

# Gems

## General notes:

1. Pearl is not a gem, but will be added to this chart.
2. The actual shape of a cut gem will be strictly up to the G.M.
3. There will be a chart in each gem section to determine if gems found may be cut and crafted, or raw and untouched.
4. ONLY a gem that is harder than another can cut another gem. There are no exceptions. **1** is the softest and **10** is the hardest.

Start by rolling on Chart #1 for each gem or pearl discovered:

## Chart #1

### %Roll: Gem types:

01-20: Amethyst

21-35: Diamond

36-47: Emerald

48-60: Jade

61-70: Pearl

71-75: Ruby

76-95: Sapphire

96-00: Special

Once you have determined a gem or pearl type, go to that specific chart and roll for the specifics (i.e., colors, shapes, sizes, value, etc.), beginning with Chart #1 on the gem you have rolled up. Special gems do not have sub charts.

# Amethyst

Hardness: 7

This gem is a form of Quartz.

Roll on **Chart #2** to determine the type of Amethyst found:

## Chart #2

%Roll: Amethyst types / Description

01-05: **Citrine**, or **Dragon's Eye**: Yellow-orange variety of Quartz; extremely rare.

06-15: **Milky**, or **White**: Cloud-white in color.

16-70: **Purple**: Purple variety of Quartz; **Long prismatic crystal**; 6 sided; pyramid shaped at both ends. Can also be found as a **Cluster**, appearing as a bed of pointed tips. The Purple is the most commonly found Amethyst. They make beautiful jewelry, especially when more than one are set into jewelry (as they produce a sparkling cluster).

%Roll: Type found:

01-50: Long prismatic crystal

51-00: Cluster: %Roll: # found:

01-50: 1-D20

51-90: 2-D20

91-98: 3-D20

99-00: 4-D20

71-80: **Rock Crystal**, or **Ice**: One can see through this type of Quartz as it is clear.

81-90: **Rose Quartz**: This form of Quartz is pink, or reddish-pink to the eye.

%Roll: Color found:

01-25: Pink

26-00: Reddish-pink

91-00: **Smokey**: This form of Quartz can be brown or gray in color.

%Roll: Color found:

01-70: Brown

71-00: Gray

To know this gem's "Karat-SIZE", roll on **Chart #3**

## Chart #3

%Roll: Karat-SIZE:

01-30: 1

31-35: 2

36-40: 3

41-45: 4

46-50: 5

51-55: 6

56-60: 7

61-65: 8

66-70: 9

71-75: 10

76-80: 11

81-85: 12

86-90: 13

91-95: 14

96-00: 15 Roll a 71+ and continue rolling on **Chart #4** for "Special qualities".

**Chart #4** Roll two times on this chart, keeping the LOWER of the two rolls:

%Roll: Special Qualities:

- 01-30: Add 1 karat to current karat-size of the gem.
- 31-45: Add 1-D4+1 karat to current karat-size of the gem.
- 46-55: Add 1-D6 +2 karat to current karat-size of the gem.
- 56-65: Add 1-D8 +3 karat to current karat-size of the gem.
- 66-70: Add 1-D10 +4 karat to current karat-size of the gem.
- 71-75: Add 1-D12 +5 karat to current karat-size of the gem.
- 76-80: Add 1-D20 +6 karat to current karat-size of the gem.
- 81-84: Add 2-D20 +7 karat to current karat-size of the gem.
- 85-88: Add 3-D20 +8 karat to current karat-size of the gem.
- 89-91: Add 4-D20 +9 karat to current karat-size of the gem.
- 92-94: Add 1-D100 +13 karat to current karat-size of the gem.
- 95-96: Add 1-D100 x2 +13 karat to current karat-size of the gem.
- 97-98: Add 1-D100 x3 +13 karat to current karat-size of the gem.
- 99: Add 1-D100 x4 +13 karat to current karat-size of the gem.
- 00: Add 1-D100 x5 +13 karat to current karat-size of the gem.

Once you have determined the “Karat-SIZE” of this gem, roll on **Chart #5** for its “Value”.

**Chart #5** Roll once this chart for this gem's value:%Roll: Value:

01-05: 20 W.G. x the karat of the gem.

06-10: 30 W.G. x the karat of the gem.

11-15: 40 W.G. x the karat of the gem.

16-20: 50 W.G. x the karat of the gem.

21-25: 60 W.G. x the karat of the gem.

26-30: 70 W.G. x the karat of the gem.

31-35: 80 W.G. x the karat of the gem.

36-40: 90 W.G. x the karat of the gem.

41-45: 100 W.G. x the karat of the gem.

46-50: 110 W.G. x the karat of the gem.

51-55: 120 W.G. x the karat of the gem.

56-60: 130 W.G. x the karat of the gem.

61-65: 140 W.G. x the karat of the gem.

66-70: 150 W.G. x the karat of the gem.

71-75: 160 W.G. x the karat of the gem.

76-80: 170 W.G. x the karat of the gem.

81-85: 180 W.G. x the karat of the gem.

86-90: 190 W.G. x the karat of the gem.

91-95: 200 W.G. x the karat of the gem.

96-00: 300 W.G. x the karat of the gem.

**Note:** Now make sure to check the "Adjusted Value" on the following chart:

# Adjusted Value:

Citrine, or Dragon's Eye: x 100 value

Milky, or White: x 3 value.

Purple: None. Normal value.

Rock Crystal, or Ice: x 4 value.

Rose Quartz: Pink: x 6 value. Reddish-pink: x3 value.

Smokey: Brown: x 3 value. Gray: x 6 value.

# Diamond

Hardness: 10

This gem is highly sought after by jewelers. Raw or cut diamonds fetch a grand pocket of gold to anyone who is fortunate enough to find, or deal, in them.

Roll on **Chart #1** to determine the type of Diamond found:

## Chart #1

### %Roll: Diamond types / Description

01-45: **Black:** This is the most common of the three diamonds to be found. It does not reflect light, but is a splendid gem all the same. It has a presence of its own, demanding awe to all eyes that fall upon it.

46-80: **Red:** Why this diamond has the hue of red within it remains only speculation. Some say that it is due to the only place it can be found: Deep in the earth within volcanic regions. Jewelers speculate that this diamond has been "kissed" by the brazen core of the living earth.

81-00: **White:** Most beautiful of all, this diamond catches light in the most splendid way! Whether it be by sun, moon, or stars, whether it be by the endless varieties of illuminations cast or displayed by nature, this gem will take in, transform, and capture its beholder with unequalled hues of splendor radiance. Truly this diamond has no equal in beauty and splendor amidst all other gems within all the dimensions and planes!

### A thief's reflection:

Do we yet sit in wonder at the origin of the phrase "there is no honor among thieves"? One looks upon an expertly crafted and set diamond steals honor, binds the heart in lustful desire, betrays the closest of friends.

To know this gem's "Karat-SIZE", roll on **Chart #2**

## Chart #2

%Roll: Karat-SIZE:

01-30: 1

31-35: 2

36-40: 3

41-45: 4

46-50: 5

51-55: 6

56-60: 7

61-65: 8

66-70: 9

71-75: 10

76-80: 11

81-85: 12

86-90: 13

91-95: 14

96-00: 15 Roll a 71+ and continue rolling on **Chart #3** for "Special qualities".

**Chart #3** Roll two times on this chart, keeping the LOWER of the two rolls:

%Roll: Special Qualities:

01-30: Add 1 karat to current karat-size of the gem.

31-45: Add 1-D4+1 karat to current karat-size of the gem.

46-55: Add 1-D6 +2 karat to current karat-size of the gem.

56-65: Add 1-D8 +3 karat to current karat-size of the gem.

66-70: Add 1-D10 +4 karat to current karat-size of the gem.

71-75: Add 1-D12 +5 karat to current karat-size of the gem.

76-80: Add 1-D20 +6 karat to current karat-size of the gem.

81-84: Add 2-D20 +7 karat to current karat-size of the gem.

85-88: Add 3-D20 +8 karat to current karat-size of the gem.

89-91: Add 4-D20 +9 karat to current karat-size of the gem.

92-94: Add 1-D100 +13 karat to current karat-size of the gem.

95-96: Add 1-D100 x2 +13 karat to current karat-size of the gem.

97-98: Add 1-D100 x3 +13 karat to current karat-size of the gem.

99: Add 1-D100 x4 +13 karat to current karat-size of the gem.

00: Add 1-D100 x5 +13 karat to current karat-size of the gem.

Once you have determined the “Karat-SIZE” of this gem, roll on **Chart #4** for its “Value”.

**Chart #4** Roll once this chart for this gem's value:%Roll: Value:

01-05: 100 W.G. x the karat of the gem.  
06-10: 150 W.G. x the karat of the gem.  
11-15: 200 W.G. x the karat of the gem.  
16-20: 250 W.G. x the karat of the gem.  
21-25: 300 W.G. x the karat of the gem.  
26-30: 350 W.G. x the karat of the gem.  
31-35: 400 W.G. x the karat of the gem.  
36-40: 450 W.G. x the karat of the gem.  
41-45: 500 W.G. x the karat of the gem.  
46-50: 550 W.G. x the karat of the gem.  
51-55: 600 W.G. x the karat of the gem.  
56-60: 650 W.G. x the karat of the gem.  
61-65: 700 W.G. x the karat of the gem.  
66-70: 750 W.G. x the karat of the gem.  
71-75: 800 W.G. x the karat of the gem.  
76-80: 850 W.G. x the karat of the gem.  
81-85: 900 W.G. x the karat of the gem.  
86-90: 950 W.G. x the karat of the gem.  
91-95: 1,000 W.G. x the karat of the gem.  
96-00: 1,050 W.G. x the karat of the gem.

**Note:** Make sure you check the "Adjusted Value" on the following chart:

**Adjusted Value:**

**Black:** None. Normal value.

**Red:** x 2 value.

**White:** x 3 value.

# Emerald

Hardness: 7.5 - 8

Emerald is of the green nature of the Beryl, an actual mineral. Other color types belonging to beryl are as follows: Aquamarine, Heliodor and Morganite. Different types of Beryl are simply identified by their color, green being the Emerald. The green in the Emerald is caused by lesser traces of chromium and smaller traces of iron.

The beauty of the emerald is highly sought after by jewelers, who will often times solicit the buy of these gems.

Many times, Emeralds will be set with inclusions and other types of flaws. Jewelers do not see this as a bad thing in the least. Jewelers and buyers alike seek out these flaws to confirm the identity of the validity of an emerald beryl.

To know this gem's "Karat-SIZE", roll on **Chart #1**

## Chart #1

%Roll: Karat-SIZE:

01-30: 1

31-35: 2

36-40: 3

41-45: 4

46-50: 5

51-55: 6

56-60: 7

61-65: 8

66-70: 9

71-75: 10

76-80: 11

81-85: 12

86-90: 13

91-95: 14

96-00: 15 Roll a 71+ and continue rolling on **Chart #2** for "Special qualities".

**Chart #2** Roll two times on this chart, keeping the LOWER of the two rolls:

%Roll: Special Qualities:

01-30: Add 1 karat to current karat-size of the gem.

31-45: Add 1-D4+1 karat to current karat-size of the gem.

46-55: Add 1-D6 +2 karat to current karat-size of the gem.

56-65: Add 1-D8 +3 karat to current karat-size of the gem.

66-70: Add 1-D10 +4 karat to current karat-size of the gem.

71-75: Add 1-D12 +5 karat to current karat-size of the gem.

76-80: Add 1-D20 +6 karat to current karat-size of the gem.

81-84: Add 2-D20 +7 karat to current karat-size of the gem.

85-88: Add 3-D20 +8 karat to current karat-size of the gem.

89-91: Add 4-D20 +9 karat to current karat-size of the gem.

92-94: Add 1-D100 +13 karat to current karat-size of the gem.

95-96: Add 1-D100 x2 +13 karat to current karat-size of the gem.

97-98: Add 1-D100 x3 +13 karat to current karat-size of the gem.

99: Add 1-D100 x4 +13 karat to current karat-size of the gem.

00: Add 1-D100 x5 +13 karat to current karat-size of the gem.

Once you have determined the “Karat-SIZE” of this gem, roll on **Chart #3** for its “Value”.

## Chart #3

### %Roll: Value:

01-05: 150 W.G. x the karat-size of the gem.  
06-10: 200 W.G. x the karat-size of the gem.  
11-15: 250 W.G. x the karat-size of the gem.  
16-20: 300 W.G. x the karat-size of the gem.  
21-25: 350 W.G. x the karat-size of the gem.  
26-30: 400 W.G. x the karat-size of the gem.  
31-35: 450 W.G. x the karat-size of the gem.  
36-40: 500 W.G. x the karat-size of the gem.  
41-45: 550 W.G. x the karat-size of the gem.  
46-50: 600 W.G. x the karat-size of the gem.  
51-55: 650 W.G. x the karat-size of the gem.  
56-60: 700 W.G. x the karat-size of the gem.  
61-65: 750 W.G. x the karat-size of the gem.  
66-70: 800 W.G. x the karat-size of the gem.  
71-75: 850 W.G. x the karat-size of the gem.  
76-80: 900 W.G. x the karat-size of the gem.  
81-85: 950 W.G. x the karat-size of the gem.  
86-90: 1,000 W.G. x the karat-size of the gem.  
91-95: 1,050 W.G. x the karat-size of the gem.  
96-00: 1,100 W.G. x the karat-size of the gem.

# Jade

HARDNESS: 6.5 - 7

JADE, a gem variety of both Jadeite and Nephrite

Jade is a name that was applied to ornamental gems that were being brought to Europe from China and Central America. It wasn't until 1863 that it was realized that Jade was being applied to two different minerals. The two minerals are both exquisite for the purposes that jade is put to task and are hard to distinguish from each other. So what to do? Leave it alone and call them both Jade!

Jadeite is almost never found in individual crystals and is composed of microscopic interlocking crystals that produce a very tough material. Nephrite is actually not a mineral, but a variety of the mineral actinolite. The nephrite variety is composed of fibrous crystals inter-twinned in a tough compact mass. Other actinolite varieties are quite different from nephrite.

The toughness of jade is remarkable. It has a strength greater than steel and was put to work by many early civilizations for axes, knives and weapons. It was later that jade became a symbolic gem used in ornaments and other religious artifacts during the eons.

Today jade is still valued for its beauty. Its many colors are appreciated, but it's the emerald green color that jadeite produces so well, that is highly sought after by artwork collectors. This emerald green jade called "Imperial Jade" is colored by chromium. Other colors are influenced by iron (green and brown) and manganese is thought to produce the violet colors. Nephrite is usually only green and creamy white, while jadeite can have the full range of jade's colors.

To know this gem's "Karat-SIZE", roll on **Chart #1**

## Chart #1

%Roll: Karat-SIZE:

01-30: 1

31-35: 2

36-40: 3

41-45: 4

46-50: 5

51-55: 6

56-60: 7

61-65: 8

66-70: 9

71-75: 10

76-80: 11

81-85: 12

86-90: 13

91-95: 14

96-00: 15 Roll a 71+ and continue rolling on **Chart #2** for "Special qualities".

**Chart #2** Roll two times on this chart, keeping the LOWER of the two rolls:

%Roll: Special Qualities:

01-30: Add 1 karat to current karat-size of the gem.

31-45: Add 1-D4+1 karat to current karat-size of the gem.

46-55: Add 1-D6 +2 karat to current karat-size of the gem.

56-65: Add 1-D8 +3 karat to current karat-size of the gem.

66-70: Add 1-D10 +4 karat to current karat-size of the gem.

71-75: Add 1-D12 +5 karat to current karat-size of the gem.

76-80: Add 1-D20 +6 karat to current karat-size of the gem.

81-84: Add 2-D20 +7 karat to current karat-size of the gem.

85-88: Add 3-D20 +8 karat to current karat-size of the gem.

89-91: Add 4-D20 +9 karat to current karat-size of the gem.

92-94: Add 1-D100 +13 karat to current karat-size of the gem.

95-96: Add 1-D100 x2 +13 karat to current karat-size of the gem.

97-98: Add 1-D100 x3 +13 karat to current karat-size of the gem.

99: Add 1-D100 x4 +13 karat to current karat-size of the gem.

00: Add 1-D100 x5 +13 karat to current karat-size of the gem.

Once you have determined the “Karat-SIZE” of this gem, roll on **Chart #3** for its “Value”.

### Chart #3

%Roll: Value:

01-05: 25 W.G. x the karat-size of the gem.  
01-05: 50 W.G. x the karat-size of the gem.  
06-10: 75 W.G. x the karat-size of the gem.  
11-15: 100 W.G. x the karat-size of the gem.  
16-20: 125 W.G. x the karat-size of the gem.  
21-25: 150 W.G. x the karat-size of the gem.  
26-30: 175 W.G. x the karat-size of the gem.  
31-35: 200 W.G. x the karat-size of the gem.  
36-40: 225 W.G. x the karat-size of the gem.  
41-45: 250 W.G. x the karat-size of the gem.  
46-50: 275 W.G. x the karat-size of the gem.  
51-55: 300 W.G. x the karat-size of the gem.  
56-60: 325 W.G. x the karat-size of the gem.  
61-65: 350 W.G. x the karat-size of the gem.  
66-70: 375 W.G. x the karat-size of the gem.  
71-75: 400 W.G. x the karat-size of the gem.  
76-80: 425 W.G. x the karat-size of the gem.  
81-85: 450 W.G. x the karat-size of the gem.  
86-90: 475 W.G. x the karat-size of the gem.  
91-95: 500 W.G. x the karat-size of the gem.  
96-00: 525 W.G. x the karat-size of the gem.

# Pearl

Roll on Chart #1 to see what type of pearl you have found:

## Chart #1

%Roll: Pearl types:

01-15: Black

16-30: Blue

31-44: Catseye

45-58: Glass

59-72: Red

73-86: Red Shameriehn

87-00: White

To know this pearl's "Karat-SIZE", roll on Chart #2

## Chart #2

%Roll: Karat-SIZE:

01-30: 1

31-35: 2

36-40: 3

41-45: 4

46-50: 5

51-55: 6

56-60: 7

61-65: 8

66-70: 9

71-75: 10

76-80: 11

81-85: 12

86-90: 13

91-95: 14

96-00: 15 Roll a 71+ and continue rolling on **Chart #3** for "Special qualities".

**Chart #3** Roll two times on this chart, keeping the LOWER of the two rolls:

%Roll: Special Qualities:

01-30: Add 1 karat to current karat-size of the pearl.

31-45: Add 1-D4+1 karat to current karat-size of the pearl.

46-55: Add 1-D6 +2 karat to current karat-size of the pearl.

56-65: Add 1-D8 +3 karat to current karat-size of the pearl.

66-70: Add 1-D10 +4 karat to current karat-size of the pearl.

71-75: Add 1-D12 +5 karat to current karat-size of the pearl.

76-80: Add 1-D20 +6 karat to current karat-size of the pearl.

81-84: Add 2-D20 +7 karat to current karat-size of the pearl.

85-88: Add 3-D20 +8 karat to current karat-size of the pearl.

89-91: Add 4-D20 +9 karat to current karat-size of the pearl.

92-94: Add 1-D100 +13 karat to current karat-size of the pearl.

95-96: Add 1-D100 x2 +13 karat to current karat-size of the pearl.

97-98: Add 1-D100 x3 +13 karat to current karat-size of the pearl.

99: Add 1-D100 x4 +13 karat to current karat-size of the pearl.

00: Add 1-D100 x5 +13 karat to current karat-size of the pearl.

Once you have determined the “Karat-SIZE” of this pearl, roll on **Chart #4** for its “Value”.

## Chart #4

### %Roll: Pearl value:

01-05: 20 W.G. per karat.  
06-10: 30 W.G. per karat.  
11-15: 40 W.G. per karat.  
16-20: 50 W.G. per karat.  
21-25: 60 W.G. per karat.  
26-30: 70 W.G. per karat.  
31-35: 80 W.G. per karat.  
36-40: 90 W.G. per karat.  
41-45: 100 W.G. per karat.  
46-50: 110 W.G. per karat.  
51-55: 120 W.G. per karat.  
56-60: 130 W.G. per karat.  
61-65: 140 W.G. per karat.  
66-70: 150 W.G. per karat.  
71-75: 160 W.G. per karat.  
76-80: 170 W.G. per karat.  
81-85: 180 W.G. per karat.  
86-90: 190 W.G. per karat.  
91-95: 200 W.G. per karat.  
96-00: 300 W.G. per karat.

# Ruby

Roll on Chart #1 to see what type of ruby you have found:

## Chart #1

%Roll: Ruby value:

01-05: 40 W.G. x the karat of the Ruby.  
06-10: 60 W.G. x the karat of the Ruby.  
11-15: 80 W.G. x the karat of the Ruby.  
16-20: 100 W.G. x the karat of the Ruby.  
21-25: 120 W.G. x the karat of the Ruby.  
26-30: 140 W.G. x the karat of the Ruby.  
31-35: 160 W.G. x the karat of the Ruby.  
36-40: 180 W.G. x the karat of the Ruby.  
41-45: 200 W.G. x the karat of the Ruby.  
46-50: 220 W.G. x the karat of the Ruby.  
51-55: 240 W.G. x the karat of the Ruby.  
56-60: 260 W.G. x the karat of the Ruby.  
61-65: 280 W.G. x the karat of the Ruby.  
66-70: 300 W.G. x the karat of the Ruby.  
71-75: 320 W.G. x the karat of the Ruby.  
76-80: 340 W.G. x the karat of the Ruby.  
81-85: 360 W.G. x the karat of the Ruby.  
86-90: 380 W.G. x the karat of the Ruby.  
91-95: 400 W.G. x the karat of the Ruby.  
96-00: 600 W.G. x the karat of the Ruby.

To know the karat of this gem, roll on **Chart #2**

## Chart #2

%Roll: Karat-SIZE:

01-30: 1

31-35: 2

36-40: 3

41-45: 4

46-50: 5

51-55: 6

56-60: 7

61-65: 8

66-70: 9

71-75: 10

76-80: 11

81-85: 12

86-90: 13

91-95: 14

96-00: 15 Roll a 71+ and continue rolling on **Chart #3** for "Special qualities".

**Chart #3** Roll two times on this chart, keeping the LOWER of the two rolls:

%Roll: Special Qualities:

01-30: Add 1 karat to current karat-size of the gem.

31-45: Add 1-D4+1 karat to current karat-size of the gem.

46-55: Add 1-D6 +2 karat to current karat-size of the gem.

56-65: Add 1-D8 +3 karat to current karat-size of the gem.

66-70: Add 1-D10 +4 karat to current karat-size of the gem.

71-75: Add 1-D12 +5 karat to current karat-size of the gem.

76-80: Add 1-D20 +6 karat to current karat-size of the gem.

81-84: Add 2-D20 +7 karat to current karat-size of the gem.

85-88: Add 3-D20 +8 karat to current karat-size of the gem.

89-91: Add 4-D20 +9 karat to current karat-size of the gem.

92-94: Add 1-D100 +13 karat to current karat-size of the gem.

95-96: Add 1-D100 x2 +13 karat to current karat-size of the gem.

97-98: Add 1-D100 x3 +13 karat to current karat-size of the gem.

99: Add 1-D100 x4 +13 karat to current karat-size of the gem.

00: Add 1-D100 x5 +13 karat to current karat-size of the gem.

# Sapphire

Roll on Chart #1 to see what type of sapphire you have found:

## Chart #1

%Roll: Sapphire value:

01-30: 10 W.G. x the karat of the Sapphire.

31-50: 20 W.G. x the karat of the Sapphire.

51-65: 30 W.G. x the karat of the Sapphire.

66-77: 40 W.G. x the karat of the Sapphire.

78-87: 50 W.G. x the karat of the Sapphire.

88-94: 60 W.G. x the karat of the Sapphire.

95-98: 70 W.G. x the karat of the Sapphire.

99-00: 80 W.G. x the karat of the Sapphire.

To know this gem's "Karat-SIZE", roll on **Chart #2**

## Chart #2

%Roll: Karat-SIZE:

01-30: 1

31-35: 2

36-40: 3

41-45: 4

46-50: 5

51-55: 6

56-60: 7

61-65: 8

66-70: 9

71-75: 10

76-80: 11

81-85: 12

86-90: 13

91-95: 14

96-00: 15 Roll a 71+ and continue rolling on **Chart #3** for "Special qualities".

**Chart #3** Roll two times on this chart, keeping the LOWER of the two rolls:

%Roll: Special Qualities:

01-30: Add 1 karat to current karat-size of the gem.

31-45: Add 1-D4+1 karat to current karat-size of the gem.

46-55: Add 1-D6 +2 karat to current karat-size of the gem.

56-65: Add 1-D8 +3 karat to current karat-size of the gem.

66-70: Add 1-D10 +4 karat to current karat-size of the gem.

71-75: Add 1-D12 +5 karat to current karat-size of the gem.

76-80: Add 1-D20 +6 karat to current karat-size of the gem.

81-84: Add 2-D20 +7 karat to current karat-size of the gem.

85-88: Add 3-D20 +8 karat to current karat-size of the gem.

89-91: Add 4-D20 +9 karat to current karat-size of the gem.

92-94: Add 1-D100 +13 karat to current karat-size of the gem.

95-96: Add 1-D100 x2 +13 karat to current karat-size of the gem.

97-98: Add 1-D100 x3 +13 karat to current karat-size of the gem.

99: Add 1-D100 x4 +13 karat to current karat-size of the gem.

00: Add 1-D100 x5 +13 karat to current karat-size of the gem.

## Special Gems

Special Gems are gems which retain a natural power within them. These gems originate far deep within the earth, and are rather a rare treat for one who happens upon one.

Unless otherwise stated, each special gem will be NOT be consumed (as is a spell component) when it is used in conjunction with casting spells or invoking abilities. See: "Special notes:" in each special gem for unique information you will need to know.

First, roll on the "Special Gems Chart" to see what Special Gem you have found. After rolling to see what special gem you have gotten, go to that specific gem for information on it:

## Special Gems Chart:

%Roll: Special Gem types:

01-04: Airshiahn Gem

05-07: AshGem

08-10: BloodGem

11-13: Catseye

14-16: Dragon's Bane

17-19: Dragon's Lure

20-22: DreadStarr

23-25: Elf Gem: %Roll: Gem types:

01-50: Black

51-00: Green

26-28: Fever Silt

29-31: Flamebrand

32-34: Flesh Gem

35-37: Giants Bane

38-40: Ice Crystal

41-43: Ice Gem

44-46: Ironese Crystal

47-49: Kakkrehn Gem

50-52: MindWeaver's Gem

53-55: Moon Gem

56-58: **Mountain's Bane**

59-61: Razors Edge of Gallant Gem

62-64: Rotsilt

65-67: Shadow Gem

68-70: Silkweave

71-73: SongGem

74-76: Spirit Gem

77-79: StarrShine

80-82: SunFire Gem

83-85: Teardrop

86-88: Violet Ascension

89-91: Warrior's Arc

92-94: Water Crystal

95-97: White Ilk Gem

98-00: WolvesBane

## Airshian Gem (air - she - an)

Clear, almost invisible, smooth gem.

The gem must be worn against the bare flesh to save on oxygen-points lost when not breathing.

If this gem is broken, it will slowly release life-giving oxygen from the fragmented pieces, issuing out enough oxygen for six average-sized persons to breath for the following amount of time:

### %Roll: Duration of oxygen and other specifics:

01-60: 8 hours. If worn against the bare skin, this gem will also reduce oxygen-point loss per turn by -1.

Value: 800 white-gold

61-85: 16 hours. If worn against the bare skin, this gem will also reduce oxygen-point loss per turn by -2.

Value: 1,600 white-gold

86-00: 24 hours. If worn against the bare skin, this gem will also reduce oxygen-point loss per turn by -3.

Value: 2,400 white-gold

Special notes: None.

## AshGem

Soot-black gem, used in conjunction with spells and abilities that deal with the blood. The AshGem is used to lengthen the duration of spells and abilities that deal with darkness.

The gem must be worn against the bare flesh as a spell is cast, or an ability invoked, for its power to work.

The increased duration is as follows:

%Roll: Duration increase:

01-60: + 1-D10 +1 turns.

Value: 1,000 white-gold

61-85: + 2-D10 +2 turns.

Value: 2,000 white-gold

86-00: + 3-D10 +3 turns.

Value: 3,000 white-gold

Special notes: None.

## BloodGem

Blood-red gem used in conjunction with spells and abilities that deal with the blood.

The gem must be worn against the bare flesh as a spell is cast, or an ability invoked, for its power to work.

The increased duration is as follows:

%Roll: Increase for blood-point based healing / regeneration abilities and spells:

01-60: Adds 2-D6 +2 to healing spells and abilities which regenerate, or increase, blood-points.  
Value: 1,400 white-gold

61-85: Adds 3-D6 +3 to healing spells and abilities which regenerate, or increase, blood-points.  
Value: 2,100 white-gold

86-00: Adds 4-D6 +4 to healing spells and abilities which regenerate, or increase, blood-points.  
Value: 2,900 white-gold

Special notes: None.

## Catseye

Rust-colored gem. One can see halfway through this gem, yet not all the way through. At the center of the Catseye gem is what appears to be a cat's eye, golden-yellow in color with a black pupil.

Catseye gem is used to ward off spells and abilities that paralyze and petrify.

For this fantastic gem to aid the wearer, it must be worn out in the open to help ward off a spell cast, or an ability invoked, that petrifies or paralyzes.

### %Roll: Specifics:

01-60: Grants the wearer a +10 against all types of "Paralysis" and "Petrification" attacks.  
Value: 10,000 white-gold

61-85: Grants the wearer a +20 against all types of "Paralysis" and "Petrification" attacks.  
Value: 20,000 white-gold

86-00: Grants the wearer a +30 against all types of "Paralysis" and "Petrification" attacks.  
Value: 30,000 white-gold

Special notes: Consumable gem. When the wearer of this gem avoids a paralysis or petrification attack due to wearing this gem, it will vanish. If the wearer would not have needed the aid of the Catseye, and would have avoided such an attack without the gem, it will not be consumed.

## Dragon's Bane

A smooth, solid-red, agate-like gem that, when set into a weapon, will increase attack-damage when fighting any species and breed of dragon.

%Roll: Added damage inflicted:

01-60: + 1-D20

Value: 40,000 white-gold

61-85: + 2-D20

Value: 80,000 white-gold

86-00: + 3-D20

Value: 120,000 white-gold

Special notes: None.

## Dragon's Lure

Purple gem that is see-through.

Dragon's Bane Gem must be on the person who attempts to tame, train, or subdue any dragon species and breeds. Only those who follow the class of Trainer can use this gem's power.

%Roll: Adjustment for taming, training, or subduing dragon kind:

01-60: Grants a Trainer a +10 on rolls when using an ability to tame, train, or subdue a dragon species.

Value: 10,000 white-gold

61-85: Grants a Trainer a +20 on rolls when using an ability to tame, train, or subdue a dragon species.

Value: 20,000 white-gold

86-00: Grants a Trainer a +30 on rolls when using an ability to tame, train, or subdue a dragon species.

Value: 30,000 white-gold

Special notes: Consumable gem. When the wearer of this gem succeeds in taming or subduing a dragon species, it will vanish.

## DreadStarr

Silver-clear gem with sharp edges. This gem is carefully set into an amulet and worn to aid any wearer to take less damage in combat (if it can be mounted into a protective amulet correctly). It also aids the wearer in dealing out more damage.

The DreadStarr must be worn for its power to work. It does not need to be worn against the skin, but must be safely encased within an amulet and placed so that it hangs upon the chest

Its sharp edges will bite into armor and flesh if not set into a master crafted amulet. If it is not master crafted into an amulet, it will not shield the wearer from its sharp edges, and damage will occur as follows: 1-D20 each time the wearer is struck in the area where the DreadStarr rests (the chest).

### %Roll: Added physical damage and damage-reduction:

01-60: + 1-D4 added to all physical attacks / -1 damage taken from physical attacks.

Value: 40,000 white-gold

61-85: + 1-D6 added to all physical attacks / -2 damage taken from physical attacks.

Value: 60,000 white-gold

86-00: + 1-D8 added to all physical attacks / -3 damage taken from physical attacks.

Value: 80,000 white-gold

Special notes: When the wearer of the DreadStarr rolls an attack of 99-00 (sudden-death), roll one more D-10. If a 9 or a 0 is rolled, this will indicate an annihilation-strike. If this happens, whether or not your foe avoids this strike, the DreadStarr will be consumed.

See: "Annihilation-strike" in the A section of the Basic Rules Book.

## Elf Gem

There are various types of Elf Gems which grant added characteristics to the holder.

A wearer can only be benefitted by one Elf Gem at a time.

See the appropriate Elf Gem you have found for details:

## Black Gem

This solid-black gem gives no reflection when held to any form of light. The design is unique, showing a mass of tiny, slowly writhing, runes covering the entire surface of the gem.

The Black Elf Gem must be worn against the bare flesh for its power to work.

This gem will contain the same adjustments to characteristics a Sardakk Elf gains when creating a character. Go to the Creating the Characters Book and look up “Races”. Roll for the added characteristics, using the Sardakk Elf race.

These adjustments will be forever fixed into the Black Elf Gem, and by wearing it against the flesh, the wearer will add these extra characteristics to his or her own.

**Special notes:** Only the benefits of one Elf Gem can be used at any given time. The wearer must choose which one will best work for him or her. If two Elf Gems are being worn against the skin, neither will work at all.

## Green Gem

This emerald-green gem gives no reflection when held to any form of light. The design is unique, showing a mass of tiny, slowly writhing, runes covering the entire surface of the gem.

The Green Elf Gem must be worn against the bare flesh for its power to work.

This gem will contain the same adjustments to characteristics an Aldarian Elf gains when creating a character. Go to the Creating the Characters Book and look up “Races”. Roll for the added characteristics, using the Aldarian Elf race.

These adjustments will be forever fixed into the Green Elf Gem, and by wearing it against the flesh, the wearer will add these extra characteristics to his or her own.

**Special notes:** Only the benefits of one Elf Gem can be used at any given time. The wearer must choose which one will best work for him or her. If two Elf Gems are being worn against the skin, neither will work at all.

## Fever Silt

Grayish-clear gem, used in conjunction with spells and abilities that deal with the healing of fevers.

When used in conjunction with a healing spell or ability that reduces or negates fever, this gem will vanish in a wisp of smoke-like substance. No ability-points or spell-points will be expended, and no resting time will be enforced upon the caster.

The gem must be placed upon the body of the one to be healed as the healing spell is cast, or an ability invoked. Only in this manner will the power of this gem work.

Value: 800 white-gold

Special notes: Consumable component, usable one time only, as stated above.

## Flamebrand

Fiery-red gem, very warm to the touch, used to negate the damage of fire.

This gem will also increase the damage of all fire-based abilities and spells.

The gem must be worn against the bare flesh as a spell is cast, or an ability invoked, for its power to work.

%Roll: Fire damage-reduction against the wearer / Increased fire damage by the wearer:

01-60: - 1-D6 +1 fire damage-reduction / + 1-D6 +1 fire damage inflicted by the wearer.

Value: 16,000 white-gold

61-85: - 2-D6 +2 fire damage-reduction / + 2-D6 +2 fire damage inflicted by the wearer.

Value: 32,000 white-gold

86-00: - 3-D6 +3 fire damage-reduction / + 3-D6 +3 fire damage inflicted by the wearer.

Value: 48,000 white-gold

Special notes: Consumable gem. If the wearer of this gem causes the maximum amount of damage possible on any fire-strike, the gem will disintegrate. x5 damage will be inflicted upon the wearer's target as this gem is consumed.

## Flesh Gem

Flesh-pink, semi-clear, gem that aids in the returning a creature back to its original state if turned to stone, or any other solid matter.

By the use of this gem, there will be no chance of death occurring, if there is a chance.

The gem must be placed upon the altered body of a creature to be returned to its original state of being prior to the spell being cast, or the ability invoked. Only in this manner will the power of this gem work.

Value: 25,000 white-gold

Special notes: Consumable component. This gem will be consumed upon the successful reversal of the creature being turned back to its original, physical, state.

## Giants Bane

A smooth, solid-brown, agate-like gem that, when set into a weapon, will increase attack-damage when fighting any species and breed of behemoth.

%Roll: Added damage inflicted:

01-60: + 1-D20

Value: 40,000 white-gold

61-85: + 2-D20

Value: 80,000 white-gold

86-00: + 3-D20

Value: 120,000 white-gold

Special notes: None.

## Ice Crystal

Ice-clear gem with prisms within. This gem will increase the power of imprisonment spells, sealing the targeted into one of many prisms within the gems surface.

If trapped within this gem, one can see the movement of the trapped.

If the Ice Crystal is broken, those trapped within will be set free.

The Ice Crystal must be visible as a spell is cast, or an ability invoked, or the targeted will not be imprisoned specifically within the gem.

Value: 50,000 white-gold

Special notes: This gem can imprison 3-D20 creatures (the number of prisms within the gem). Once the maximum has been reached, it will be nothing more than a decoration, a trophy so to speak. As long as the gem is intact, those within will be helpless to escape, for no abilities can be invoked, nor spell cast while within the confines of this prison.

## Ice Gem

Ice-clear gem, very cold to the touch, used to negate the damage of cold.

This gem will also increase the damage of all cold-based abilities and spells.

The gem must be worn against the bare flesh as a spell is cast, or an ability invoked, for its power to work.

%Roll: Cold damage-reduction against the wearer / Increased cold damage by the wearer:

01-60: - 1-D6 +1 cold damage-reduction / + 1-D6 +1 cold damage inflicted by the wearer.

Value: 16,000 white-gold

61-85: - 2-D6 +2 cold damage-reduction / + 2-D6 +2 cold damage inflicted by the wearer.

Value: 32,000 white-gold

86-00: - 3-D6 +3 cold damage-reduction / + 3-D6 +3 cold damage inflicted by the wearer.

Value: 48,000 white-gold

Special notes: Consumable gem. If the wearer of this gem causes the maximum amount of damage possible on any cold-strike, the gem will disintegrate. x5 damage will be inflicted upon the wearer's target as this gem is consumed.

## Ironese Crystal

White, semi-translucent, crystal fragment.

A piece of the Old Haven, once built within the Seven Havens. This city was destroyed long ago in the Age of Conflict. In this terrible conflict, the grand palace of Vannar was broken and shattered. So catastrophic was its downfall, and so sudden, that many fragments of the once grand city were hurtled into all dimensions and planes, breaking through every barrier imaginable.

It is rumored that Vannar desires the fragments of his once palace returned to him. For he has ever strived to complete the task of rebuilding his palace with the lost fragments of the Old Haven . . . fragments which now lay scattered across the planes.

Vannar values the pieces of the Old Haven above all else and handsomely rewards any that bring him Ironese Crystal, no matter how small. His reward is grand indeed, and it is rumored that if all the lost fragments of the Old Haven are found, and the city rebuilt, the former glory of its majesty and power will once again shine from the Seven Havens.

Much of the Old Haven has been rebuilt over the ages, but much is yet unaccounted for. Any who bring a piece of the Old Haven back, no matter their origin, or who they serve, will be rewarded with a visit to Talc Eerie, wherein lays the Grand Treasury of Vannar. Once within these seemingly endless vaults, the Ironese Crystal's value will be traded for gold, gold to keep, or to purchase anything from the treasure hoard.

Roll for the value of the Ironese Crystal fragment you have found (an increased value will determine a larger piece has been discovered):

### %Roll: Size and value of the Ironese Crystal discovered:

01-33:	1 karat / Value: 100,000 white-gold
34-44:	2 karat / Value: 200,000 white-gold
45-54:	3 karat / Value: 300,000 white-gold
55-63:	4 karat / Value: 400,000 white-gold
64-71:	5 karat / Value: 500,000 white-gold
72-78:	6 karat / Value: 600,000 white-gold
79-84:	7 karat / Value: 700,000 white-gold
85-89:	8 karat / Value: 800,000 white-gold
90-93:	9 karat / Value: 900,000 white-gold
94-95:	10 karat / Value: 1,000,000 white-gold
96-97:	11 karat / Value: 1,100,000 white-gold
98:	12 karat / Value: 1,200,000 white-gold
99:	13 karat / Value: 1,300,000 white-gold
00:	14 karat / Value: 1,400,000 white-gold (roll 71+ & roll again, adding the karat-size to the previously rolled).

Special notes: None.

## Kakkrehn Gem

Silver-glossy gem, used to aid one in shape changing faster.

The gem must be worn against the bare flesh as a spell is cast, or an ability invoked, for its power to work.

### %Roll: Increased rate of Shapechange:

01-80: -1 turn (5 seconds) off the current time it takes to shapechange.

Value: 100,000 white-gold

81-95: -2 turns (10 seconds) off the current time it takes to shapechange.

Value: 200,000 white-gold

96-00: -3 turns (15 seconds) off the current time it takes to shapechange.

Value: 300,000 white-gold

Special notes: The minimum time to shapechange, with the aid of this gem, will be instant.

## MindWeaver's Gem

Clear, slightly violet-colored, gem, used in conjunction with spells and abilities that deal with the mind.

This gem increases power for all mental spells

The gem must be worn against the head as a mind spell is cast, or a mind ability invoked, for its power to work.

%Roll: This gem increases the power of mind spells as follows:

01-60: +5 to % dice-rolls when pitting mental-strength vs. mental-strength, or intelligence vs. intelligence.

Value: 45,000 white-gold

61-85: +10 to % dice-rolls when pitting mental-strength vs. mental-strength, or intelligence vs. intelligence.

Value: 90,000 white-gold

86-00: +15 to % dice-rolls when pitting mental-strength vs. mental-strength, or intelligence vs. intelligence.

Value: 135,000 white-gold

Special notes: None.

## Moon Gem

Dull-white gem, used in conjunction with seeing in the dark.

The gem must be worn against the bare flesh for its power to aid the wearer to see more clearly in the dark.

%Roll: Degree of visual enhancement:

01-60: Dwarven Moon Gem. In the dark, see as through the eyes of a Kithrin Dwarf.  
Value: 8,000 white-gold

61-85: Elven Moon Gem. In the dark, see as through the eyes of a Vosk Elf.  
Value: 16,000 white-gold

86-00: Enchanted Moon Gem. In the dark, see as though it was light at all times.  
Value: 32,000 white-gold

Special notes: Each time this stone is used, it will have a 10% chance of burning out.

## Mountain's Bane

A smooth, solid-black, agate-like gem that, when set into a weapon, will increase attack-damage when fighting any types of naturally animated creatures.

%Roll: Added damage inflicted:

01-60: + 1-D20

Value: 40,000 white-gold

61-85: + 2-D20

Value: 80,000 white-gold

86-00: + 3-D20

Value: 120,000 white-gold

Special notes: None.

## Razors Edge of Gallant

A gray, rough, gem that, when scraped over the length of a sharp-edged weapon, will increase attack-damage for a time.

### %Roll: Added damage inflicted for 5-D6 strikes:

01-80: x2 damage for 5-D6 strikes.

Value: 2,000 white-gold x the number of uses.

81-95: x3 damage for 5-D6 strikes.

Value: 3,000 white-gold x the number of uses.

96-00: x4 damage for 5-D6 strikes.

Value: 4,000 white-gold x the number of uses.

Special notes: This gem can be used 1-D20 times. When it is run along a weapons edge, it will crumble. The fragments of this gem are unnaturally sharp, enhancing damage . . . for a time.

## Rotsilt

Gray-black grains of gem that help to avoid the draining attacks of Undead creatures.

These gems will grant a +25 added to any avoidance-roll, or the like, to escape the power the undead have of draining you.

If, because of these tiny gems, you are able to avoid an undead's touch-drain, it will be consumed forever. The gem will simply fade away, leaving you completely unharmed.

These small gems need only be carried in a small pouch, and tucked away safely upon one's person, for their shielding power to work.

3-D4 Rotsilt gems will be found in a loose cluster.

Value: 500 white-gold each

Special notes: Each time the draining touch of an undead is turned by the aid and power of one of these tiny little gems, one will vanish forever.

## Shadow Gem

This gem, that appears as solidified shadow, will aid a thief in the success of the abilities, “Hide” and “Move Undetected”.

The Shadow Gem must be worn against the bare flesh as an ability is attempted.

### %Roll: Thieving bonuses:

01-60: +5 to “Hide” or “Move Undetected”.

Value: 5,000 white-gold

61-85: +10 to “Hide” or “Move Undetected”.

Value: 10,000 white-gold

86-00: +15 to “Hide” or “Move Undetected”.

Value: 15,000 white-gold

Special notes: None.

## Silkweave

White, faceted, gem that increases a person's charisma just by wearing it.

The gem must be carried upon one's person, not necessarily in the open, for its power to work.

### %Roll: Charisma bonus:

01-60: + 1-D8 charisma.

Value: 4,000 white-gold per point of charisma.

61-85: + 2-D8 charisma.

Value: 4,000 white-gold per point of charisma.

86-00: + 3-D8 charisma.

Value: 4,000 white-gold per point of charisma.

Special notes: None.

## SongGem

Dark-yellow gem, used in conjunction with bard songs.

The SongGem must be touching the throat of the bard for its power to work. Most fashion the SongGem into a choker and wear it at all times.

%Roll: Adjustments to bard's Mental-strength when singing or chanting:

01-60: + 1-D6 Mental-strength when pitting Mental-strength vs. Mental-strength against another.

Value: 3,000 white-gold per point of Mental-strength increase.

61-85: + 2-D6 Mental-strength when pitting Mental-strength vs. Mental-strength against another.

Value: 3,000 white-gold per point of Mental-strength increase.

86-00: + 3-D6 Mental-strength when pitting Mental-strength vs. Mental-strength against another.

Value: 3,000 white-gold per point of Mental-strength increase.

Special notes: None.

## Spirit Gem

A snow-white gem, that will glow pale white when a spirit of any type is within the range of the gem. This wondrous gem will also gift a Spiritualist with an increased avoidance-roll vs. "Faith".

The gem must be worn against the bare flesh for the holder to be benefitted by an increase in faith.

### %Roll: Range of spirit perception / Increase in faith:

01-60: Range of gem's perception to detect spirits: 20 spaces (100') / Avoidance-roll vs. "Faith": +5  
Value: 125,000 white-gold

61-85: Range of gem's perception to detect spirits: 40 spaces (200") / Avoidance-roll vs. "Faith": +10  
Value: 250,000 white-gold

86-00: Range of gem's perception to detect spirits: 60 spaces (300') / Avoidance-roll vs. "Faith": +15  
Value: 375,000 white-gold

Special notes: When a spirit comes within range of a SpiritGem, the gem begins to glow dimly. As the spirit draws closer, the gem's luminescence becomes more radiant.

## StarrShine

Crystal-clear gem, used to lengthen the “Duration” of spells dealing with light and darkness.

The gem must be worn against the bare flesh as a spell is cast, or an ability invoked, for its power to work.

### %Roll: Duration increase of light and darkness spells:

01-60: + 2-D10 turns.

Value: 8,000 white-gold

61-85: + 3-D10 turns.

Value: 12,000 white-gold

86-00: + 4-D10 turns.

Value: 16,000 white-gold

**Special notes:** The caster can choose to create a permanent light or darkness in the area of effect by simply willing the gem to do so when the spell is cast. If this is done, the gem will be consumed, vanishing forever.

The light or darkness that will permanently reside within the spell’s “Area of Effect” can be expelled by another.

## SunFire Gem

Bright-yellow gem, used to negate damage taken from lightning and to cause electricity-type spells and abilities to be more powerful.

The gem must be worn against the bare flesh as a spell is cast, or an ability invoked, for its power to work.

%Roll: Lightning damage-reduction / Increased lightning damage from ability or spell:

01-60: 1-D20 lightning damage-reduction / + 1-D12 lightning damage caused from ability or spell.

Value: 16,000 white-gold

61-85: 2-D20 lightning damage-reduction / + 2-D12 lightning damage caused from ability or spell.

Value: 32,000 white-gold

86-00: 3-D20 lightning damage-reduction / + 3-D12 lightning damage caused from ability or spell.

Value: 48,000 white-gold

Special notes: Consumable gem. If the wearer of this gem causes the maximum amount of damage possible on any lightning-strike, the gem will disintegrate. x5 damage will be inflicted upon the wearer's target as this gem is consumed.

## Teardrop

Clearish-silver, teardrop-shaped, gem used in conjunction with spells and abilities that deal with emotion.

The gem must be worn against the bare flesh as a spell is cast, or an ability invoked, for its power to work.

### %Roll: Emotion adjustment:

01-60: +5 added to any dice-roll check, in favor of the caster to manipulate emotion in any way.

Value: 15,000 white-gold

61-85: +10 added to any dice-roll check, in favor of the caster to manipulate emotion in any way.

Value: 30,000 white-gold

86-00: +15 added to any dice-roll check, in favor of the caster to manipulate emotion in any way.

Value: 45,000 white-gold

Special notes: None.

## Violet Ascension

Blood-red gem, used in conjunction with the abilities that deal with the assassin. This gem will increase the damage on all assassination attempts.

The gem must be worn against the bare flesh as an assassin's ability is attempted.

%Roll: Assassination damage increase:

01-60: + 2-D10 assassination damage.

Value: 20,000 white-gold

61-85: + 3-D10 assassination damage.

Value: 30,000 white-gold

86-00: + 4-D10 assassination damage.

Value: 40,000 white-gold

Special notes: Consumable gem. If the wearer of this gem causes the maximum amount of damage possible on an assassination-strike, the gem will disintegrate. x5 damage will be inflicted upon the wearer's target as this gem is consumed.

This gem only aides an assassin on surprise attacks.

## Warrior's Arc

Silver-clear gem, used in conjunction with the abilities that deal with the warrior. This gem will increase the damage on each and every strike against a foe.

The gem must be worn against the bare flesh, for its power to work.

### %Roll: Warrior damage increase:

01-60: + 2-D6 damage inflicted upon warrior's foe with every strike.

Value: 12,000 white-gold

61-85: + 3-D6 damage inflicted upon warrior's foe with every strike.

Value: 18,000 white-gold

86-00: + 4-D6 damage inflicted upon warrior's foe with every strike.

Value: 24,000 white-gold

Special notes: Consumable gem. If the wearer of this gem causes the maximum amount of damage possible on a strike, the gem will disintegrate. x5 damage will be inflicted upon the wearer's target as this gem is consumed.

## Water Crystal

Clear as water, and cold to the touch, this gem will increase the power of all water-based spells and abilities in every aspect.

%Roll: Increase in water-based abilities and spells:

01-80: x2 in all aspects (range, duration, area of effect, damage, etc.).  
Value: 80,000 white-gold

81-95: x3 in all aspects (range, duration, area of effect, damage, etc.).  
Value: 120,000 white-gold

96-00: x4 in all aspects (range, duration, area of effect, damage, etc.).  
Value: 160,000 white-gold

Special notes: Consumable component. This gem can only be used one time, and it must be worn against the bare flesh of the caster, or invoker, to use.

## White Ink Gem

The color of milk and black ink swirled. This gem will increase the power of all acid-based spells and abilities in every aspect.

%Roll: Increase in acid-based abilities and spells:

01-80: x2 in all aspects (range, duration, area of effect, damage, etc.).  
Value: 80,000 white-gold

81-95: x3 in all aspects (range, duration, area of effect, damage, etc.).  
Value: 120,000 white-gold

96-00: x4 in all aspects (range, duration, area of effect, damage, etc.).  
Value: 160,000 white-gold

Special notes: Consumable component. This gem can only be used one time, and it must be worn against the bare flesh of the caster, or invoker, to use.

## WolvesBane

Gray-black gem used to better the chances in charming dog-type creatures (coyotes, dogs, timber wolves, wolves, etc.). This gem must be worn against the bare flesh, for its power to work.

### %Roll: Adjusted chance to charm:

01-60: +5 on all % roll checks when attempting to charm.

Value: 10,000 white-gold

61-85: +10 on all % roll checks when attempting to charm.

Value: 20,000 white-gold

86-00: +15 on all % roll checks when attempting to charm.

Value: 30,000 white-gold

Special notes: None.