and added to the ioun golem's arsenal by making three successful successive attacks. The ioun golem gains a +3 bonus to capture attack rolls. If one attack fails, it must start the process again; if successful, the ioun stone floats over to the ioun golem and grants its powers to the construct.

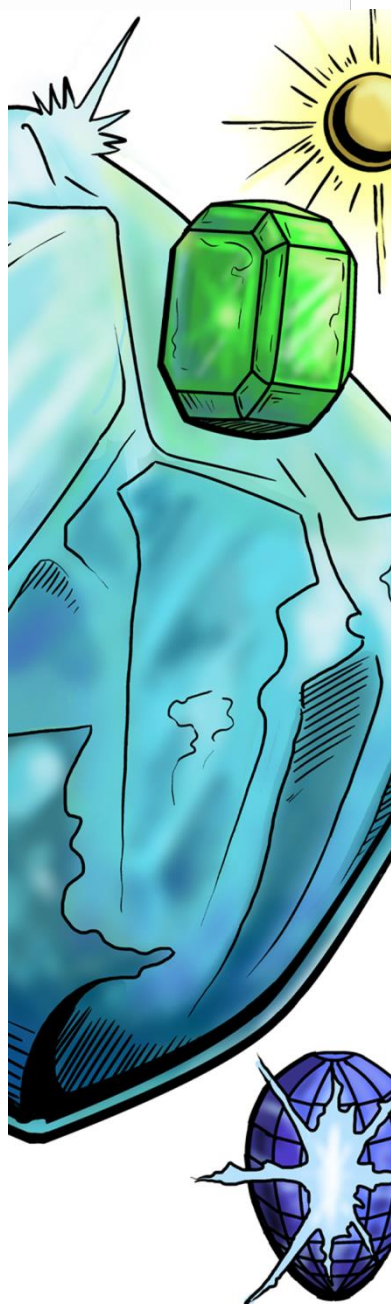
Immunity: Unharmed by gas; unaffected by charm, hold, and sleep spells.

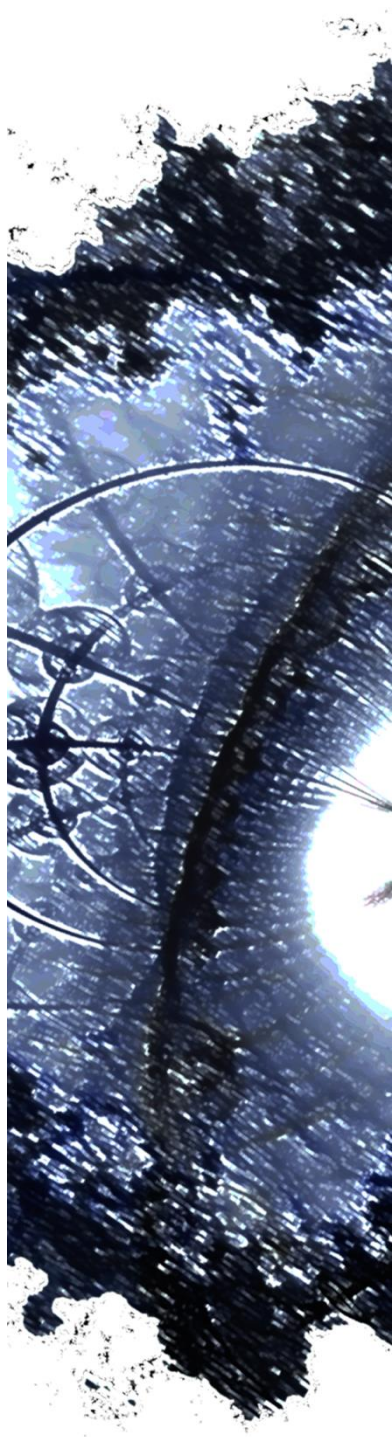
Mundane damage immunity: Can only be harmed by magical attacks.

Powers: Each captured ioun stone's power may be used three times per day. Use the following ioun stone powers, or choose your own.

- Blazeform red ioun stone
- Earthsculpting green ioun stone
- Nullification crystal ioun stone (12 spell levels left)

Treasure: A destroyed ioun golem renders all captured ioun stones inert, but the gemstone remains are worth 2d6x10 gp.





NEGASPHERE

Armor Class: 3 [16]

Hit Dice: 5 (20hp)

Attack: Special

To-Hit 0 [Base Attack]: 16 [+3]

Movement: 120 ft/40 m (40 ft/12 m) flying

Saves: D: 10 / W: 11 / P: 12 / B: 13 / S: 14

Morale: 12

Alignment: Chaotic

XP: 350

Number Appearing: 1

Treasure: None

Consume ioun stone: Three times per day, target ioun stone within 30 ft/10 m may be consumed by making three successful successive attacks. The negasphere gains a +5 bonus to consumption attack rolls. If one attack fails, it must start the process again; if successful, the ioun stone is consumed by the negasphere. After successfully consuming an ioun stone, the negasphere disappears.

Consume matter: Anything that touches a negasphere, including weapons, are immediately consumed. Magic items have a 10% chance per “plus” to be unaffected on each successful hit. Each time a magic item is affected, it loses one “plus.”

Corrupt ioun stone: Ioun stones consumed by a negasphere have a 1-in-6 chance of becoming corrupted and being left behind to spread chaos and entropy.

Gravity well: Once per day, a negasphere can pull all matter in a 15 ft/5 m radius into itself. Unanchored matter is consumed immediately. Creatures must save vs death or be instantly disintegrated; small and human-sized get a +3 bonus, larger creatures get a +5 bonus.

Mundane damage immunity: Can only be harmed by magical attacks.

Void creature: Fire, holy (*bless* spell, holy avenger, etc), and radiant (any *light* spell) attacks count as magical and inflict double damage.

At 0 hp: Vanish into a swirling void.



VOID SORCERER

Armor Class: 2 [17]

Hit Dice: 7 (31hp)

Attack: Dagger (1d4), or by spell

To-Hit 0 [Base Attack]: 13 [+6]

Movement: 120 ft/40 m

Saves: D: 8 / W: 9 / P: 10 / B: 10 / S: 12

Morale: 11

Alignment: Chaotic

XP: 750

Number Appearing: 1d4

Treasure: Type T

Arcane magic: As a 5th-level magic-user. Use the following spells, or choose your own.

1st: *magic missile*, *shield*; **2nd:** *continual darkness*, *levitate*; **3rd:** *lightning bolt*.

Consume ioun stone: Three times per day, target ioun stone within 30 ft/10 m may be consumed by making three successful successive attacks. If one attack fails, they must start the process again; if successful, the ioun stone is consumed by the void sorcerer.

Hide in shadows: As the thief skill, 90%.

Mundane damage immunity: Can only be harmed by magical attacks.

Summon negasphere: Once per day. For the next 5 rounds, the void sorcerer cannot cast any spells, and suffers a -2 penalty to all dice rolls.

Void creature: Fire, holy (*bless* spell, holy avenger, etc), and radiant (any *light* spell) attacks count as magical and inflict double damage.

AMARANTOS ANATARISH

Armor Class: 5 [14]

Hit Dice: 9+3 (39hp)

Attack: Staff (1d6), or by spell

To-Hit 0 [Base Attack]: 14 [+5]

Movement: 120 ft/40 m

Saves: D: 8 / W: 9 / P: 8 / B: 11 / S: 8

Morale: 11

Alignment: Chaotic

XP: 1500

Number Appearing: 1

Treasure: By equipment

Arcane magic: As a 12th-level magic-user. Use the following spells, or choose your own.

1st: *magic missile* x3, *shield*; **2nd:** *invisibility*, *levitate*, *mirror image*, *web*; **3rd:** *fireball*, *fly*, *haste*; **4th:** *confusion*, *curse*, *wall of ice*; **5th:** *conjure elemental* x3; **6th:** *death spell*, *disintegrate*.

Consume ioun stone: Three times per day, target ioun stone within 30 ft/10 m may be consumed by making a successful attack. If successful, the ioun stone is consumed, its power added to Amarantos' ioun powers.

Equipment: *bracers of armor* AC 5, *staff of power* (15 charges remaining), 1d3 *ioun stones* (choose or roll on the Ioun Matrix).

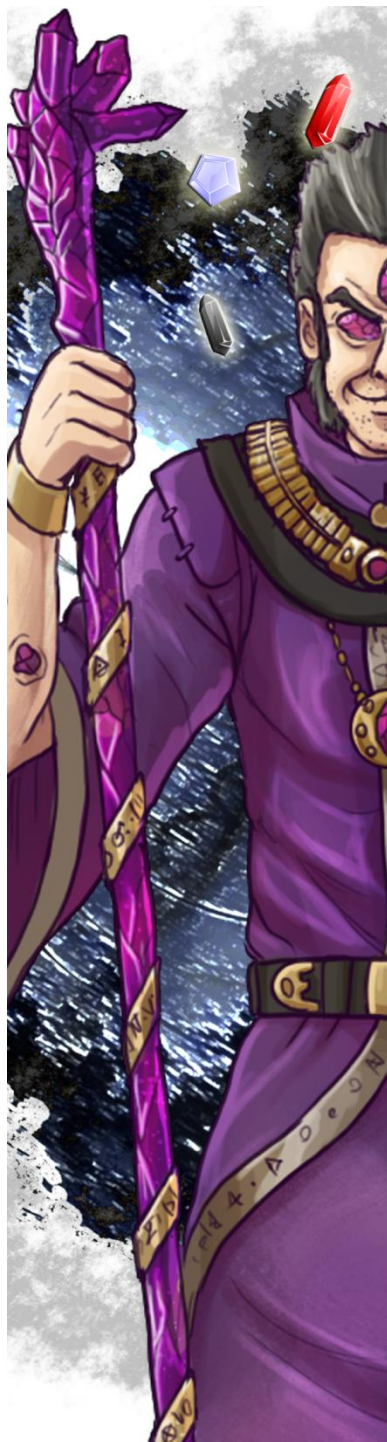
Ioun powers: left eye crystal battery ioun stone (fireball), right eye crystal battery ioun stone (infravision), third eye crystal reflection ioun stone (8 levels left).

Mundane damage immunity: Can only be harmed by magical attacks.

Summon negaspHERE: Once per day.

Void creature: Fire, holy (*bless* spell, holy avenger, etc), and radiant (any *light* spell) attacks count as magical and inflict double damage.

At 0 hp: Vanish into a swirling void. Reappears fully healed the next night.



NEW SPELLS

ARCANE AND DIVINE MAGIC

CELERITY

Magic-user 2nd Level

Duration: 5 turns

Range: The caster or a creature touched

The subject gains the ability to move and act twice as quickly as normal:

- **Attacks:** Subject may make double the normal number of attacks per round.
- **Movement:** Subject's maximum movement rates are doubled.

These spell effects do not stack with the effects of a *haste* spell.

KINETIC PUSH

Druid 2nd Level, Magic-user 2nd Level

Duration: 1 turns

Range: 30 ft/10 m

The caster sends out an invisible wave of kinetic energy that pushes everything in its path up to max range. Creatures within range must save vs spell or be knocked down and pushed back 5 ft/3 m. Large creatures enjoy a +2 bonus, small creatures suffer a -2 penalty.

MAGE HAND

Illusionist 1st Level, Magic-user 1st Level

Duration: 6 turns

Range: 30 ft/ 10 m

The caster conjures a spectral hand that obeys the caster's directions.

- **Action:** The caster uses their action to control the hand.
- **Manipulation:** The hand can pull, push, hold, carry, drop, throw, or generally manipulate an object up to 10 lbs/5 kg in weight. The hand cannot attack or activate magical items.
- **Vanish:** The hand vanishes on command, at the end of the duration, or if it moves beyond the spell range.



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