

the user. This limited *charm* lasts for only one hour and is easily removed by a *dispel magic* spell. The gavel may be used only once a day.

## Gem

A few definitions concerning gemstones are in order. Most minerals (and gems are usually minerals) are of two types—crystalline, occurring as single stones or clusters of stones, each having a definite structure that is regularly repeated throughout crystals of the same sort; or massive, occurring as continuous masses of the same mineral, having no regular structure that is readily discernible. (Technically, massive minerals are actually composed of a great number of microscopic crystals in most cases.)

Crystalline stones are often *faceted*, a process by which they are flaked or ground into a series of flat surfaces that together usually form one of several customary cuts, in the shape of symmetrical but irregular polyhedra. Both crystalline and massive stones may be smooth cut, which is the act of forming them into regular shapes with flat surfaces suitable for engraving (those often found in rings). They may be made into cabochons, oval or dome-shaped, with one flat side for mounting. They may also be carved into beads, figurines, symbols, and other shapes, or simply polished in the natural shape of the stone. Massive stones are sometimes found in large enough masses to be shaped like one would shape wood or stone; sections may be sawn off a large stone and used decoratively as slabs; or they may be carved (or even turned on lathes) into jars, bowls, and other functional shapes.

*Inclusions* are any of the specks of other materials, bubbles, tiny flaws, impurities, and the like which affect the appearance of a stone by their presence. Cat's-eyes, found among many mineral families, are caused by certain patterns of inclusions which, when a stone is shaped properly, appear similar to the slit-shaped pupil of a cat's eye. Star gems have analogous patterns creating the illusion of a pale, six-rayed star. Both cat's-eyes and stars must usually be cut as cabochons to display the effects (known by the terms *chatoyancy* and *asterism* respectively). The value of a given stone will depend on its size, color, relative freedom from flaws, and the skill with which it has been cut.

Those mystical properties associated with the various gems are to be associated with the "classical" forms; thus, while topaz exists in blue, colorless, and pink varieties, the mystical properties



associated with the various gems are to be associated with the "classical" forms; thus, while topaz exists in blue, colorless, and pink varieties, the mystical properties with which topaz is credited are linked only to the traditional honey-yellow stone (and the similarly colored "oriental topaz"). When stones normally occur in a number of different colors, such as with agate, jade, jasper, and spinel (to name a few), this restriction does not apply. In the following text, each type of gem mentioned in the *DMG* is referenced by at least one of its popular names. The information on gem category (ornamental, fancy, etc.) and base value in gold pieces is taken from the *DMG*.

**Reputed magical properties of gems:** The Dungeon Master can use this list in a number of ways. The DM may choose gems with appropriate magical properties as needed material for the creation of a magical diagram or as part of the material components for the spells listed in the *Fiendomicon of Iggwllv* (see **Spellbook**). The gems marked with an asterisk may also be used to refuel *Daoud's wondrous lanthorn*.

Gem Type	Effects or Uses
Agate	Restful and safe sleep
Alexandrite	Good omens
Amber	Wards off disease
Amethyst	Protects against drunkenness or drugging
Beryl	Wards off enemies
Bloodstone	Weather control
Carbuncle	Powers of dragons' sight
Carnelian	Protection from evil
Cat's-eye agate	Protection from spirits
Chalcedony	Wards against undead
Chrysoberyl	Protection from possession
Chrysolite	Wards off spells
Chrysoprase	Invisibility
Coral	Calms weather, ensures safety in river crossings, cures madness, halts bleeding
Diamond	Invulnerability vs. undead
Hematite	Aids fighters, heals wounds
Jacinth	Luck for travelers, wards off plague, protection from fire
Jade	Skill with music and musical instruments
Jasper	Protection from venom
Jet	Soul object material
Lapis Lazuli	Raises morale and courage
Malachite	Protection from falling

Malachite	Wards off spells, evil spirits, and poisons
Sunstone	Wards off spells, evil spirits, and poisons
Moonstone	Causes lycanthropy
Olivine	Protection from spells
Onyx	Causes discord among enemies
Peridot	Wards against enchantments
Ruby	Gives good luck
Sapphire	Aids understanding of problems, kills spiders, boosts magical abilities
Sapphire	Star Protection from magic
Sard	Benefits wisdom
Serpentine	Adds to wile and cunning
Topaz	Wards off evil spirits
Turquoise	Aids horses in all ways (but the stone shatters when it operates)

Gem Color	Meaning or Significance
Black	The Earth, darkness, negation.
Blue	The heavens, truth, spirituality.
Clear	The sun, luck.
Green	Venus, reproduction, resurrection, sight.
Red	Control of hemorrhaging, heat.
White	The Moon, enigmas.
Yellow	Secrecy, homeopathy, jaundice.

Find the value of each gem or group of gems on the table below, and check for gem variations:

Roll	Class	Base Value
01-25	Ornamental Stones	10 gp
26-50	Semiprecious Stones	50 gp
51-65	Fancy Stones	100 gp
66-80	Precious Stones	500 gp
81-90	Hardstones	Varies
91	Shells	Varies
92-99	Gems	1,000gp
00	Jewels	5,000 gp

Ten percent of these gems are worth more or less than their base value, either because of imperfections or a particularly splendid cut. Use the Gem Variation Table.

Roll	Result
1	Stone increases to the next higher value; roll again, ignoring a result of 1.
2	Stone is double base value.
3	Stone is 10-60% above base value.

- 4 Stone is 10-40% below base value.  
 5 Stone is half base value.  
 6 Stone is decreased to next lower base value; roll 1d6 again, ignoring a result of 6.  
 7-8 Stone is uncut and in rough form (if possible). Value is 10% of that listed until polished and cut by someone with jewelry proficiency. At that time, roll again on this chart with 1d6.

If the specific type of stone is desired, go to the appropriate table below and roll the stone type. Note that some gems have both economic value and commodity value if they can be used in creating magical items or magical spells.

**Roll Ornamental Stone Type**

01-02	Agni Mani
03-04	Algae
05-06	Augelite
07-08	Azurite
09-10	Banded Agate
11-12	Blue Quartz
13-14	Bluestone
15-16	Chrysocolla
17-18	Corstal
19-20	Crown of Silver
21-22	Disthene
23-24	Epidote
25-26	Eye Agate
27-28	Fire Agate
29-30	Fluorspar
31-32	Frost Agate
33-34	Goldline
35-36	Greenstone
37-38	Hematite
39-40	Hyaline
41-42	Lapis Lazuli
43-44	Lynx Eye
45-46	Malachite
47-48	Microcline
49-50	Moss Agate
51-52	Nelvine
53-54	Nune
55-56	Obsidian
57-58	Oolite
59-60	Ophealine
61-62	Rhodochrosite
63-64	Rosaline
65-66	Sagenite
67-68	Sanidine
69-70	Sarbossa

71-72	Satin Spar
73-74	Sharpstone
75-76	Sheen
77-78	Silkstone
79-80	Snowflake Obsidian
81-82	Sunstone
83-84	Thuparlial
85-86	Tiger Eye Agate
87-88	Turquoise
89-90	Variscite
91-92	Violane
93-94	Webstone
95-96	Wonderstone
97-98	Woodtine
99-00	Zarbrina

**Roll Semiprecious Stone Type**

01-02	Agate
03-04	Alestone
05-06	Andar
07-08	Aventurine
09-10	Bloodstone
11-12	Boakhar
13-15	Carnelian
16-18	Chalcedony
19-21	Chrysoprase
22-24	Citrine
25-26	Cleophane
27-28	Datchas
29-30	Dioptase
31-32	Gold Sheen
33-34	Hambergyle
35-36	Hydrophane
37-38	Hypersthene
39-40	Iol
41-43	Irtios
44-45	Jasper
46-47	Luriyl
48-49	Malacon
50-51	Mellochrysos
52-54	Moonstone
55-56	Mykaro
57-58	Mynteer
59-62	Onyx
63-64	Orprase
65-66	Phenalope
67-68	Rainbow Obsidian
69-72	Rock Crystal
73-74	Samarskite
75-77	Sardonyx
78-80	Serpentine
81-82	Skydrop

83-86 Smoky Quartz  
 87-88 Spodumene  
 89-91 Star Rose Quartz  
 92-93 Tabasheer  
 94-95 Tchazar  
 96-97 Witherite  
 98-00 Zircon

**RoU Fancy Stone Type**

01-03 Alexandrite  
 04-06 Amber  
 07-10 Amethyst  
 11-13 Angel's Skin  
 14-16 Brandeen  
 17-20 Cairngorm  
 21-23 Chrysoberyl  
 24-26 Chrysolite  
 27-30 Coral  
 31-33 Golden Sapphire  
 34-36 Green Sapphire  
 37-40 Heliotrope  
 41-43 Hyacinth  
 44-46 Jade  
 47-50 Jargoan  
 51-53 Jet  
 54-56 Kornerupine  
 57-60 Laeral's Tears  
 61-63 Mocca Stone  
 64-66 Octel  
 67-70 Precious cat's-eye  
 71-73 Scapra  
 74-76 Shandon  
 77-80 Sinhalite  
 81-83 StarDiopside  
 84-86 Tourmaline  
 87-90 Tremair  
 91-93 Ulvaen  
 94-96 Waterstar  
 97-00 Ziose

**Roll Precious Stone Type**

01-07 Aquamarine  
 08-14 Euclase  
 15-21 Flamedance  
 22-29 Garnet  
 30-37 Heliodor  
 38-44 Horn Coral  
 45-51 Orbaline  
 52-59 Pearl  
 60-67 Peridot  
 68-75 Raindrop  
 76-81 Rusteen

82-88 Sphene  
 89-95 Spinel  
 96-00 Topaz

**Roll Gem Stone Type**

01-05 Black Opal  
 06-11 Fire Opal  
 12-16 Jasmal  
 17-21 Moonbar  
 22-26 Opal  
 27-32 Orange Sapphire  
 33-37 Orblen  
 38-42 Orl  
 43-47 Purple Sapphire  
 48-53 Ravenar  
 54-58 Red Tears  
 59-63 Rhodolite  
 64-68 Sapphire  
 69-74 Sard  
 75-79 Shou Lung Topaz  
 80-84 Shou Lung Amethyst  
 85-89 Tomb Jade  
 90-95 Water Opal  
 96-00 Zendalure

**Roll Jewel Type**

01-06 Amaratha  
 07-17 Beljuril  
 18-25 Black Sapphire  
 26-36 Diamond  
 37-47 Emerald  
 48-58 Jacinth  
 59-69 King's Tears  
 70-71 Rogue Stone  
 72-82 Ruby  
 83-85 Shou Lung Emerald  
 85-93 Star Ruby  
 94-00 Star Sapphire

**Roll Hardstone Type**

01-06 Alabaster (5 sp)  
 07-12 Archon (2gp)  
 13-18 Hornbill Ivory (7 sp)  
 19-24 Iris Agate (2 gp)  
 25-30 Ivory (1-5 gp, depending on quality)  
 31-36 Lumachella (26 sp)  
 37-42 Luspeel (3 gp)  
 43-48 Marble (3 gp)  
 49-54 Meerschau (2 gp)  
 55-60 Pipestone (1 gp)  
 61-66 Psaedros (6 sp)  
 67-72 Serpentine Stone (3 gp)

73-78	Soapstone (9 sp)
79	Star Metal (10,000 gp)
80-85	Sulabra (7 sp)
86-91	Tempskya (1 gp)
92-95	Turritella (8 sp)
96-00	Xylopal (22 sp)

**RoU Shell Type**

01-05	Abalone, Red (10 gp)
06-07	Abalone, Green (25 gp)
08-14	Black Helmet (45 gp)
15-21	Conch (10 gp)
21-28	Cowrie, Tiger (10 gp)
29-33	Cowrie, Pearl (20 gp)
34-36	Cowrie, Opal (100 gp)
37	Cowrie, Purple Star (4,000 gp)
38-44	Flame Helmet (50 gp)
45-51	Horned Helmet (50 gp)
52-58	Mother of Pearl (5 sp for one pound)
59-65	Nacre (1 gp for one pound)
66-72	Nautilus (5 gp)
73-79	Red Helmet (20 gp)
80-85	Sardonyx Helmet (40 gp)
86-90	Shambos (1-5 gp per shell plate)
91-94	Trochus (4 gp)
95-98	Turbo (2 gp)
99-00	Unio (1 gp)

**of Atonement**

XP Value: 500                      GP Value: 4,000

IMAGINE Magazine 20

This white diamond allows the bearer to cast the 5th-level *atonement* spell once per day.

**Bimbomushi**

XP Value: 3,000                      GP Value: 20,000

DRAGON Magazine 40

This item comes in two slightly different forms, appearing either as a magical gem or like a magical stone. In either form, the *bimbomushi* acts like a *ring of protection* +3 for its carrier when in battle with a creature of higher Hit Dice than the bearer, as long as the enemy is conscious and in battle.

**of Brightness**

XP Value: 2,000                      GP Value: 17,500

DUNGEON MASTER Guide

This crystal appears to be a long, rough prism. With the proper command words, however, it emits bright light, which may be used in three different ways.

One command word causes the gem to shed a pale light in a 10-foot long cone, emanating from the gem to a radius of 214 feet at the end of the beam. This does not discharge any of the energy of the device.

Another command causes the *gem of brightness* to send out a very bright ray 1 foot in diameter and 50 feet long. Any creature struck in the eyes by the beam is dazzled and unable to see for 1d4 rounds. The target creature is entitled to a saving throw vs. spell to determine whether or not its eyes were shut or averted in time. This use of the gem expends one energy charge.

The third manner in which the item may be used is to cause it to flare in a blinding flash of light, in a cone 30 feet long with a 5-foot radius at its end. Although this glare lasts but a moment, all creatures within the area must save vs. spell or be blinded for 1d4 rounds and thereafter suffer a penalty of -1 to -4 on attack rolls due to permanent eye damage. This use expends five charges.

Dazzling or blindness effects can be reversed by a *cure blindness* spell; eye damage can be cured only by a *heal* spell. The *gem of brightness* has 50 charges and cannot be recharged. A *darkness* spell cast at the gem's owner drains one charge from a *gem of brightness*, or makes it useless for one round, at the option of the gem owner. A *continual darkness* spell causes it to be useless for one day, or to expend five charges, at the option of the owner.

**Bupu's Emerald**

XP Value:                              GP Value:

Tales of the Lance

A gully dwarf named Bupu bestowed this emerald upon Raistlin as they wandered the ruins of Xak Tsaroth. She hoped it would heal his infirmities. It did not. But neither did it strike him dead, as it has done to others since. Although some adamantly claim that Raistlin imbued the stone with its killing power, others say the emerald was enchanted before Raistlin got it. Regardless, after Raistlin's death, the emerald somehow appeared in the pocket of a gully dwarf who was cornered by draconians. The miserable creature offered the emerald to his tormentors as a bribe for his life. They accepted, intending to slay the wretch anyway. The stone killed the draconians and the gully dwarf escaped.

Bupu's Emerald works only for gully dwarfs,

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