

GEMSTONE COMPENDIUM

The gleam of shimmering coins and ornate trinkets dazzle our brave adventurers as they stumble into the dragon's lair. Contained inside, a vast fortune on the scale of a small kingdom's treasury. One gleam in particular catches the rogue's eye: a brilliant gemstone, deep blue in color and iridescent in the light.

Gingerly reaching down, he plucks the stone from amidst the mound of gold.

NATURAL RESOURCE

Gems are often used as a light-weight way of transporting wealth, and can be used by some arcane practitioners as catalysts for their spells. In this compendium, alternative uses for gems are described, in order to grant players and DM's alike more freedom in designing and customizing items.

SETTING A GEM

In order to harness the energy of a gem, the gem must be inserted into socketed weapon or armor. Bejeweling weapons or armor is a three-step process:

SOCKETING

In order to add a socket to an item, a smith must modify the weapon or armor to receive the gem. The smith can make a DC 15 smith's tools (Dexterity) check in order to create the socket. The DC for this check goes up by 5 for every socket added beyond the first. On a failed check, the weapon breaks.

SETTING

In order to place a gem into socketed weapon or armor, a jeweler must carefully secure the stone. The jeweler can make a DC 15 jeweler's tools (Dexterity) check in order to bejewel the desired object. The DC for this check goes up by 5 for every socket added beyond the first. On a failed check, the gem is shattered.

ENCHANTING

In order to harness the gem's magical abilities, an enchanter must imbue the gem with power. The enchanter can make an Arcana (Intelligence) check in order to enchant the gem. The DC of this check depends on the quality of gem, and is equal to the saving throw DC listed in the *Quality of Gem* table.

VOLATILE NATURE

The magic abilities of enchanted gems is volatile and dangerous. If a gem is ever cracked or shattered, it will forcefully release its enchantment, creating an explosion of raw elemental power around it.

When shattered, a gem will create a 20-ft. radius explosion. All creatures caught within the blast make a saving throw (depending on type of gem). On a failed save, they take damage equal to the gem's remaining charges times the gem's dice type of the gem's damage type.

Gems may be thrown as an *improvised weapon* with range 20/60, dealing 1d4 bludgeoning damage on a hit, or with a sling for a longer range. A creature that has been hit by the gem makes the saving throw for the explosion at disadvantage.

MISFIRE SCORE

Weapons and armor were modified to hold gems often face weakness in their structural integrity. The act of striking with a weapon or deflecting with armor places significant stress on the weapon or armor in question, and unless it is purposely built to receive gems, there is a small chance that the impact will damage the gem.

When making an attack roll with a melee weapon containing a gem, the melee weapon should have a *misfire score* equal to the number of sockets added to the item. If the attack roll is made and the raw dice number is lower than or equal to the misfire score, **all the gems inside the weapon will shatter**, causing the explosion effects centered around the weapon.

When being attacked in armor containing a gem, the incoming attack has a *critical score* equal to 21 minus the number of sockets added. If the incoming attack roll is made and the raw dice number is higher than or equal to the critical score, **all the gem inside the armor will shatter**, causing the explosion effect centered around the armor.

As a general rule of thumb, a single weapon or piece of armor should only ever hold one gem. Any additional gems should add to the misfire score.

WEAPON DESTRUCTION

When a gem explodes, roll a Durability saving throw for the weapon. The DC is half the damage done to the weapon by the exploding gems. If the weapon or armor is magical or made of a stronger material, discuss with the DM about what bonus to add to the save.

GEM TYPE

Not all gems are created equal. Some are but splinters or flakes and hold only a modicum of worth. Others are flawless in size, cut, and clarity, and are the ultimate sign of nobility and wealth. Gems of different minerals possess differing elemental affinities, affecting their abilities.

TYPES OF GEM

| Gem | Damage | Saving Throw |
|----------|-----------|--------------|
| Onyx | Necrotic | Constitution |
| Ruby | Fire | Dexterity |
| Amber | Lightning | Dexterity |
| Topaz | Radiant | Constitution |
| Emerald | Poison | Constitution |
| Opal | Cold | Dexterity |
| Amethyst | Psychic | Wisdom |
| Sapphire | Force | — |

GEM QUALITY

Gems are divided into five different levels of quality: shard, minor, plain, major, and flawless. A gem shard is merely a chip or flake, and can contain little magical energy, while a flawless gem displays structural beauty and brilliance.

Each gem contains a certain number of charges, which are restored at dawn.

QUALITY OF GEM

| Quality | Rarity | Charges | Dice | Save DC | Value |
|----------|-----------|---------|------|---------|----------|
| Shard | Common | 2 | d4 | 9 | 100 GP |
| Minor | Uncommon | 3 | d6 | 12 | 500 GP |
| Plain | Rare | 4 | d8 | 15 | 2500 GP |
| Major | Very Rare | 5 | d10 | 18 | 12500 GP |
| Flawless | Legendary | 6 | d12 | 21 | 62500 GP |

WEAPONS

When you land an attack, you may expend charges from the gems as a **reaction**. Your attack deals an extra 1d4 to 1d12 for each charge expended, of the gem's damage type. See the **Quality of Gem** table for dice size and number of charges.

ARMOR

When you are hit by an attack that deals the same damage type as your gem, you may expend charges from the gems as a **reaction** to taking damage. You reduce the incoming damage by 1d4 to 1d12 for each charge expended. See the **Quality of Gem** table for dice size and number of charges.

SAPPHIRES: ARCANE GEMS

Sapphires behave differently from other gems. Instead of granting elemental capabilities, sapphires imbue weapons or armor with magical power of varying degrees. Weapons that are that contain sapphires are considered magical for the purpose of overcoming resistances and immunities.

When a sapphire is shattered, it will release a magic missile for each charge remaining in the gem. The missiles randomly seek targets within a 60-ft. radius. Each missile deals 1d4 to 1d12 force damage. See the **Quality of Gem** table for dice size.

WEAPONS

When you make an attack, you may expend charges from the gems as a **reaction**. You gain a 1d4 to 1d12 bonus to hit for each charge expended, only against the triggering attack. You can do this after making the attack roll, but before knowing the result. See the **Quality of Gem** table for number of charges.

ARMOR

When you are hit by an attack, you may expend charges from the sapphires as a **reaction** to the attack. You gain a 1d4 to 1d12 bonus to armor class for each charge expended, only against the triggering attack, possibly causing the attack to miss. See the **Quality of Gem** table for number of charges.

FLAWLESS GEMS

Flawless gems all provide a passive +1 damage of their respective type when socketed in weapons, and resistance to their respective type when socketed in armor.

Flawless sapphires instead provide a passive +1 to attack when socketed in weapons, and a +1 to armor class when socketed in armor.

ARCANE SECRETS

Each flawless gem also comes with its own additional arcane secret. Their charges can be used in the following ways.

Onyx. If you are subjected to an effect that would kill you while holding the gem, the gem instead crumbles to dust and you are restored to consciousness at 1 hit point.

Ruby. While holding this gem, you can contain and channel the flame of a fiend. You can use an action to hold forth the gem, targeting the flame of a fallen fiend that you can see within 5 feet of you. If the gem does not contain another fiend's flame, target becomes trapped within the gem. You can use an action to hold forth the gem and release the fiend's flame the gem contains.

Amber. As an action, you can expend 4 charges to cast giant insect. The amber contains within it either 1d10 centipedes, 1d3 spiders, 1d5 wasps, or one scorpion, which become transformed into their giant versions by the spell.

Topaz. As an action, you can expend charges from the gem to recover hit points. For each charge expended, you regain hit points equal to one hit dice (including constitution modifier). This does not expend any of your hit dice.

Emerald. As an action, you can expend 3 charges to cast haste.

Opal. As an action, you can expend 2 charges to cast lesser restoration, 3 charges to cast remove curse, or 5 charges to cast greater restoration.

Amethyst. As an action, you can expend charges from the gem to recover an expended spell slot. The level of the slot recovered is equal to the number of charges expended.

Sapphire. This gem can store up to 6 levels of spells at a time. For each level of spell stored, one of the gem's charges is used for storing the spell. While holding this gem, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the gem is no longer stored in it, and the charges freed and expended.