

Book of Magic

Gemhancements



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Bret Boyd

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Bret Boyd

CREDITS

Author
Bret Boyd

Editor
Kevin Morris

Artwork
V-Shane
Rick Hershey
Darkzel

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What is a Gemhancement?

Simply put, a gemhancement is a semi-precious gemstone that is simultaneously worked and imbued with a magical power that can be used once per day. The resulting item is capable of adhering to any metal surface when the user speaks the dwarven rune etched onto the gem's single flat side. The rune is small, and only a most observant individual will notice it (Perception DC 30). Each gemhancement stone has its own activation rune. After adhering it to a metal object, the user activates a gemhancement by thought alone as a swift action. Removing a gemhancement requires speaking the rune aloud again, which causes the gemstone to drop, lifeless, from the object. All gemhancements measure about one inch in length. Only semi-precious stones are used because precious stones are "too expensive" to work into such items (according to an ancient dwarven mandate).

There are two additional properties common to gemhancements of dwarven make. First, if someone pours two swallows worth of ale onto an un-affixed (but active) gemhancement, the item leaks magical power in the form of a gaseous mist the same general color as the gem. The resulting cloud has the same properties as the *obscuring mist* spell (caster level equal to the grade of the gemhancement [1 to 4]). This power is only usable once per week. The second property allows the user to detonate the gemhancement, releasing its magical energies in a violent explosion. By saying the activation rune backwards, the gem becomes brittle, breaking extremely easily for the next two rounds. If it is broken, the gemhancement releases its power in a 20-foot radius explosion that deals 1d6 points of force damage per caster level of the gemhancement. A Reflex save (DC is equal to 10 + twice the grade of the gemhancement) causes an affected creature to suffer half damage. Normally, a brittle gemhancement is thrown at an enemy position to break it.

Non-Dwarven Gemhancements

After their use in underground wars between the dwarves and orcs, goblins, drow, and other unsavory races, knowledge of gemhancements reached the surface world through races such as gnomes and elves. These folk admired the simplicity of an easily-carried array of magical options that could be attached to weapons and armor without need of a spellcaster. Elven scholars looked a bit further into the creation aspect of the items and discovered that the nature of gemstones lends itself to magical enchantment because they share a common "vibration" unique to magical energy. Some elves have even theorized that gemstones acquire their color and magical potential not just from the natural circumstances of their creation but also from the ebb and flow of ambient magical energies in the world.

Gnomes and orcs have both tried their hand at creating gemhancements but neither race could summon the patience or skill (respectively) to make the process viable for bulk production. Dwarves have a natural talent for finding gemstones and live in the items' native environment, enabling ease of discovery and acquisition. This is not to say that non-dwarven gemhancements are not created but the few that are do not possess the additional two properties discussed above (ale-created mist or detonation capability). Human versions are rare but can be found in more abundance than other non-dwarven gemhancements (see **Uncommon Gemhancements** below).

Gemhancement Creation

Only a handful of dwarves have the knowledge or ability to craft these items today. That number is even fewer when any other race is concerned. Some dwarves may take offense to the use or possession of gemhancements by non-dwarves, so such folk should exercise caution with gemhancements around dwarves. To create a gemhancement, one needs an unworked semi-precious gem, the Craft (jewelry) skill, the Craft Wondrous Item feat, and the ability to cast spells. Essentially, the crafter works the gem while imbedding a chosen spell inside it. First, he must succeed on a Craft (jewelry) check of the appropriate DC based on the gem's grade (see table). This DC is twice that needed to normally work a gem because of the specific angles and concentration required to imbed a spell (tough but not impossible to a dedicated character). Much like brewing a potion, the caster-creator sets the caster level, which must be sufficient to cast the spell in question and no higher than his own level. If successful, the gem becomes a gemhancement and the spell inside it can never be removed or swapped out for another. The caster-creator then etches a single tiny rune somewhere onto the "front" of the item (the "back" being the flat side) which is the command word for that particular gemhancement.



Learning About Gemhancements

A GM may want to introduce gemhancements by simply dropping one or two into a treasure hoard or he may decide to give a "crafty" spellcaster the means to create them himself by providing basic instructions in said hoard. The best way to learn the practice is to find a dwarven teacher who is willing to tutor a PC in the lore of gemhancements. This could be an adventure in itself if the dwarf in question requires saving or if he demands a quest of some kind before imparting such ancient knowledge to non-dwarves. If the GM wishes, learning without a teacher is much more difficult, increasing the Craft DC by up to +5 per grade.

Table 1: Random Gemhancement Stones

d% Grade 1*	Least Semi-Precious Gem (Craft DC 20)	Base Value	Added Value**
01-08	Agate	5 gp	+2d4 gp
09-14	Alabaster	5 gp	+2d4 gp
14-20	Azurite	5 gp	+2d4 gp
21-26	Hematite	5 gp	+2d4 gp
27-34	Lapis lazuli	5 gp	+2d4 gp
35-40	Malachite	5 gp	+2d4 gp
41-48	Obsidian	5 gp	+2d4 gp
49-56	Pearl, irregular freshwater	5 gp	+2d4 gp
57-62	Pyrite	5 gp	+2d4 gp
63-70	Rhodochrosite	5 gp	+2d4 gp
71-78	Quartz, rock crystal	5 gp	+2d4 gp
79-84	Shell	5 gp	+2d4 gp
85-92	Tigereye	5 gp	+2d4 gp
93-100	Turquoise	5 gp	+2d4 gp

*First- and second-level spells only.

**If of dwarven make, the value increases by 200 gp per caster level to account for the hidden properties of *obscuring mist* and force-based *fireball*.

d% Grade 2*	Lesser Semi-Precious Gem (Craft DC 24)	Base Value	Added Value**
01-06	Bloodstone	25 gp	+2d4 × 5 gp
07-12	Carnelian	25 gp	+2d4 × 5 gp
13-18	Chrysoprase	25 gp	+2d4 × 5 gp
19-24	Citrine	25 gp	+2d4 × 5 gp
25-32	Ivory	25 gp	+2d4 × 5 gp
33-38	Jasper	25 gp	+2d4 × 5 gp
39-44	Moonstone	25 gp	+2d4 × 5 gp
45-50	Onyx	25 gp	+2d4 × 5 gp
51-56	Peridot	25 gp	+2d4 × 5 gp
57-74	Quartz, milky, rose, or smoky	25 gp	+2d4 × 5 gp
75-80	Sard	25 gp	+2d4 × 5 gp
81-86	Sardonyx	25 gp	+2d4 × 5 gp
87-92	Spinel, red or green	25 gp	+2d4 × 5 gp
94-100	Zircon	25 gp	+2d4 × 5 gp

*First- through fourth-level spells only.

**If of dwarven make, the value increases by 200 gp per caster level to account for the hidden properties of *obscuring mist* and force-based *fireball*.

d% Grade 3*	Semi-Precious Gem (Craft DC 30)	Base Value	Added Value**
01-10	Amber	50 gp	+2d4 × 10 gp
11-20	Amethyst	50 gp	+2d4 × 10 gp
21-30	Chrysoberyl	50 gp	+2d4 × 10 gp
31-40	Coral	50 gp	+2d4 × 10 gp
41-50	Garnet	50 gp	+2d4 × 10 gp
51-60	Jade	50 gp	+2d4 × 10 gp
61-70	Jet	50 gp	+2d4 × 10 gp
71-80	Pearl, saltwater	50 gp	+2d4 × 10 gp
81-90	Spinel, deep blue	50 gp	+2d4 × 10 gp
91-100	Tourmaline	50 gp	+2d4 × 10 gp

*First- through sixth-level spells only.

**If of dwarven make, the value increases by 200 gp per caster level to account for the hidden properties of *obscuring mist* and force-based *fireball*.

d% Grade 4*	Greater Semi-Precious Gem (Craft DC 40)	Base Value	Added Value**
01-25	Aquamarine	250 gp	+2d4 × 50 gp
26-50	Opal	250 gp	+2d4 × 50 gp
51-75	Pearl, black	250 gp	+2d4 × 50 gp
76-100	Topaz	250 gp	+2d4 × 50 gp

*First- through eighth-level spells only.

**If of dwarven make, the value increases by 200 gp per caster level to account for the hidden properties of *obscuring mist* and force-based *fireball*.



Table 2: Gemhancement Spell Costs

Spell Level/Gemhancement Grade	Grade 1	Grade 2	Grade 3	Grade 4
Level 1 Spell	510 gp	550 gp	600 gp	1,000 gp
Level 2 Spell	3,010 gp	3,050 gp	3,100 gp	3,500 gp
Level 3 Spell	—	7,550 gp	7,600 gp	16,000 gp
Level 4 Spell	—	14,050 gp	14,100 gp	14,500 gp
Level 5 Spell	—	—	22,600 gp	23,000 gp
Level 6 Spell	—	—	33,100 gp	33,500 gp
Level 7 Spell	—	—	—	46,000 gp
Level 8 Spell	—	—	—	60,500 gp

Gemhancement cost = spell level × caster Level × 500 gp + gemhancement stone cost + spell material costs. This table assumes minimum cleric/druid/witch/wizard caster level and no materials cost, the gemhancement is not dwarven made and used the average gemhancement stone cost.

Spell Limitations

The creation rules do not cover the extreme ends of the spellcasting spectrum (0- and 9th-level spells). The dwarves attempted to place cantrips/orisons into grade 1 gemstones but found that the magical energy created by these simple spells was not enough for a worked gem to harness. The energy uselessly slipped from the item in a meager display of radiance. On the opposite end of the spectrum, 9th-level spells proved too powerful to be harnessed—the first attempt to place one in a gemhancement resulted in an explosion that killed three dwarves. Though ancient dwarves were not pleased with these limitations, they eventually understood such things to be the nature of magical item crafting once they learned the secrets of creating items such as potions and wands.

There are four grades of semi-precious gems (see **Table 1: Random Gemhancement Stones**). Completing a gemhancement requires a number of days equal to the gemhancement's grade. The grade also determines what spell level can be imbedded into it. The chosen spell must have a casting time of 1 standard action or less.

Table 3: Sample Activation Words

Activation Word	Translation
<i>bool</i>	happy
<i>encapt</i>	capture
<i>encaptu</i>	ensnare
<i>entark</i>	relief
<i>foridan</i>	power
<i>geship</i>	far jump
<i>hoen-balu</i>	god's beard
<i>kitack</i>	smack
<i>kri-omaden</i>	see death
<i>mydrx</i>	mystic
<i>mydrx-faln</i>	mystic barrier
<i>nehta</i>	not cold
<i>omadin</i>	see beyond
<i>omaduk</i>	see through
<i>orvin</i>	bolts
<i>puum</i>	heal
<i>puum-del</i>	soothe
<i>reketet</i>	ricochet
<i>sebir</i>	retreat
<i>thaga</i>	prime
<i>tik-tik</i>	skip lightly
<i>voedan</i>	vault door
<i>yenta</i>	on target
<i>zagyp</i>	bigger

Using a Gemhancement

In order to either affix or remove a gemhancement, an intelligent creature need only utter the command word etched onto the gem. Each gemhancement has its own rune of command. When active, the gemhancement adheres to any metal surface it is placed against and remains attached until removed by speaking the same command word. After it is activated and applied to a metallic object, a gemhancement's power can be used once per day by its wielder. The effect normally functions as the imbedded spell at the gemhancement's caster level.

Sample Common Gemhancements

The following list of gemhancements are ones most typically encountered in subterranean treasure hoards or used today by the eldest of dwarven families. Bear in mind that these are only examples and that a caster-creator can fashion any spell into the appropriate gemstone using the above rules. All of the examples below are dwarven-crafted gemhancements and so not only add their gem value to the market price but also an additional 200 gp per caster level for the hidden properties common to that make of gemhancements. For ease of reference, the grade of each gem can be found in brackets at the end the description along with the name of the rune that acts as that gemhancement's command for activation ("dwarven word"/common translation). In all cases, saving throws made against gemhancement effects are based on the caster level of the item plus the appropriate ability modifier of the wielder.

CHAIN LIGHTNING GEMHANCEMENT

Aura moderate evocation; **CL** 11th
Slot none; **Price** 35,300 gp; **Weight** –

DESCRIPTION

Once per day, you cast the spell *chain lightning*, dealing 11d6 damage to up to 11 targets after the first that are within 30 feet of the first target.

Additionally, you can cast *obscuring mist* (CL 3) once per week. If you say the activation word backwards and and break the gemhancement (such as by throwing it against a hard surface), the gemhancement will shatter, dealing 11d6 points of force damage to all those within 20 feet (Reflex save DC 16 reduces this by half damage. [grade 3; "reketet"/ricochet])

CONSTRUCTION

Requirements Craft Wondrous Item, *chain lightning*, jet; **Cost** 18,800 gp

ENDURE ELEMENTS GEMHANCEMENT

Aura faint abjuration; **CL** 1st
Slot none; **Price** 710 gp; **Weight** –

DESCRIPTION

Once per day, you or a creature you touch are protected as per the *endure elements* spell for 24 hours.

Additionally, you can cast *obscuring mist* (CL 1) once per week. If you say the activation word backwards and and break the gemhancement (such as by throwing it against a hard surface), the gemhancement will shatter, dealing 1d6 points of force damage to all those within 20 feet (Reflex save DC 12 reduces this by half damage. [grade 1; "entark"/relief]

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*, agate; **Cost** 460 gp

GOOD HOPE GEMHANCEMENT

Aura moderate enchantment; **CL** 7th
Slot none; **Price** 11,950 gp; **Weight** –

DESCRIPTION

Once per day, you and up to six additional creatures can use of the *good hope* spell for 7 minutes.

Additionally, you can cast *obscuring mist* (CL 2) once per week. If you say the activation word backwards and and break the gemhancement (such as by throwing it against a hard surface), the gemhancement will shatter, dealing 7d6 points of force damage to all those within 20 feet (Reflex save DC 14 reduces this by half damage. [grade 2; "bool"/happy]

CONSTRUCTION

Requirements Craft Wondrous Item, *good hope*, citrine; **Cost** 6,700 gp

WALL OF IRON GEMHANCEMENT

Aura moderate conjuration; **CL** 11th
Slot none; **Price** 33,350 gp; **Weight** –

DESCRIPTION

Once per day, you can create up to a 55-square foot *wall of iron*. The normal material component is unneeded as its already integrated into the item.

Additionally, you can cast *obscuring mist* (CL 3) once per week. If you say the activation word backwards and and break the gemhancement (such as by throwing it against a hard surface), the gemhancement will shatter, dealing 11d6 points of force damage to all those within 20 feet (Reflex save DC 16 reduces this by half damage. [grade 3; "voedan"/vault door]

CONSTRUCTION

Requirements Craft Wondrous Item, *wall of iron*, coral; **Cost** 18,850 gp

Uncommon Gemhancements

Instead of providing the wielder with the benefit of a single spell, there are two other types of gemhancements to be found. The creation process for these is the same except as noted under each gemhancement type. It is thought that these more general-use items were created by human mages but evidence is inconclusive.

Combat Gemhancement

This gemhancement provides a magical enhancement to the wielder's weapon (be it sword, bow, or fist) or armor (natural or otherwise).

Creation: There is no spell to imbed into the gem. Instead, the creator's caster level must be at least three times that of the enhancement bonus (max of +5 at 15th level) and he must possess the Craft Magic Arms and Armor feat.

Benefit: Once per day, an enhancement bonus (+1 thru +5) is added to the wielder's weapon or armor of choice. This bonus stacks with any bonuses already present and lasts for 1 hour per grade of the gem. The bonus must be applied as-is (you **cannot** move +1 to armor and +1 to weapon, for example)

Price: [Bonus squared x 1,500 gp] divided by 5. Multiply that number by 2 before adding gem cost.

Example: A 3rd-level cleric creates a *combat tigereye gemhancement* (a grade 1 gem). His level dictates that the enhancement bonus can only be +1. Once activated, the enhancement lasts for 1 hour. Price: 608 gp

Unfinished Gemhancement

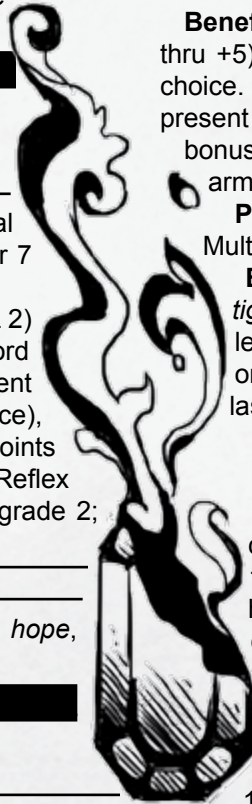
This gemhancement lacks a spell because the creator purposely chose to "lose" the spell rather than imbed it into the gem. As a result, this item has the power to absorb magical power (based on its grade) which dissipates harmlessly.

Creation: As normal but the chosen spell, for whatever reason, does not become imbedded.

Benefit: The gemhancement can absorb spell levels equal to its grade's power (grade 1 = max level 2; grade 2 = max level 4; grade 3 = max level 6; grade 4 = max level 8). The magic absorbed must be a single-target spell or a ray directed at the wielder. Once the maximum number of spell levels have been absorbed, the gemhancement drops, inert, from its place on the wielder. It registers as nonmagical until 24 hours have passed, after which its power resets. Should the wielder be targeted by a spell of a level higher than what can be absorbed, the spell functions normally. The gemhancement can only absorb exact spell levels. Spells are absorbed no matter their origin (friend or foe). To be affected by a healing spell, for example, would require removal of the gemhancement beforehand. The wearer has no control over this power.

Price: [Max spell level squared x 1,000 gp] divided by 5. Multiply that number by 2 before adding gem cost.

Example: An *unfinished bloodstone gemhancement* is grade 2 on the gem table, meaning it has the ability to store a 4th-level spell. Should the user be targeted by a *lightning bolt* (a level 3 spell), the gemhancement can still absorb a level 1 spell before becoming inert. Price: 6,440 gp



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BOOK OF
HEROIC RACES
half-faerie dragons

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