

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 #1

%Roll: Result for the 100' of tunnel created (findings):

01-69: Nothing.

70-75: Copper discovered. Roll on Chart #2

76-80: Silver discovered. Roll on Chart #3

81-84: White-gold discovered. Roll on Chart #4

85-87: Yellow-gold discovered. Roll on Chart #5

88-89: Black-gold discovered. Roll on Chart #6

90-91: Gem discovered. Roll on Chart #7

92-93: GemVein discovered. Roll on Chart #8

94-98: Creature disturbed. Roll for encounter in the region setting you are currently in.

99-00: Secret discovered. See: "Secrets in the Wilderness" in the S Section of the Basic Rules Book.

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Chart #5

%Roll: Yellow-gold:

01-64: 1-D100 coin value (from this find, this many yellow-gold pieces can be created).

65-74: 1-D100 x2 coin value (from this find, this many yellow-gold pieces can be created).

75-65: 1-D100 x4 coin value (from this find, this many yellow-gold pieces can be created).

66-73: 1-D100 x6 coin value (from this find, this many yellow-gold pieces can be created).

74-80: 1-D100 x8 coin value (from this find, this many yellow-gold pieces can be created).

81-86: 1-D100 x10 coin value (from this find, this many yellow-gold pieces can be created).

87-91: 1-D100 x15 coin value (from this find, this many yellow-gold pieces can be created).

92-95: 1-D100 x20 coin value (from this find, this many yellow-gold pieces can be created).

96-98: 1-D100 x40 coin value (from this find, this many yellow-gold pieces can be created).

99-00: 1-D100 x80 coin value (from this find, this many yellow-gold pieces can be created).

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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
75-84: 3 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
85-94: 4 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
95-104: 5 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
105-114: 6 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
115-124: 7 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
125-134: 8 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
135-144: 9 random GemVein found. Roll up each GemVein, using the “Gems” chart in the Treasure Book
145-154: 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 $x 3-D10 +3$ 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 $x 3-D10$ 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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