

2.X Gems

*** Please note this document is very incomplete, being worked on erratically several times under different rule sets. However, I'm including it because we **did** use it occasionally, and this has a fair bit of interesting material.

In the world there are twelve types of precious stones that channel different types of magic. These stones can be fit into weapons, shields, helmets, and armor to give them special attributes. These stones come in six qualities: crude, cracked, chipped, flawed, flawless, and perfect. These different qualities provide their benefits to a different extent. Three gems of the same type and quality can be combined using spells or with the aid of an alchemist (for a small fee) to make one gem of the quality above. All the abilities associated with gems have variables associated with them, marked with "X". The following amounts are used for used for this variable:

Crude	1	Cracked	2	Chipped	4
Flawed	8	Flawless	15	Perfect	35

The rarity of the gems are very high compared with the benefits they provide. However, their magical powers come at no cost to the item they're inserted into. Crude gems are considered to be common artifacts, cracked are uncommon, and chipped are rare. Finding gems of higher qualities are practically unheard of. Unless there is a reason for a certain gem to be present, the type of gem that is found should be determined by a d12 (see the chart below for which number matches with which gem).

Gems provide many different benefits for different things. Some are only there when they're in an item and others are for simply being held (or for both). The character can only gain the benefits from one non-socketed gem at a time (in other words, one gem that they're simply holding onto), and it takes a full day to change gems. The benefits are:

Innate Effect- These are small and simple benefits that are gained regardless of if the gem is socketed or held.

Birthstone Effect- For each person there is a type of stone that is in tune specifically with them. This is their birthstone, aligned to all those born in a certain month. They are complicated benefits, but potentially very useful. They are liked with what the stone represents (courage, truth, success, etc). The character has these benefits when they carry this stone (unsocketed, and having it chosen as the stone they get benefits from). A chart below shows which birth months are associated with which stone as well as their representation.

Set Effect- If the character has three gems of a single type in either their helmet, armor, weapon, shield, or being carried, they get a special set effect. These set effects are very powerful and require that the gems are of the flawless or perfect quality (perfect provides much better set effects). These set effects are based on what they represent (which is shown in the chart below).

The main effects of the gems are to enhance the item they are in. Gems have a different effect depending on the item that they are in. With weapons, the effects depend on if the gem is placed in a missile or melee weapon (which includes short weapons). If single handed, the character can have the effects of up to two weapons at a time (or one single handed weapon). Regardless of if the character layers armors or not, only one gem can have an effect for armor, helmet, or the shield. For an example, if a gem was in a character's coif and basinet, then only one gem could have an effect.

A single socket can be made in any item at a fair fee by a smith (generally around thirty gold). Indestructible items are much harder to socket and require a high level spellcaster. Finding someone to do this is very difficult and it usually costs hundreds of gold. Items with more than one socket may be found as artifacts (two sockets are uncommon and three are rare). Items can't have more than three sockets and for purposes of the set effects only one of the gems in the item can count toward the set effect (so multiple sets can't be used at the same time).

Once placed in a socket, a gem can't be modified. Removal of gems is difficult and must be done by a smith if the item is to still be usable. If a gem is removed then it invariably cracks, spitting into two gems of the next lower quality (crude gems are simply made unusable). As for the item, it suffers a permanent loss to its durability unless the craftsman is very skills (generally the loss is around 10%). Indestructible items don't suffer this loss.

Roll:	Month:	Gem:	Represents:	Socketed:
1	January	Garnet	Consistency	Earth
2	February	Amethyst	Sincerity	Realm
3	March	Bloodstone	Courage	Scourge
4	April	Diamond	Purity	Light
5	May	Emerald	Success	Nature
6	June	Pearl	Longevity	Water
7	July	Ruby	Contentment	Fire
8	August	Sardonyx	Friendship	Techs
9	September	Sapphire	Clear Thinking	Arcane
10	October	Opal	Hope	Divine
11	November	Topaz	Truth	Temporal
12	December	Turquoise	Prosperity	Air

Garnet- Garnets are earthy colored gemstones representing the earth and its consistency over time.

Innate Effect- +X% Elemental magic (earth) resistance. If the gem is at least of the cracked quality then it allows the character to cast first order elemental magic (earth) spells, up to second order for flawed, third for flawless, and fourth if perfect. This increases the order of spells that the character can cast if they can already use elemental magic (earth). If it boosts their spellcasting abilities beyond the tenth order then the character gets +10 elemental magic (earth) for each order beyond the tenth.

Birthstone Effect- Those under the protection of the garnet are not subject to change in the same way others are. Magic, potions, and other such effects that would cause an undesirable change have no effect if they of an order below a third of the character's level. This includes things like accelerated aging, forced transmutation, etc.

In its perfect state, the garnet's holder never ages and never changes. Every day at dawn the character awakens exactly as they were the morning before. Any lost limbs, injuries, illness, magic (both positive and negative), etc are gone. This doesn't revive the character if they die. If the character wants the changes that have occurred to be permanent then they may set aside the garnet and its protective ward before the dawn (then retrieve it later).

Set Effect- With a set, the magic of the garnets manifest itself in the form of a golem. This creature is tough and very difficult to harm

Water Elemental Stats:

Attacks	Damage: Cold Damage (1d6+2 / level)	Crit: 16 (Damage x 2)	Hit x: 25
Missile Weapons	1d8+1 / 2 levels	Defense	1d6+2 / 5 levels
Elem. (Water) Resistance	20% / level	Swimming	1d6 / level
General Stats	1d6 / 5 levels	Hit Points	Level x 7

The character may turn their skin to stone by focusing for a round (it can be ended in a round as well). This has the same effect as the Stone Skin enchantment with a spell effect of double the character's level. While they are stone they have full immunity to directly cast spells and abilities, both positive and negative, up to an order equal to a tenth of their level (round down). For an example, this would prevent paralysis, healing, and curses. It wouldn't, however, protect against things like projectile spells (ex. fireball) or summoned creatures.

If the set is made up of perfect garnets then the character obtains **invulnerability** to harm as long as the garnet's powers aren't in other uses. If the character uses the garnet's magic for *any* purpose (other than their innate effect), the character loses their invulnerability for two rounds afterward.

Weapon- Strikes with weapons have an X% of the damage dealt (after defense has been applied) of **petrifying** enemies until it is cured.

In its perfect form a melee weapon can pass through up to the user's level in inches of any non-tempered or conditioned material (so, not metal, leather, treated wood, and other manmade things) as if it were mud. In other words, this doesn't have an effect against swords, armor, or most other equipment (unless they are an artifact of natural composition, such as stone armor). Some magic enchanting natural materials may counter this. Cutting through materials still requires a deliberate strike with the weapon, but not much force (so it won't happen on accident or by setting the weapon down). It can still be easily removed and this doesn't harm the weapon at all. This can be used for things like cutting through doors, breaking supporting pillars, slicing through golems or earth elementals (unless the magic in them prevents it), etc. With non-living materials that it can't cut through, it deals an additional damage equal to their level (this is especially helpful in breaking through shields or attacking weapons).

In missile weapons, shot bolts and arrows don't break when used. Thrown weapons are made **indestructible**. Though the weapon's weight and range is unchanged, they carry far more momentum as if their is a great deal of weight in the projectile. The forcefulness of the attack makes it so it has a percentage likelihood equal to the damage (after defense has been applied) of **stunning (1d4r)** the enemy. This only enhances the first attack each round.

Armor- The armor is solidified, as if it's made out of rock without any additional weight. This reduces the damage from any weapon by 1/2X% (both body and general). This doesn't include other things (like spells and potions), nor can it reduce harm from special types of damage (cold, fire, etc). In its perfect form the garnet makes it so the armor can turn any non-artifact weapon without the character taking any harm. Some attacks, however, especially those made with concussive weapons may still knock the character around.

Helmet- The character can sense the shape of the terrain from up to 3X yards away, regardless of if they can see it or not. This can be helpful in following a path in fog, avoiding pit traps covered with leaves, determining if a building is on a cliff, etc. In its perfect form the garnet allows the wearer to sense tremors in the ground. How well they can detect things is based on their observations base skill (difficulty being set by the game master). Generally characters can feel things from about fifty yards off. This is mostly useful to sense characters, which they can do by feeling the rhythmic steps they make (this is still the case if they sneak). The heavier the feet (such as weighty characters or hard boots), the softer the soil (mud working the best), and the closer they are, the easier it is to detect them. A perfect garnet also makes their helmet indestructible when a targeted strike is made to

the character's head (this doesn't provide any extra general defense). Heavy blows may still disorient the character or knock them unconscious (use the normal defense against submissive attacks).

Shield- The shield is enchanted to be far more sturdy than it usually would be, solidifying it to be as if it was made of stone. The shield's toughness is increased by 10X% and if broken, none of the extra damage is dealt to the character. In its perfect form the gem makes the shield indestructible, making it the perfect defense for attacks that the character manages to block. However, some attacks (especially with concussive weapons) may still harm the character through recoil.

Amethyst- These purple gems act as magical anchors, linking this realm with that of the shadows. It is said that those who live in shadows can see what lies in the souls of mortals and where their heart lies. This may be true for the amethyst can provide some of this insight into others.

Innate Effect- +X% Grey magic (realm) resistance. If the gem is at least of the cracked quality then it allows the character to cast first order grey magic (realm) spells, up to second order for flawed, third for flawless, and fourth if perfect. This increases the order of spells that the character can cast if they can already use grey magic (realm). If it boosts their spellcasting abilities beyond the tenth order then the character gets +10 grey magic (realm) for each order beyond the tenth.

Birthstone Effect- Those who are charmed with an amethyst can discern when a character's being sincere and when they aren't. This doesn't reveal lies or half-truths, but does show deeper truths such as if they have the character's best interests at heart. This adds 3X to the social skill when trying to reveal the character's intentions or alignment by conversing with or observing them. This is done by seeing subtle actions such as how long they hesitate to walk with someone or when their body tenses. The social skill is only rolled when they specify that they are inquiring into someone.

In its perfect form the amethyst allows the character to tamper with these deep feelings, causing characters to genuinely like or dislike someone or something. This might make an ugly food appealing, craft first impressions to be positive, or alter the way which they are perceived by someone else (and thus, how they are treated). This doesn't override reason. For an example, if a character is attacking someone and between blows makes that person like them, they would still defend themselves and probably retaliate. However, the change of their feelings will, more than likely, greatly change their attitude (no longer seeking their death for reasons of alignment, deciding not to make sinister or sneaky attacks, giving a greater share of rewards, etc). The game master determines the effects against NPCs based on their temperament and player characters should think of how they would react if their character respected, detected, liked (whatever the emotion may be) that person or thing. This has the range of the character's level in feet and is considered to be a **mind altering** effect.

Set Effect- With a set of amethysts the character is able to shift themselves into and out of the **shadow** realm at will. This only takes three rounds for the character to focus their mind and fold the space around them. Anything or anyone they are touching are taken with them. This makes it useful with enemies and allies alike (trapping enemies in another realm or helping allies flee). In its perfect form, the set allows the character to phase themselves out of this world but stay present in it. They become disembodied spirits, traveling with **invisibility (perfect)** and unable to touch or be touched. This means that the character could, for example, infiltrate a castle, phase in, steal a treasure, phase out, and escape. The character can't take other with them and they can stay, at most, half their level in rounds phased out at a time. Things that affect those with shadow can still affect the character (though this is a small threat since they are invisible and have no physical signs of being in the world). The only sign of the character is that they still leave a shadow, but this is generally not spotted by those not looking for it. It takes three rounds of focus for the character to phase themselves out, but only one round and no concentration to get back in.

Weapon- The amethyst enhances the character's melee weapons so that it's not really in any particular world. It is able to harm those with shadow, dealing an additional 5X% damage. In its perfect form the amethyst allows the character to strike at others while they are in the **shadow** realm (though without the damage bonus). This could mean safety for the character, being able to attack with impunity against anyone who can't harm those with shadow (if they can get to the shadow realm).

Missile weapons, too, can strike those in the shadow realm. However, they don't have any bonus to their damage. Instead, the amethyst primarily enhances throwing weapons. Placing a gem in a thrown weapon can be risky since, unlike melee weapons or other missile weapons, in this case the character is actually losing the gem (unless they can retrieve it afterward). The gem partly remedies this problem, folding space upon contact and having a 5X% chance of returning to the thrower. Regardless of what type of missile weapon it's in, the weapon also gets phased qualities allowing it to pass a certain amount of armor. The weapon has **armor penetration (2X%)**. In its perfect form the amethyst will enchant the weapon (throwing or other missile) to create a rift into the realm of the void upon natural critical strikes. This acts much like a small black hole, sucking in the character's spirit as well as anything nearby that's small. The game master determines what effect of the suction, but it can't pull the gem (or anything that a gem's attached to). The rift lasts for a full round and during this time all characters within a fifth the attacker's level in feet roll their constitution. This, added to what hit points they have remaining, are the percentage chance that they will survive (otherwise, this is an autokill). This has no effect if the character's immortal.

Armor- Unlike most other gems, this can be placed in robes, cloaks, or other fabric rather than armor (if so, this counts as the effective gem for their armor). Tying it into fabrics is simple and none of the costs or disadvantages associated with socketing. Characters wearing amethyst enchanted armor have a 3X% chance of having **shadow** properties for an instant when struck. When in the **shadow** realm this percentage chance is to lose shadow properties for that instant. When this happens the attack only does harm if it can strike those in the other plane. This has no effect against continuous attacks (like fire, acid, etc). In its perfect form the character is able to phase themselves whenever they wish and pass through physical barriers (like walls, doors, etc). The

maximum thickness that they can pass through is half their level in feet. This has no effect on especially dense substances or small things like heavy doors that are made of mettles, weapons, and hail.

Helmet- Regardless of the gem's quality, it allows them to see those in the **shadow** realm and tell when a character or creature is an outsider. They can also see through **invisibility (limited)** if at least of the chipped quality and **invisibility (perfect)** if flawless. The helmet also reduces damage from those attacking from another plane (generally creatures with **shadow**) by 2X%. If perfect, the character is able to see into any plain they wish when they close their eyes. Their vantage point is that of where they are standing. This can be invaluable when traveling between plains since it means that the character is able to see where they're jumping before they do so.

Shield- Shields embedded with an amethyst gain the power of redirection. They can cause the location a weapon strikes to be different from where the blow actually landed. There is an X% chance that when an attacker's strike is blocked, they are really hitting themselves rather than the shield. This means that they take all the damage that they would usually deal, and the shield is unscathed. In its perfect form, the amethyst's power of displacing space allows all attacks made against the character to hit the shield, regardless of if the character blocked it, or even knew about it. However, attacks blocked this way don't have a chance of being redirected to the attacker.

Bloodstone- These red gems tap into the forbidden arts of scourge magic, but as a birth stone it represents courage, most often against the shadows it makes itself.

Innate Effect- +1/3 X% Scourge magic resistance. If the gem is at least of the flawed quality then it allows the character to cast first order scourge magic spells and up to second order if perfect. This increases the order of spells that the character can cast if they can already use scourge magic. If it boosts their spellcasting abilities beyond the tenth order for a type of scourge magic then those scourge magic rolls get +10 for each order beyond the tenth.

Birthstone Effect- Those born under the bloodstone are especially resolute and certain of themselves and their ability to handle danger. **Fear** and other things that threaten their resolve (paralyzing pain, magically created doubt, and other alterations to the mind) are reduced by 3X%. Their calm, collectedness with the gem's magic allow them to see subtleties and inconsistencies that give away false danger. Whenever faced with illusions, enemies feigning to attack, dummy explosives, and other misrepresentations of danger roll a d6. If the gem's quality or lower is rolled then the character figures out that there is no real danger.

In its perfect form the gem makes the character appear to be so sure and resolute that they cause doubt in their enemies and courage in their allies. Those against the character interpret the confidence as having something up their sleeve, able to deal with any eventuality. They doubt themselves when engaging the character, halving their initiative rolls and pausing to rethink what they're doing if half their willpower roll is lower than the gem holder's level, having the effect of **stun (one round)**. If the character gets the better of their enemies, then those enemies have **fear (gem holder's level)** as they begin to believe that they are out of their league against the gem's holder. The size of the fear effect is subject to how well the character is doing (game master determines when and how much it is applied). As for their allies, the character radiates a charismatic sense of solidarity, inspiring them to try to adopt the same strength. This provides them with a **moral (half gem holder's level)** as long as the character doesn't show fear or weakness.

Set Effect- With a full set of bloodstones the character is permeated with dark power, becoming an initiate of the void. They are immune to **void damage** and can only be harmed by weapons that can harm those with **shadow**. The character appears to have impossibly dark skin with glowing eyes, appearing to draw all light into themselves. They can be harmed by illuminating magic (half the effect in damage) and healing spells. Anyone within five yards of them are dealt **void damage (a fifth the gem holder's level)** each round. This sapping of life also kills off any nearby plants and small animals. The effects of nature magic when it uses plants are reduced by a third the gem holder's level. These set effects can only be ended by not using part of the set (this is necessary in order to be near others without harming them). With a perfect set the character appears far darker and more terrifying than before, causing **fear (gem holder's level)** in those around. They are now a child of the void; part of it and able to command lower level beings of the void. Their equipment, too, appears as inky blackness (blending and appearing as part of them). Rather than dealing their normal damage, any attacks they make deal **void damage (their level in percent of their normal damage)**.

Weapon- Both melee and missile weapons housing a bloodstone are tainted with the essence of the void. First find the normal damage of the weapon. This amount (before defense is applied) is the percentage of **void damage (X)** that the character takes. For an example, dealing 72 damage (before defense) with a flawed bloodstone would inflict $0.72 * 8$ which is **void damage (6)**.

With its perfect form the weapon has a chance of seriously crippling those it strikes. Up to one attack each round has a chance of reducing the enemy to one hit point in that blow. This doesn't work if the character is **immortal, invulnerable**, or going to be reduced below one hit point that turn anyway. The loss of hit points isn't counted as damage by the blade (so **life steal** and other effects that use damage can't take advantage of the lost health). The weapon has a 50% plus or minus 5% per level of difference (plus if attacker is higher) of this occurring. Characters who are immune to void or scourge magic are immune to this effect.

Armor- The dark forces that radiate from the bloodstone weaken any positive magic that's enhancing attackers. After an attack is made against them (once a turn), any temporary magic modifiers (non-permanent enchantments, most light magic (charm), etc)

have its effectiveness reduced by 3X%. Some dark magic stays with the character for the gem's quality in rounds (one for crude, two for cracked, etc), reducing any healing (magic, herbs, abilities, etc) by 2X%. If the character can be harmed by healing spells then it also reduces effect of healing spells on them by 2X%. In its perfect form it makes the armor far more harmful to attackers, infecting them with a random curse. Roll a d10 to determine the level of the curse, then another dice to determine the individual curse. The curse's maximum level and duration is a tenth of the gem holder's level (round down). The effectiveness of the curse is double the level of the character that it's affecting. This effect can be reduced or canceled if the character has resistances to scourge magic (curse).

Helmet- With a bloodstone the helmet makes the character appear to have a terrifying visage to their enemies. They have characteristics of whatever the character fears, appearing far more dangerous than they really are, causing **fear (2X)**. Those who are evil tend to respect power and in its perfect state the bloodstone allows the character to communicate with, and command evil creatures. Those that the character has hold over must be of a lower level (the lower the level, the more absolute their power) and sentient creatures are more likely to, at least, question the character's authority. This also doesn't work on being that are commanded by someone else (such as a necromancer's undead) or those the game master deems as being immune.

Shield- A shield with a bloodstone is possessed by invisible spirits, called upon when needed. These spirits direct the shield where it's most needed, freeing the character's hands to do other things. Most often, characters using these enchanted shields simply carry them on their backs since they animate on their own when the character detects danger nearby. They hover at only a few feet away from the character's body, blocking with 8X% of their shield skill (so it starts off lower, but eventually improves upon their skill). The shield proficiency discipline may be applied to the spirits as well. The character can carry a second shield in their arms to block attacks themselves, though this can't use another gem. The spirit's skillful movements of the shield ensure that they can block attacks on all arcs without getting in the character's way. In its perfect form the single gem can enchant multiple shields with spirits. The number of extra shields that they can have is a fifteenth of their level (round down).

Diamond- These clear gems represent light and the conscience everyone has, however buried.

Innate Effect- +1/3 X% Light magic resistance. If the gem is at least of the flawed quality then it allows the character to cast first order light magic spells and up to second order if perfect. This increases the order of spells that the character can cast if they can already use light magic. If it boosts their spellcasting abilities beyond the tenth order for a type of light magic then those light magic rolls get +10 for each order beyond the tenth.

Birthstone Effect- Those who are charmed with the diamond's magic find they are less vulnerable to illnesses and negative conditional effects (poisoning, paralysis, etc). This doesn't include physical changes like those of aging and transmutation, nor the effects of special types of damage. Effects that this protects against are reduced by the character's constitution (double the constitution if they would roll it anyway) plus 2X. In its perfect form this protection is extended to include **mind altering** effects and negative direct casting spells like curses. The character has a curing touch, able to spend a round applying these bonuses to an ally. After applying it will last for a number of rounds equal to a tenth of the set user's level in rounds (round down).

Set Effect- A full set of diamonds lie dormant the majority of the time. They are very sensitive to the hearts of those around and glow when someone or something evil is near (the brightness depends on the proximity). When the character feels threatened by evil they shine a brilliant white light, illuminating a radius of half the character's level in feet. Evil creatures with shadow become transparent (if they aren't already) and anything evil will loom in an unnatural darkness. This includes artifacts or traps based on scourge magic or with a curse on them, as well as the footprints of extremely evil beings (they fade over a short period of time). This light keeps the weak at bay, making it so the closest that a lower level character or creature can get is a fourth of the difference of levels in feet (half the difference if evil). In its perfect form the diamonds make the light so intense that it does damage if the character's a higher level than their enemies. Against evil the light sears their skin, dealing **holy damage (difference in level)**, but against everyone else it's **subduing damage (half difference in level)**. No defense is applied to either the **holy** or **subduing damage**.

Weapon- Both melee and missile weapons empowered with a diamond deal **holy damage (2X)**. In its perfect form the character can drain the powers of the diamond for that day to energize a single, devastating attack. The attack deals an amount of **holy damage** equal to the weapon's normal damage (along with the diamond's normal damage bonus) plus both their level and that of the character or creature being attacked. In melee weapons this will ignite those struck with a white flame of positive energy, dealing holy damage (half the damage dealt the round before) until the defense roll is higher than the damage dealt. When used with a missile weapon this has an area effect, leaving a trail of brilliant white light in its wake. The radius of effect around the projectile is the character's level in inches. When drained the diamond only loses its benefits to the weapon, still counting toward a set, as a birthstone, and with its innate effects.

Armor- Diamonds can be placed in robes, cloaks, or other fabric rather than armor (if so, this counts as the effective gem for their armor). Tying it into fabrics is simple and doesn't have any of the costs or disadvantages associated with socketing. The magic housed in the gem recovers harm that has been dealt to the character. They have slow **regeneration (1/2 X% of their maximum hit points/r)**. This only recovers the hit points, not clotting the wounds which can lead to further damage if not taken care of. In its perfect form the diamond can revive the wearer once a day. When killed the character will wake up the next round, fully intact (wounds are closed) with their level in percent of their maximum hit points (this can't be over a hundred percent).

Helmet- When placed in a helmet the gem protects its wearer vision, reducing the effects of glare, flashes, blinding, and other

such things by 3X%. When worn the helmet also allows the character to make numerous glowing wisps. They number up to the gems quality (one for crude, two for cracked, etc) and each illuminate a four foot radius. They can travel up to fifty yards away, moving at the speed of light to wherever they are needed. In combat they can be used to distract enemies, spiraling around their eyes and making it difficult to fight well. When used this way they reduce accuracy rolls and those for defense methods by four for each wisp distracting them. This has no effect against those who can't see (like undead and troglodytes). In its perfect state the diamond allows the character to create illusionary mirror images of the wearer. These illusions can number up to a tenth of the character's level (round down) and will move in whatever way the character directs. This is best used when the enemy isn't looking, making it impossible to tell which is the real character.

Shield- Imbued with the positive energies of a diamond, shields have a 2X% chance of creating a blinding flash when struck. Those that it blocks are blinded for 1d4 rounds and anyone else looking at the surface are dazed for one round (having spotty vision). Undead, troglodytes, and other creatures that can't see are unaffected by this. In its perfect form the character can use the shield to wrap themselves in a ward of protection. As long as they don't move or take actions, the character is **invulnerable** to harm and enemies can't come within three feet of them. They can protect up to one other person with the ward, though that person has the same restrictions, being unable to move or take actions. The ward takes two rounds to set up but can last as long as the character can concentrate.

Emerald- These green gems hold a bit of the powers of the natural world within them, symbolizing a union with the wilderness.

Innate Effect- +1/3 X% Nature magic resistance. If the gem is at least of the flawed quality then it allows the character to cast first order nature magic spells and up to second order if perfect. This increases the order of spells that the character can cast if they can already use nature magic. If it boosts their spellcasting abilities beyond the tenth order for a type of nature magic then those nature magic rolls get +10 for each order beyond the tenth.

Birthstone Effect- Those that hold an emerald are charmed with greater success in their pursuits. With it the character can add half of the gem's quality (one for cracked, two for flawed, and three for flawless) to the wild dice. As long as the gem is at least cracked this will make it impossible for the character to fail horribly by misshaping, as well as improve their chances of rolling extra dice. In its chipped form, the character knows the required rolls when they are set by the game master (this doesn't work if the roll is against another character). In the flawless state they know the required roll before attempting the task. In its perfect form, any roll with a random effect will always occur in the emerald holder's favor. This doesn't include skill checks made by other characters or damage dealt, but would include rolls such as to see if they step on a randomly placed trap or if a monster spots them.

Set Effect- With a full set of emeralds the character has a connection with each plant around them. They can sense when plants up to double their level in feet away are disturbed, being touched in some way. The plants must be at least half a year old, excluding most grasses and tiny shrubs. With this ability the character is often aware of approaching characters, regardless of their stealthiness. Even in woods this has a blind spot of trails and other areas that are clear of plants.

With a perfect set the character can go into a trance, extending the range of their link with plants to a fifth of their level in miles. They aren't aware of every plant in this range, instead only being alerted of especially strong indicators of a presence. When interested, they can focus on an area, having each plant become an extension of their senses. Through plants over a full year old (mostly trees) they can sense the general 'presence' of others, feeling them by their emotions and character rather than by any tactile sense. Familiar characters can be identified by their particular characteristics (intense malice, unusual calm, etc).

Weapon- Weapons infused with the power of an emerald sap the enemy's life and give that life to the weapon's user. This gives the weapon **life steal (2X%)**.

In its perfect form, melee weapons are distinguishable by a green tint. They are always **poisoned (Double user's level, Damage)**, tainting a character's blood if at least five damage is dealt by the attack. If the constitution roll against the poison is lower than half the attacker's level, then they are **stunned (User's level - half the constitution roll)** with nausea.

Missile weapons with a perfect emerald fire projectiles that are always coated with acid. This inflicts those it strikes with **acid burns (potency of a fifth the attacker's level)**.

Armor- A suit of armor enchanted with an emerald lends protection from wear and certain types of harm. As soon as damage is dealt to the armor it regenerates the damage. This makes the armor, essentially invulnerable to damage. However, it can still be destroyed if the gem is removed or if the armor is destroyed in a single blow. If at least in its cracked state the character can gain nutrients through photosynthesis, gaining the nutrients of food by being in contact with water and sunlight at the same time. If chipped, it reduces the damage from being crushed (such as by boulders or ensnaring roots) by 3X%. In its flawed state the character is immune to acids, and if flawless they are immune to poisons as well.

In its perfect form the armor is living, able to shift, flex, grow, and shrink in ways that aid the user. It fits like an exoskeleton around the character and their gloves and boots are included in the effects. When the armor isn't needed shrinks to the piece that the gem is in (usually a gauntlet). Then, when needed, it can grow again to cover the character's body. Rather than being separate pieces, the armor is a smooth, continuous form. The joints are covered; however the armor grows and shrinks there to keep mobility. The main advantage is that the adapting armor doesn't hamper movements, nor is it especially heavy. The loss to stats can be ignored and all three pieces of armor are considered to be light (though there is still the strength requirement to use them). The general defense of the armor remains the same and is now used against targeted strikes as well.

Helmet- The magic of an emerald benefits those with keen senses (usually trackers) and those in nature. The character's eyes can

penetrate an additional 3X feet of foliage and tracks or disturbances of others naturally draw their attention, adding 2X to tracking rolls. The perfect form of an emerald makes the character's subconscious mind keen to what is going on around them. Even when they aren't focusing, the back of their mind is carefully going over every scent, sound, and sight. With this the character has a very powerful instinct, able to detect danger regardless of their search or hearing rolls. There is a percentage chance that they'll be warned of danger equal to their level. The warning is very vague, the character only being told that they have a 'bad feeling' or that 'something's wrong'. It may also detect things when it is too late (a moment before an arrow strikes), the timing depending on when the game master thinks that there would be sufficient evidence for the subconscious mind to raise an alarm. This danger sense may also detect things that aren't threatening them (such as a trap that they're walking by, or that are broken).

Shield- An emerald in a shield makes its surface have a green tint, looking highly polished and reflective. Attacking enemies can see their reflection in the shield's surface and, true to the symbolism; they are partly attacking themselves when their attacks are blocked. The shield **respites (X%)** damage dealt to it, the attacker feeling like they have been dealt the same type of blow as they're making. This effect has the maximum range of ten feet. In its perfect state the ability of the shield to return damage is much improved. There is no longer a limited range to the respite's effect, and magically based conditional effects of the attack are dealt to the attacker as well with halved effect. The surface of the shield is no longer its smooth, polished surface. It transmutes, forming spikes and thorns. They elongate when the shield is struck, harming the enemy if they are within five feet of the shield. The shield **respites (third of user's level)** with physical damage, having appropriate resistances applied.

Pearl- These are spherical aquatic gems most often found on beaches when the tide is low and are common in jewelry among merfolk. It fittingly provides control over the element of water as well as its frozen counterpart.

Innate Effect- +X% Elemental magic (water) resistance. If the gem is at least of the cracked quality then it allows the character to cast first order elemental magic (water) spells, up to second order for flawed, third for flawless, and fourth if perfect. This increases the order of spells that the character can cast if they can already use elemental magic (water). If it boosts their spellcasting abilities beyond the tenth order then the character gets +10 elemental magic (water) for each order beyond the tenth.

Birthstone Effect- Those who have a pearl as their birth stone tend to have especially long lives. With it, the character won't die until they reach a negative number of hit points equal to 50% + 2X% of their maximum. Also, any time there's a chance of the character dying through an instant death effect, that chance is reduced by 2X%.

In its perfect state, the character can use the gem's magic to weave an aura of invulnerability around themselves. Doing this requires a great deal of concentration, focusing for three rounds to go into a coma like state. When this is first done, the player specifies a duration for the aura to remain in effect. For this period of time the character is **immortal**, though asleep. Their skin appears to be as tough as stone and appearing deceased to the casual searcher (no longer breathing, though their skin doesn't pale or have other signs of being dead). They also gain full spell immunities, ending current spells on them and suspending enchantments until they awaken (though this time still counts toward the enchantment's duration, if this is a finite amount). Grievous injuries either heal as they naturally would, or don't change (they can't get worse). Despite being immune to harm, this is dangerous to use for enemies may bury the unconscious character, or otherwise put them into a position where they'll die when they revive.

Set Effect- A full set of pearls gives the character incredible power when by water. If the set's user touches real (not magically created) water, it'll shift and form into water elementals. Their number and size depends on how much water is available, but can at most be as numerous as a third of the character's level if small, fifth if medium, or tenth if large. Use the stats for the summoned water elemental. They are quickly lost if carried far from water, especially in great heat or when over absorbent soil. The character has full control over them. Treat them as summoned creatures. Any damage dealt to them that's lower than the character's level is neglected, passing through their watery surface. If near frozen water, the water elementals are composed of ice. They are then unable to neglect small amounts of damage but attack with icy blades rather than concussive blows, adding half the set user's level to the damage and dealing **cold damage**.

In its perfect form the character can merge with the water rather than summon elementals. They float to the center of a single, massive water elemental that has the stats of a giant with an equivalent level to the set's user. As long as the character can concentrate (though they can't take actions), they can control the massive creature's great strength. The water giant can't be harmed, though attacks that can reach the character and pierce the surface may still hurt or distract them. If made of ice, the creature itself can be harmed, but breathes a jet of ice, dealing **cold damage**. If over level thirty, the character may summon water or ice elementals as well for the levels over thirty.

Weapon- A weapon containing a pearl have 3X% of its damage converted to **cold damage**. If over 100%, the extra is a percentage bonus to the damage. In its perfect form the ice that the weapon creates grows and expands to cover whatever limb was struck. As long as at least some cold damage was done, the limb that was hit freezes solid, unable to move for three rounds. This only happens with the first strike of each round, and given enough strength or heat the ice can be broken. It takes a physique roll of double the attacker's level to break the ice.

Armor- Whenever the armor touches water, the water enters cracks in the armor and coats the surface, freezing to reinforce the durability. This may take anywhere from minutes to days to thaw, depending on the gem's quality. For this time the armor has double the maximum durability (though this reduces back to its regular amount when it thaws). It takes a temperature at least 5X degrees lower than normal for the character to suffer adverse effects (like hypothermia or frost bite).

In its perfect form the pearl allows its user to turn into water for a brief period of time. While they are a liquid the

character is unable to deal or receive damage, nor can they cast spells. This lasts for up to a number of rounds equal to half the character's level and requires that they are able to focus for the period of time. This can't be used again for five times its last duration. This can be especially helpful when dealing with falls (turning into water to avoid damage) or slipping through holes, such as the doors of a prison cell. Powerful collisions can cause some of the water to be spattered away, slowly returning to the character. If it doesn't return before they return to being solid, some of their body will be missing (such as bits of an arm).

Helmet- With a pearl in their helmet, the character can see 5X feet further through opaque substances including murky water, ice, snow, heat waves, flames, thin smoke, fog, etc. In its perfect state, the helmet will allow the character to breath and swim underwater much the same as a merfolk. The character can remain comfortable underwater indefinitely (only needing to worry about food) and this doubles their physique roll when swimming. For merfolk and others who live under water, all their stats are doubled while they are underwater.

Shield- Shields with a pearl imbedded in it have a cool surface, always appearing to be covered with frost. Any weapon that strikes its surface absorbs some of this cold, carrying it to the handle. If the attacker doesn't let go of their weapon, their hand has a 3X minus their tolerance percent chance of growing numb, and being unusable for 1d4 rounds. Though the magic can reach missile weapon users, the percentage chance of being numbed is decreased by the range (in feet). This only applies to one attack each round.

In its perfect form, the shield retaliates against attackers with a blast of cold. This doesn't deal any damage, but has the effects as if it dealt **cold damage (defender's level in percent of the attack's damage before defense is applied)**, without defense being applied. This only applies to the first attack of each round.

Ruby- Essentially these are red sapphires, though what they represent have little relation. Like sapphires, they are said to change color in reflection of the feelings of the holder.

Innate Effect- +X% Elemental magic (fire) resistance. If the gem is at least of the cracked quality then it allows the character to cast first order elemental magic (fire) spells, up to second order for flawed, third for flawless, and fourth if perfect. This increases the order of spells that the character can cast if they can already use elemental magic (fire). If it boosts their spellcasting abilities beyond the tenth order then the character gets +10 elemental magic (fire) for each order beyond the tenth.

Birthstone Effect- Characters who have a ruby as their birth stone find that they live charmed lives, finding things to be grateful for in every aspect of their lives. At the start of every quest, the game master should have something hidden in the quest that would be to the character's liking (if there isn't any already). This might be an item, event, ally, or something else in per portion to the quality of the ruby. In its lower states this may simply mean that they find comfortable places to sleep on the road or a little extra wealth. With better qualities, however, this may mean a lifelong companion or artifact of some power. The gem ensures that such a thing is in the quest- not that the character doesn't need to work toward it. The reward may be hidden, contain some peril, or require great effort to obtain.

In its perfect state, the ruby is inhabited by a fiery spirit that will grant small wishes. These wishes can't effect anyone directly (such as increasing levels or harming others), but it can be used to alter the environment. These changes must be reasonably small, such as making footholds in a cliff wall or drying timber to make it flammable. The greater the effect of the wish, the longer it will take before the character may make another one (this is determined by the game master). For an example, after filling of a bucket with water the character may need to wait an hour or two. However, wishing for a thunder storm to begin in fair weather may take the gem's power for the full quest.

Set Effect- With a complete set of rubies the character has the innate ability of pyrokinesis (the ability to shape and move fire with the mind).

Weapon- Both melee and missile weapons enchanted with a ruby burst into flames as they strike, dealing **fire damage (2X)**. In its perfect form, however, the weapon is always alight with fire. With melee weapons, when striking they cover an arc up to the weapon's length in magical flames. With missile weapons, a path is blazed behind the projectile, spreading around a five foot radius. With either type of weapon, this only occurs with the first attack each round. The fire deals **fire damage (half of the attacker's level in d4s)** without defense being applied.

Armor- Unlike most other gems, this can be placed in robes, cloaks, or other fabric rather than armor (if so, this counts as the effective gem for their armor). Tying it into fabrics is simple and none of the costs or disadvantages associated with socketing. At will, the user of an armor enchanted with a ruby may make the armor ignite, bathing everything nearby in magical fire. The flames will reach a third of the wearer's level in feet away, dealing **fire damage (1/2 X)** without defense being applied.

In its perfect state, the ruby can expend its energies for the next five rounds to make an explosion covering a radius of the character's level in feet. Anything within this inferno is dealt **fire damage** depending on how close they are to the character (take the percentage where 100% is right next to the wearer and 0% is at the edge). The maximum damage that this can deal is the character's level in d20s.

Helmet- The wearer of the helmet that's enhanced with a ruby can see the differences between hot and cold from up to 2X feet away. This provides a sort of infrared vision, revealing **invisible** characters and other such things. This can work as a sort of night

vision, but can't see through solid barriers or areas where the air temperature is hotter than the things being searched for. The sight range is doubled in cold environments (especially when there's snow). In its perfect form the ruby's energies can be used to heat the surrounding area, making it difficult for enemies to continue aggressive attacks. This has no effect on the wearer. The location of the wearer is heated by five times their level in degrees, and has no effect at the range of their level in feet (there is a gradually diminishing effect within this range). The game master should make attackers roll their tolerance to see how long they can resist the heat before tiring. For comparisons, a character fighting in an area at a hundred degrees should tire twice as quickly or after ten rounds (whichever is sooner).

Shield- It is very dangerous for characters to strike a shield containing a ruby, for its powers indiscriminately torch the whole area around. Characters who chose to have a shield with this type of gem should take care to be fireproof themselves, for the shield harms them just as well as their enemies. When the shield is struck, non-fireproof characters within half the shield bearer's level in feet get torched; ignited with 1/2 X dice of fire (this isn't **fire damage**, but its burning effect). This effect is useless against missile weapon users, and can make the shield unwise to use since it may harm allies or torch nearby things (especially in places like a library). The shield is best used against groups of enemies, able to cause chaos and confusion as well as harm to groups of foes.

In its perfect form, the shield is occasionally able to conjure a wall of flames as a barrier between the character and their enemies (placing the wall along where the shield lies). The chance of conjuring the wall is equal to double the character's level in percent if the shield blocks an attack that turn (only roll the chance once a round). This has the same effect as the fire wall spell cast with an effect equal to the attack's damage. The fire wall has a duration of a fifth the character's level in rounds and the shield bearer is immune to the wall's effects.

Even Older Materials:

For sapphire's weapon:

Missile weapons sap their victim's mana rather than their life. With the bloodstone it has **mana steal (3X%)**. In its perfect form the gem causes missile weapons to shatter their victim's concentration for a full round unless their willpower roll is higher than the attacker's level. This is especially effective against wizards and those who rely on their abilities since it can keep them from acting as long as they are being attacked. It can also disrupt high level spells if used on the caster part way through the casting. Characters who are immune to curses or scourge magic are immune to this effect.

Set effect- With a full set, the character's able to call upon shades and other formless spirits for their aid. With a flawless set, this summons shades, wraiths, poltergeists, and other such creatures of the character's level or lower from within a hundred times the character's level in yards. These evil spirits will first attack good characters, then neutral, and finally evil ones, though they won't harm their summoner or their allies. The spirits will, however, attack bystanders or anyone else they may find. The number that are summoned depends on the number of deaths that have occurred there (for an example, around a castle's wall or at a battlefield will find numerous). The stats of the spirits are determined by the GM (based on their summoner's level) and their best attribute is that they're transparent so they can't be harmed by physical attacks. On the other hand they don't do much damage. What damage they do isn't defensible against and is usually 1d4-1d20 (again, based on the summoner's level). This can be done once a day for half the character's level in rounds (three times a day with a perfect set). In its perfect form, the bloodstones can channel their energies to summon up a great djinn. This infernal creature can grant most any wish, though it will ask for something in return. This price is usually servitude for a time or quest, or it may be some of the character's life or vitality (reducing their level or maximum hit points). Either way, the trade isn't quite equivalent (the character with the set gets the better end of the deal) but is sizeable enough to give the character pause before accepting. This can only be done once a week and takes several hours to perform the rituals. The tasks that require a huge compensation for the djinn and usually turns out to be in the character's best interest not to do is the retrieval of an artifact, enhancements to a character, or to kill another.

Shield- The shield housing a bloodstone is fearsome to any who look upon it. To all characters around, the shield appears to be animated, snapping vicious looking jaws at whoever comes near. This provides or adds **fear (2X)**, but can't actually harm characters. In its perfect form, the shield's fearsome form is no longer harmless. Each round, if the shield hasn't blocked and there's an enemy within four feet (aka, anyone engaging the character) it will make an attack against a random enemy. It always hits the enemy (defense methods can't block but dodge may be used against the shielded character's level). It deals amount of damage equal to three times their level in percentage of the last attack the character made. If surprised by this, the shield will **stun (one round)** the enemy.

it'll make an attack against a character (if within three feet of the shield). The strike doesn't actually do any damage, but feels real

just as if it had created a mortal wound. This will essentially stun the character for 1d4 rounds unless they make a high willpower or stamina roll (GM sets difficulty based on how scared they previously were of the shield). After being 'bitten' by the shield once, they are immune to its effects until the next day.

Weapon The weapon drains $\times/5$ HP (round up) of the damage it deals to heal its user. These additional hit points can't raise the character's hit points above its normal maximum and won't heal wounds (it simply revitalizes the character). In its perfect form, the bloodstone's enchantment on the blade will allow it to drain hit points with the new maximum hit point limit of double the character's normal maximum hit points. Also, the blade after it's been bloodied is linked with whoever it struck. This link lasts for three rounds and only occurs if at least five damage was done in a strike. While the link's intact, any damage dealt to the blade will be dealt three fold to the character. This could come from the striking of the weapon against hard surfaces, or if the enemy makes a targeted attack against the weapon (using the appropriate proficiency).

In its perfect form the amethyst allows movement to and from any plane of existence except the **shadow** realm. This is a powerful ability, having a similar effect to that of the highest level grey magic (realm) spells. However, it isn't commonly useful. This takes a full hour to use, making it of little use tactically. However, the rift they make can last for several minutes (or be closed immediately), allowing others to follow through as well. This can be helpful in dealing with enemies that can't be killed, stranding them in another plane instead. Those banished this way can go on a separate quest to attempt to return.

Innate effect- If the gem is taken from its owner, it has a $\times/20$ chance of rejecting whoever else touches it (perfect gems are certain to reject other characters and rejection is permanent), making it lose all abilities while held by that character.

Set effect- By meditating (this takes two rounds to start) everything and everyone within 2x yards of the set's user will randomly disappear and reappear. This makes coherent actions, let alone fighting very difficult. Every round, everything has a half chance of phasing out and everything that was phased out has a half chance of phasing back in. This can't effect magical artifacts, nor enchanted things. Those with some sort of magical resistance can defend against this as if it has the magic roll of the set's x. The GM can specify that certain magical creatures or characters are immune. When the player stops, anyone who has been phased out is returned to the world in a random location within ten miles of where they were warped out. The set's user can only use this ability once for up to five rounds every two days (every day with a perfect set). While doing this, the set's user can specify during any of those five rounds that he/she is pulling everyone back to the real world, though this ends the effect.

In its perfect form, the character can form rifts at will to other realms without the aid of realm magic. This takes about an hour, making it of little use tactically. This can be used to walk travel between the plains, or to trap something or someone in another world. To do this, a rift is opened and if the character can push another into the rift then close it, they'll be trapped there (if this is a player character, they will need to go through an entire quest to return). If the set's user goes to another world and decides to return, the portal will always open to the same location where the character left.

In its perfect form, the sapphire allows the character to slow time in order to defend against blows. The speed of time is divided by a third the character's level, and adds half the character's level in dice to the character's dodge, shield, or melee parry roll.

Garnet- Armor- Protection against being crushed?

Helmet The character can see transparent or phased out things from up to 5x yards away with impunity. The character can also see the rifts formed when summoning creatures or using realm magic, alerting the character once these sorts of spells are started (even before they would normally show physical effects). In its perfect form, the helmet will emit an aura that will make all the character's equipment ageless. They won't show natural wear, and if ever destroyed, the helmet will turn back time in order to pull it back together (taking 5 rounds, minus a fifth of the character's level).

Shield The shield will age any blade that touches its surface, adding 5x years of wear to it for each time it touches the surface. This permanently reduces the damage of the weapon (due to bluntness) and durability. Against indestructible or artifact blades, the weapon will still age, though this aging will only last until the next day. In its perfect state, the shield's aging effects also effect the character who struck the shield, aging them by a fifth of the character's level in years for each blow on the shield.

Weapon The weapon can strike transparent creatures and this speeds up the speed at which the weapon can be used, causing a distortion in time. This reduces the strike multiplier by x (With a minimum of a fourth its normal amount). This is especially effective with light weapons, perhaps allowing ten or more strikes in a single round (depending on skill and gem quality). Unfortunately, due to the additional strikes, when this is used the weapon loses a point of durability for every second strike made in a round. Also, if the weapon has some special abilities of its own, these effects (if positive) are only dealt in the first stroke. All strikes made with the weapon skill need to be within the range of where the character can reach (the character can't move in order to use the rest of the strikes). In its perfect form, the gem will enchant the character's speed, allowing them to transport in mid-sprint in the direction the character was moving for up to the character's level in feet. To outside observers, this looks like the character runs with unearthly speed in order to strike their target. Upon level fifteen, the character can do this from standing rather than sprinting (though for only half the normal distance in any direction), and every five levels after that the

character can do it an additional time each round. If the character transports next to a character in order to make the strikes, their defense rolls (dodge, melee parry, or shield) for that round are halved. This allows the character to use the heightened number of strikes each round against multiple enemies, transporting from one to the other making hits. This also doubles the character's dodge if he/she can do it from standing (is at least level fifteen) and didn't use all their times of transporting during their turn (this can double a number of dodge rolls equal to the number of transportation left).

Set effect- Those with a full set of amethyst enchanted equipment rarely need allies for in times of need, they can summon up fighters to serve them. The number of and strength of the warriors is random (roll a d10 for the number of warriors and individually for each of their levels). The GM decides stats and equipment based on their levels. They only last for a number of rounds equal to half the set's wearer's level and this may only be used once a day. In its perfect form, the warrior's levels are based on a d20 and this may be used twice a day.

Innate effect- +x summoning spells and the upkeep cost for them is -2x% (round benefit up).

Armor The character wearing the armor enchanted with an amethyst needn't fear attacks made without physical form. This adds x to any defense roll made against things comprised solely of magic such as summoned creatures, conjured items, fireballs, raised skeletons (if they don't use a previously existing corpses), etc. but wouldn't effect things like fissure, blizzard, or ensnaring plants. This also doesn't have any effect on altering spells such as paralysis and hypnosis. In its perfect form, it provides full immunity to the sorts of spells it previously only added to the defense against.

Helmet The wearer of the helmet can sense when things aren't as they appear due to magic. For the character, all conjured items, summoned creatures, and illusions made with a roll up to 2x faintly glow, showing what type of magic and with what strength they were formed. This has the maximum range of 3x yards and in its perfect form, it'll allow the helmet's wearer to attempt to take over the summoned creatures made by another character. This is done much the same way as necromancers taking over another's undead, pitting the creator's magic roll against the wearer of the helmet's.

Weapon When strikes are made against those who are vulnerable to a certain type of damage (usually elementals), the weapon deals that sort of damage. For an example, fire elementals will be struck with a blade of water or ice while merfolk might be shocked by the weapon. Up to 2x damage that the weapon deals can have whatever benefit this vulnerability can offer (usually doubling the damage). In its perfect form, it has the ability to disperse conjured items or summoned creatures by simply touching it (damage isn't rolled).

Sardonyx- These striped brown gems represent the spirit of cooperation. The holders of them need to have allies in order to realize their full potential, but allies are never difficult to find for the few will turn down the reputed powers of the sardonyx.

Birth stone effect- The character finds that wherever they are, they find or make friends. Chance meetings are more common (based on the quality of the gem) and the characters met this way tend to take a liking to the character. This is quite unreliable since unknown characters could truly be friendly (the meeting aided by the gem) or deceitful, and simply coincidence. Bonds between the character and their allies never fail, reducing magic rolls that cause allies to turn on each other by 4x. Also, the chance of accidentally harming an ally or the harm received from area effect spells for allies are reduced by 3x%. In its perfect state, the gem will always find at least one ally of equal level or higher in every quest (if no players stronger than him/her join, an NPC is used). If an NPC joins the character, it should preferably be the same NPC each further quest with that GM if possible, though this isn't required.

Innate effect- +2x to the total roll when using double techs (+3x for triple techs and so on) and techs that harm the character are reduced by 2x%.

Set effect- The attributes of the set depend on the class of the character. Both concern auras that extend for x yards around the set's user. If a warrior, the set produces an aura that after all other effects have been made, increases any skill attempted by 10x% (15x in the perfect state) where x is the number of people in the group. If a wizard, the set allows them and their allies to cast any tech (double, triple, etc.) With increased effect. The increase to the effect is equal to double the total level of the characters participating in the tech (this addition is made to the total tech roll and perfect sets triple the sum of the levels). As long as the characters can cast the correct types of magic, the tech can be attempted (even if they lack the required levels, items, or skill). Maji may choose which of these effects they'd prefer and in its perfect state, the set provides both benefits regardless of class.

Armor A suit of armor that's enchanted with a sardonyx emits an aura for x yards that strengthens the armors of allies by 2x% (round up). If there's a character with a positive magic resistance among those in the group, 10x% of the largest resistance is shared with the others. This can go beyond 100% in the flawless and perfect forms, actually increasing the resistance

for everyone including the resistance's original holder. This resistance doesn't stack with other resistance modifiers, so the characters will need to choose which one is larger. In its perfect state, the sardonyx shares innate immunities that the holders have, so that if someone is resistant to diseases or a certain type of magic, all characters have this immunity. This can't share racial benefits, and undead can't receive any benefits with this.

Helmet The wearer of the helmet can easily command a combat situation, organizing tactics and communicating with each of his/her allies through their thoughts. Each character within x yards of the wearer of the helmet is aware of what each other character knows concerning the battle (such as sniping assassins or transparent enemies). In its perfect state, the link between the characters allows them to share their skill. All non-strength based skills rolled are made with the assistance of the most skillful character. Each time a character attempts a skill, the roll is half the product of their skill and the best skill in the group. For this reason, it has any effect on the most skillful character, but will aid the group as a whole.

Shield When defending another, the shield's effectiveness is increased. This effect is $3x$ for the shield wielding roll and x for the defense provided. In order to get the benefits, the shield's user needs to be barring the path between the defended character and the attacker. This won't aid in counter attacks or when defending one self. Half of this benefit is also applied to other shield holding allies within x yards of the character. For this reason, the group is most effective when defending each other rather than themselves. In its perfect form, if at least two characters are blocking that round with their shields, the shield skill can be used with double its increased effect (doubling the $3x$ as well) against missile attacks (characters still block each other's blows). The characters in this case form a shield wall, preventing physical (mostly arrows) or magic (such as fireballs) missile attacks.

Weapon The sardonyx emits an aura that increases the effectiveness of the weapon and allied weapons that are within x yards. All damage dealt by them are increased by $2x\%$ (round up) and are incapable of harming other party members accidentally. In its perfect form, the aura also shares the magical benefits of the currently used weapons with each other. This only applies to weapons of the same class (such that missile weapons only provide their attributes to other missile weapons) and if the ability can't be shared, the GM can disallow it. With this, if there are archers using a normal bow, a bow with life stealing, and a crossbow that can freeze whoever it hits, all three have both life stealing and the ability to freeze enemies. Curses or other negative effects aren't related this way and arrows or throwing weapons are aided with this just as any other sort of weapon as long as the characters use them within the same round.

Sapphire- These gems come in any color except red, and its color is often said to reflect the personality of its holder. The sapphire channels the ancient, primal magic known as realm magic.

Birth stone effect- A sapphire promotes focus in its holder, allowing them to stay concentrated on a task regardless of distractions. This is especially helpful for magic users, lowering the chance that their spells will be interrupted part way through. This adds $2x$ to any willpower rolls to determine the character's concentration, and the character receives $3x$ to their defense against mind altering spells. In its perfect form, the sapphire provides the character with the ability to concentrate and be alert regardless of the conditions (the only thing that will halt the character's focus is unconsciousness or death). Their alignment and personality can't be changed through magic means and the character doesn't need to sleep. The largest benefit that comes from a perfect sapphire is slight telepathic abilities, making the character able to 'hear' the thoughts of anyone within a radius equal to a fifth of their level in yards. Characters can try to block their surface thoughts by distracting their minds with idle chatter or problems, though this distracts the character from other actions they may wish to perform. Anyone who is immune to mind altering spells is also immune to having their mind read.

Opal- These are clear gems, with white or blue opaque coloring. They direct the energies of the deities, providing a clear conduit to converse with them and to receive their blessings. When used as a birth stone or simply for its innate effects, it's usually inserted into a symbol of the deity (an amulet, cloak with the deities symbol, etc.), though this isn't required.

Birth stone effect- These gems represent hope, providing it in the most dire of situations when all else seems lost. In the moment before the holder of the opal's fate is sealed, a roll is made. There is a $x\%$ chance that some sort of chance or divine intervention will save them from death (though injuries or some other loss may still result). The GM should work such happenings into the storyline, and the roll is made before the actual deathblow (when there's a potential for the character to survive without being awkward). Some instances, the character's death is unavoidable, and in such instances no roll is made. If the roll fails, the character can decrease the quality of their opal in exchange for a second chance. This reduces the opal's x by one for each time this is used. If the x is reduced to that of a lower quality, then the gem becomes that sort. Small gems, especially crude or cracked ones can be melded with the opal to restore the x value. When the quality is lowered, a roll that is of life or death importance can be re-rolled. This needs to be done immediately after the roll's been made or not at all, but it can be done multiple times until a satisfactory roll is achieved (lowering the opal's x each time). The GM can say that this won't have an effect on the roll if it doesn't seem dire to him/her. This can't be used in offensive rolls (especially damage). In its flawless or perfect form, the character will be saved upon the moment of death. Rather than the final blow being dealt, the character's transported to a safe location several miles away. The character's health is restored and any ailments disappear. The character can do this if they believe their death is only a matter of time, thus preventing enemies from knocking out the character, stealing the opal, then killing him/her. Unfortunately, this costs a flawless to perform, causing it to fade away during the transportation. If the character has a perfect, but no flawless, the perfect is split into three flawless opals and one disappears.

Innate effect- All of the opal enhanced equipment can be doubled or more in effect if their deity decides to channel some of their powers to the character.

Set effect- The character with a set of opals is one of the most favored holders of the deity's favor, most often a crusader of their cause and a role model they wish for others to follow. If for some reason, the deity doesn't like the character, no benefits are provided. If, however, they do hold favor, the deity will double (triple with perfects) one stat roll each day (twice a day with perfects). This can't be used on magic or damage rolls (dealing or receiving). In its perfect form, it also allows the character to use some of the powers that are usually reserved by the god. For an example, a follower of Zeus may find that they can hurl a lightning bolt once a day (having the same effect as a high level lightning bolt spell), or a follower of Poseidon can command a leviathan or other such monstrous water beast. The benefits are flexible, depending on the character's needs and the areas their god concern. These benefits are substantial and can only be used a restricted number of times a day for a limited duration. The values depend on the character's favor with their god, what it's being used for, and how powerful the ability is, all of which are determined by the GM.

Armor The armor has an additional $\times/2$ defense added onto its previous effect. This defense bonus doesn't have any special attributes and will have the same effects against anything the character may face. In its perfect form, against the deity's enemies (usually followers of another deity, though for ideological gods it may simply be things of a given alignment), the armor wraps the character in an aura of invulnerability to damage or the effects of spells. This can only be weakened by other divine energies (occasionally in battles of great importance a rival gods may try to weaken the aura), powerful opposing magic (such as scourge magic against a good deity's protection- the magic roll needs to be higher than three times the character's level), or powerful artifacts of some Divine or opposing magical nature. In these cases, the barrier will be reduced to only halving the damage or spell effects of those it previously provided full immunity against.

Helmet The Divine energies of the opal provide a clearer path of communication to one's deity in order to get advice or ask for favors. This only works if the GM is including deities during the quest, and the attempt to communicate with the aid of the opal can only be done once a day. There's a $5x\%$ chance that the character's message will be heard (this is automatically successful with a perfect) and is added to any previous chances the character had of making contact. In its perfect form, the deity can actually enter the character's body, taking over with all their powers for a limited time. This is rarely done, and will most often last only a few rounds. Only characters fully dedicated to their deity will have this occur, and only in times of great peril, when facing an overwhelming enemy, or when a chance presents itself to severely harm the strength of an enemy god. Usually (especially with good gods), the deity asks for permission first, though this isn't required. This can happen, at most once a week. Also, if the favored god is a pacifist (such as Aphrodite or Demeter- any god without a favored weapon), then the opal in its perfect form also secures the charms of the god, increasing their effects five fold. The actual stat amounts and such are up to interpretation by the GM, but these are provided regardless of if deities are used by the GM.

Shield Shields with an opal in them are usually also decorated with the symbol of the deity. It's enhanced to add an additional \times to the shield rolls, and $\times/2$ to the defense rolls. In its perfect form, the shield will never fail the character against any sort of divinely enhanced strength or magic. All rival deity benefits (even those provided with other perfect opals) are negated if within five times the character's level in yards of the shield. Characters within this area are unable to communicate with their deity, and if killed, they can't be resurrected (though the character can still be revived through a cleric or with other such earthly methods).

Weapon The weapon is blessed to do an additional \times damage. This damage isn't of any specific element type, nor does it hold any additional power over creatures of darkness, light, etc. In its perfect form, if the opal is inserted into the favored deity's weapon of choice, it'll enchant its powers such that it mirrors the mystic weapons used by the deity themselves (and thus a legendary artifact). The GM sets these effects, though they are always incredibly powerful. If the deity doesn't have a favored weapon (such as Aphrodite or other such pacifist gods), this doesn't have any effect. For an example, if the favored deity is Thor, and a perfect opal is inserted into a war hammer, each blow of it might cause a blast of lightning to fall from the heavens, having the same effect as a high level lightning bolt spell. On criticals, it would probably cast the highest level chain lightning spell instead.

Topaz- These yellow or orange gems concern the elemental powers of air and lightning. Any special damage or effects caused by an electric source have no effect on earth based creatures (such as earth elementals) or others who ground the electricity first.

Birth stone effect- Topazes are symbolic of truth and honesty. This adds $3x$ to rolls used to discern misleading statements from true ones. Others find the holder of a topaz trustworthy, adding $2x$ to any persuasion or charisma roll. This magical enhancement will last until the character tells a lie or betrays the character(s) in some way. In the chipped state, the topaz will darken when a lie or half-truth is spoken, then revert back to normal at the mention of a true thing. Upon the flawed state this allows the character to discern which parts of the statement are false (narrowing it down to single words), and in the flawless form, no lie escapes the character's noticing, no matter how skillful it is (the color changing elements of the topaz are no longer needed). In the perfect form, what the character hears people speaking is converted from lies and half truths to the true facts that the character knows. With this, the character can weed out information through common conversation that the character doesn't want to reveal, and isn't even saying. The accuracy of this is flawless and makes the character highly prized as a moderator in bargains, treaties, or other such negotiations.

Innate effect- $+x$ elemental magic (air) and air magic cast on the skies above the character or within a three foot radius is reduced

by 2x%.

Set effect- With a full set, if the character is angered and outside, the sky will naturally change its weather over three rounds into a thunderstorm. Afterward, two lightning bolts will strike down at random enemies for the duration of the character's anger. This drains 1d6 magic points each round to continue, and will end if the character runs out of MP. Characters will be assigned to a d6 (larger or more dice if there are more characters, but at least a d6). If the character's rolled, then check the lightning bolt's highest effect for accuracy and damage. If there are less than six people and a number's rolled that doesn't correspond to a person, the lightning bolt misses entirely. This only strikes at those who the set's user declares as enemies and to change who is/isn't an enemy takes a round of focus. If the set's wearer is rendered unconscious, killed, or all enemies have been defeated, then the clouds disperse. With a perfect set, three bolts fall from the sky rather than two, and each one has a half chance of having the effects of the highest level chain lightning spell rather than a normal lightning bolt.

Armor With a topaz, it can be inserted into a cloak rather than armor if chosen. The armor (or cloak) can emanate a cloud of fog with the radius of x feet. Characters can see through the fog for a number of feet equal to half their search roll. This won't work if there's high winds and it'll dissipate x/5 rounds after its user decides to end the effects (this takes longer in confined spaces). Also, the armor or cloak is able to ground charges from electric attacks (negating the damage). In its perfect form, the topaz allows the character to turn into a gracious form, able to travel through small openings and move with the wind. If there isn't any wind, the character will elevate or descend depending on the temperature (most comfortable temperatures won't change the elevation much). Without wind, the character's able to control what direction they drift, moving a number of feet each round equal to their level. This can be done in order to avoid damage from physical attacks, though this needs to be done during their turn. This ability can be used a number of times each day equal to a fifth of the character's level. The maximum duration for each transformation is a third the character's level in rounds.

Helmet A helmet that houses a topaz allows its wearer to see the wind as a transparent veil. This aids in judging the direction and speed from a distance, as well as distinguishes magically created wind. The helmet holds powers of its own to create wind. This wind created by the helmet is innate, and can blow at most x miles per hour. This is mostly useful in countering other winds (reducing magically created winds by 2x), blowing against enemies as the character flees (reducing their running rolls by x), or enhancing the character's own attributes. This increases the character's jump and running when out in the open by x. This is decreased if the movement's against a headwind, and increased if downwind. This is also useful for missile weapons, increasing the range by causing the wind to blow with the projectile, and other such skills in which the wind's direction is applicable. None of these abilities have an effect indoors. In its perfect form, when outdoors the character is able to fly, floating on invisible forces of wind. The movement is graceful, but not especially quick, only moving the character at a third of the speed they would with their running roll. High winds can blow the character off course, and the helmet can only hold the character in the air for a number of rounds equal to the character's level.

Shield When enchanted with a topaz, if a mettle handheld weapon strike the shield, a d6 is rolled. If the rolls between a two and six, a charge will be sent back through the weapon. If it does, the attacker's dealt x/2 damage (no defense is applied). If the roll is a 4-6, the charge also stuns the character during the next round, causing their muscles to lose control and tense. If the roll is a 5-6, the weapon also clings to the shield with static forces. Since the character's already losing control for the next round, they lose hold of their weapon and the defender can retrieve it if they wish (otherwise it'll simply be stuck to the front of the shield).

Weapon Weapons that are enhanced with a topaz have special sorts of critical strikes. The special effects are greater for weapons with a high critical range, though this is offset by the frequency that lower critical range weapons get their benefits. For weapons with the critical range of seventeen or higher, this adds 2x electrical damage on critical strikes. This has a 2x% chance of rendering those hit unconscious for 1d10 rounds. If they don't fall unconscious, another roll is made with the same chances that the character will be paralyzed for a number of rounds equal to a tenth of the damage. These special effects only occur if the character's dealt at least ten damage and is capable of being damaged with electrical strikes. With all other weapons, this adds x damage (x/2 to each further strike if it's hitting multiple times that round and making critical strikes multiple times), and has a x% chance of causing the bodies of those hit to become completely numb, having random loss of motor control for 1d6 rounds (With the same conditions placed on the paralyzing effects). In its perfect form, the weapon can absorb the energy delivered in thunderstorms. The weapon acts as a lightning rod, taking the energies delivered in the strike and using it to strengthen the weapon. Upon the next attack made with the weapon, it automatically crits (every strike made that round is a critical one if the weapon hits multiple times). The bonus in this case for the topaz is doubled (tripled if it's a naturally occurring thunderstorm), including the chances of paralysis and other such effects. The blade is struck and charged once every 1d6 rounds.

Turquoise- These gems tap into the magic from which all wizards and maji get their powers. As a birth stone effect, it represents prosperity, and the two are joined together for a commonly used attribute- the heightened chance of finding items with magical properties.

Birth stone effect- The turquoise represents prosperity for those born in December. When the character find gold, they generally find x% more than they usually would. They also find non-artifact equipment or equipment of higher quality x% more than usual (increase rolls for what the characters find by x%). In its perfect form, the gem endows on its owner the ability to wish for something they need or want. During the next quest, the object that's been wished for will be inserted in somewhere. This can't be done with unique items and the rarer the item is, the more difficult it is to find.

Innate effect- The character gets $+x/3$ (round up) to any sort of magic rolls they make and reduce the effects of spells cast on them by $x\%$.

Set effect- A set of turquoises radiate powerful magic, enabling its user to use magic regardless of class. If the character chooses to have the increased effect, then they gain the power to cast spells of any magic type (or increases the strength of a previously held type). The character can learn spells of this type as if they were a magi class with the skill in pips equal to the character's level (divide this by three for the number of dice and the remainder are pips). If a magic type that the character already has is chosen, then this simply adds to the previous skill in it. With a perfect set, spells of all the magic types can be learned with this effect (again, if the character already has skill in any of them, then this adds to it).

Armor Armor with a turquoise in it provides its wearer with an $x\%$ chance that any negative spell cast on them, regardless of level or type, will fail. This includes the ground the character's on, and a one foot radius around their body (thus preventing spells like ensnare). If a magically created projectile (like a fireball) fails this resistance roll, then it'll simply disappear once it enters that one foot radius. In its perfect form, the armor can absorb magic cast on it. The wearer, if they specify that they aren't using the resistance against the spell, can have the armor absorb it. This can only store one spell at a time but it's maintained with the same strength as when it was first cast. This spell can be used any time but after used, the armor is unable to absorb another spell for the rest of the day. Absorbed spells still effect those it was cast on, though with only half their normal effect. The spell will dissipate after a number of days equal to a fifth the level of the armor wearer if not used.

Helmet The turquoise placed in a helmet provides its user with an additional $x\%$ chance of finding magical items. To do this, when a roll is made to determine the quality or presence of a magical item, it's increased by $x\%$ of its total amount. The helmet also alerts its wearer of when and where a spell is being cast from up to x yards away. By its flawed state it reveals the type of magic being used, and in the flawless it's accurate enough to determine who used the spell from a crowd of people. This will only reveal the magic if it's just being started (this won't show enchantments or previously started spells). In its perfect form, this helmet provides full immunity to mind altering magic and provides a sort of compass to find other gems or artifacts. This is a rough estimate of direction and those possessed by characters of a higher level than the helmet wearer are immune to being detected. Also, artifacts with very powerful enchantments will be immune if the GM specifies so.

Shield Weapons that strike a shield that's been enchanted with a turquoise lack their normal magic effects (only doing their mundane damage and effects). If placed between the character and a spell caster, it can reduce the strength of the spell against them (if they're the target) by x . This only works with spells that target them directly (this won't effect earth magic or other such manipulative magics). The shield must be raised as a barrier before the spell has its effect. In its perfect form, the shield that's struck by a magically enhanced weapon not only neutralizes the magic, but also channels it to the shield user's weapon. Upon their next attack, the character will have both the its normal strength, but also the magically properties of the weapon that was defended against (with the same stats as it would have had if the shield hadn't stopped it).

Weapon The weapon enchanted by a turquoise can pierce most magical barriers easily (reducing their effect by $3x$). The weapon also has an easier time against immunities or other types of resistance. The damage the weapon changes to something that the resistance doesn't include (such as immunity to physical attacks will change the blade to be a magical attack). Characters who are simply immune to damage keep their invulnerability. In its perfect state, the weapon will drain the powers from anything it strikes. This loss of magical properties lasts for a fifth the character's level in rounds, and will stack with the effects of previous strikes. This is also useful for temporarily dispelling cursed items the character's holding, though certain artifacts the GM specifies may be immune to this ability.