SOCKETED GEMS

*Kargin found a glowing green gem in the dragon’s hoard. When he touched the gem to his dwarven hammer’s haft, it attached to the weapon’s base. Kargin’s hammer now glowed with the same green energy, acid dripping along its length. When he removed the gem and affixed it to his dagger, the hammer lost this ability, but the dagger dripped with acid instead.*

A socketed gem is a small gem that has been enchanted to provide a magical effect when affixed to a weapon, shield, or suit of armor (or any other magic item that grants an armor bonus to AC). Each item can hold a single socketed gem, but an attached gem can be swapped for another one at any time.

Attaching a socketed gem to (or removing it from) an item requires a move action that doesn’t provoke attacks of opportunity. Effectively, each eligible item has a single “slot” that can be filled by any appropriate gem. Socketed Gems are ranked. Each level or rank describes the relative power level of the gem’s effect, but also the minimum required quality of enhancement bonus to the armor, shield, or weapon for the gem to function.

Only the item’s actual bonus applies, not its “effective” bonus; for example, a *+1 keen holy flaming burst longsword* won’t allow a socketed gem to function, since its actual bonus is only +1.

Socketed Gems offer characters a cheap method of improving weapons and armor. Unlike adding a normal armor or weapon property, buying and using a socketed gem doesn’t require making a permanent decision about the item—if it later proves uninteresting, it can be sold or traded to help pay for a more

powerful gem or item.

The “swappable” nature of socketed gems also allows a character to be prepared for more eventualities. Paying for the ghost touch weapon property is not only a significant investment in gold, but also feels like wasted space whenever the characters aren’t fighting shadows and wraiths. On the other hand, a Tier 1

Radiant Gem provides the same effect but can be swapped for another gem when you don’t face incorporeal

creatures. Even low-level characters can afford to carry a couple of the Tier 1 gems, and high-level characters can easily afford to keep a few extras in a bag of holding for special situations.

**Crafting Sockets Prerequisites**

Skill: Craft Skill (Gemcutting) – INT based; Profession (Jeweler) – INT based

Feat: Craft Gem Enchantments

Tiers: There are ten tiers to the Socketed Gems;

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Gem Tier | Equivalent Bonus | Base Price | Craft Price | XP Cost | Days to Craft |
| Tier 1 | +1 | 2,000 | 1,000 | 80 | 1 |
| Tier 2 | +2 | 8,000 | 4,000 | 320 | 4 |
| Tier 3 | +3 | 16,000 | 8,000 | 640 | 8 |
| Tier 4 | +4 | 32,000 | 16,000 | 1,280 | 16 |
| Tier 5 | +5 | 64,000 | 32,000 | 2,560 | 32 |

***Note:*** A talented Jewel Crafter can combine several lower Tier gems, to create a higher Tier Gem, typically it takes as many lower tier gems to of the same type to equal the value of the higher tier gem your looking to create. An example of this would be a character has 4 Tier 1 +1 gems, 4 +1 gems equal the exact value of a single +2 gem. A jewel crafter with a high enough skill can craft them together consolidating them into the higher tier gem. The DC check the jewel crafter needs to make is at the discretion of the DM.

**Example - Gem Properties for Weapons, Armor, and Shields**

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For a more complete list of Weapon, Armor, and Shield magical properties that can be fitted for socket gems can be found here: <https://naggaroth.daerma.com/quickref/pdf/DnD3.5Index-MagicItems-WeaponsArmor.pdf>