

GemVein

GemVein is a rare finding. It is actual gem forced through small, vein-like, conduits in the earth by great heat and pressure. GemVein is formed when the gem is deep within the earth, far from the reach of the most skilled miners. It is forced into a liquid state by the terrible and deadly core heat of the earth. While in liquid state, gem is then forced into cracks and fissures to cool ever so slowly over a period of many ages.

At times great earthquakes, and the moving of earthen plates, forces the upward movement of mountainous rock-plates deep within the earth. Some of these plates hold precious GemVein. Thus, eventually, GemVein surfaces, though this is a extremely rare finding.

The only known region GemVein is found upon the surface (without having to dig for it) is within the forbidden Shattered Lands (Rocky region). Elsewhere, it can only be found by mining deep into the earth. A shaft must be at least 5 leagues (15 miles) deep before checks for GemVein can be rolled. This is a dangerous feat in and of itself, and is usually left to the hands of the most skilled master miners.

After digging at least 5 leagues (15 miles) into the earth's surface, begin rolling on **Chart #1** to see if GemVein (or other ores and gems) can be found **per 100'** of tunnel excavated:

Chart #8

%Roll: GemVein:

01-64: 1 random GemVein found. Roll the GemVein up, using the “Gems” chart in the Treasure Book
65-74: 2 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
75-85: 3 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
66-73: 4 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
74-80: 5 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
81-86: 6 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
87-91: 7 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
92-95: 8 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
96-98: 9 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
99-00: 10 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book

Notes on GemVein:

Roll each GemVein up on the “Gems” chart in the Treasure Book, just as you would roll up a common gem.

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Each GemVein rolled up has the potential to also be a Special Gem (just as do common gems found).

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Each GemVein will be $\times 3-D10 +3$ the scale-size of the gem rolled up.

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Each GemVein will be $1-D100 \times$ the value of the gem rolled up.

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Example: Each gem must be rolled up as if it were a common gem. Then the scale-size must be calculated at $\times 3-D10$ the scale-size rolled up. After this, times the final value by $1-D100$. As you can see, GemVein is extremely valuable.

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Concerning Special GemVein: Roll up scale-size and value as mentioned in the “Example” above. The Special properties of the Special GemVein will be increased as follows: $1-D10 \times 10\%$ (rounded up always)

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