

# All That Glitters

A D20 Guide to Gems and Jewelry

By Mike Chapin

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*Disclaimer:* I did a lot of research for this book, and I tried to keep things as true to reality as possible, but in some cases, I had to take a little artistic license and change things so they'd work better, or so they would fit the mechanics more easily.

**Declaration of Open Gaming Content:** All material in this book is Open Gaming Content.

# Chapter 1: New Rules

## Skills

### Appraise (Int)

The Appraise skill is very handy when dealing with gems and jewelry – a skilled appraiser can tell glass from real gems, or find any flaws in a gem that could drive down its value. DCs for appraising gems are based on their type:

Ornamental	10
Semiprecious	13
Fancy	16
Precious	19

Appraising jewelry is a little more difficult, due to a wide variety of factors: the piece itself, the materials used (including gems, if any) and its general craftsmanship. A good guideline is to base the DC off the item's complexity:

Simple	10
Moderate	14
Difficult	18
Complex	22
V. Complex	26

See Chapter 3 for more details on jewelry complexity ratings.

### Craft (Int; Trained Only)

[This book uses a variant crafting system. The base Craft skill is shown here; a more complete version of can be found on our OGC wiki: <http://shtar.pbwiki.com/Crafting>]

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

**Check:** You can practice your trade and make a decent living, earning about half your check result in gold pieces per day of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

A successful Craft check related to woodworking in conjunction with the casting of the *ironwood* spell enables you to make wooden items that have the strength of steel.

When casting the spell *minor creation*, you must succeed on an appropriate Craft check to make a complex item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To craft an item, follow these steps.

1. Find the item's crafting time and DC from Table 1 below, or have the DM determine them.
2. Determine the item's size and complexity, and find the resultant modifier on Table 2.
3. Pay one-third of the item's price for the cost of raw materials.

4. Make an appropriate Craft check representing one day's work. If the check succeeds, you have completed one day of work. For each 10 points by which you exceed the DC, you accomplish an extra day's work. You can reduce the crafting time down to half in this manner.

If you fail a check by 4 or less, you make no progress that day.

If you fail a roll by 5 or more, the enchantment fails, but the item is still usable – you ruin one-quarter the raw materials and have to pay one-quarter the original raw material cost again.

If the crafting time is one week or more, you can instead make Craft checks by the week. A failed roll of 4 or less means you lose 2 days of work that week; a failed roll of 5 or more means that you failed twice that week and must pay half the item's raw material cost again. For each 10 points by which you exceed the DC, you reduce the crafting time by 2 days.

A natural 1 or a natural 20 on the die is a critical failure or success, respectively. This can have varying effects, depending on the item being made.

**Assigning Crafting Times:** A good rule of thumb for crafting times is to subtract 10 from the Craft DC, then apply the appropriate multiplier from Table 4 (round any fractions up).

**Table 1-1: Crafting Time Multipliers**

Size	Complexity				
	Simple	Moderate	Difficult	Complex	V. Complex
Tiny and below	1/4	1/2	1/2	1	2
Small	1/4	1/2	1	2	4
Medium	1/2	1	2	4	8
Large	1	2	4	8	16
Huge and above	2	4	8	16	32

**Crafting Time Modifiers (Optional):** A DM can choose to apply modifiers from Table 4 to an item's crafting time. This represents the fact that not all items of the same type necessarily take the same amount of time – there are always multiple factors at work, including the tools and material used, environmental factors, or the presence or absence of helpers. The numbers are in days, though if the time to make the item is measured in months, this modifier should be added as weeks instead of days.

**Table 1-2: Crafting Time Modifiers**

Size	Complexity				
	Simple	Moderate	Difficult	Complex*	V. Complex*
Tiny and below	--	1d3	1d6	2d8	3d10
Small	1d2	1d4+1	2d4	2d6	3d8
Medium	1d4	1d6	1d8+1	2d8	3d6
Large	1d6	1d8+1	2d6	3d6	3d8
Huge and above	1d8	2d6	2d8	3d8	4d8

**Action:** Does not apply. Craft checks are made by the day or the week (see above).

**Try Again:** Yes, but each time you fail the check by 5 or more, you ruin one-quarter of the raw materials and have to pay one-quarter the original raw material cost again.

**Special:** A dwarf has a +2 racial bonus on Craft checks that are related to stone or metal, because dwarves are especially capable with stonework and metalwork.

A gnome has a +2 racial bonus on Craft (alchemy) checks because gnomes have sensitive noses.

To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. If you are working in a city, you can buy what you need as part of the raw materials cost to make the item, but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus on Craft (alchemy) checks because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

**Synergy:** If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

### **Craft (Gemcutting) (Int; Trained Only)**

You know how to cut and polish rough gems, and to cut down already cut gems.

**Check:** This skill works much like the Craft skill, except that you pay nothing for raw materials – all you need are tools, which are reusable, and the rough gemstone. Cutting gems is much like making magic items, however – you must have a well-lit space, like a table or workbench, to work, and relative quiet.

Refer to Tables 1-3 and 1-4 for DCs by gem type and modifiers for size.

A failed check by 4 or less means you make no progress that day, but the stone is not damaged.

A failed check by 5 or more means you lose a day of crafting (or two days, if the time is a week or more).

A natural 1 results in a flawed stone – the stone can be recut to eliminate the flaw, but the stone's size is reduced by one step. If the stone is cut to retain the flaw, its value is reduced by 10-60%. Multiple failures are cumulative; if the stone's value is reduced to 0 gp, it is considered worthless, though it can be ground up and used for spell components.

A result 10 or more above the DC means the crafter has gained a day of crafting (or two days, if the crafting time is a week or more).

A natural 20 on the check means the cutter has managed to cut the stone in such a way that its natural beauty is actually enhanced – its value is increased by 30-80% (1d6+2). Multiple successes are cumulative, but the gem's value can only be increased to a total of 200%.

There are over a dozen different ways a gemstone can be cut, but only five main ones– cabochon, princess, emerald, pendant, and fancy. Each is described below. Except for fancy cut, all the cuts are assumed to be of similar difficulty for purposes of this book.

A *cabochon cut* is the simplest, and usually used for opaque stones; the gem is cut flat or nearly flat along the bottom and domed on the top. Gems cut like this are typically mounted in bracelets or amulets.

A *princess cut* is the archetypal "diamond" cut – a circular gem with a tapered bottom and a faceted crown (top). This cut is most often used for ring settings.

An *emerald cut* is a rectangular shape, with a faceted crown; the top typically has a long smooth facet in the middle, and can have a step cut along the sides. This cut is also used in rings.

A *pendant cut* is just like it sounds – a three-dimensional teardrop shape often used for earrings, necklaces, or pendants. A similar cut is the pear, which has a two-dimensional cut – the entire gem is pear-shaped, with the crown faceted, but the bottom is flatter, as pear-cut gems are often mounted in rings or necklaces.

A *fancy cut* is the hardest of all, and always used for free-standing gemstones. Fancy cuts are like gem sculpture – a large gem is carved into a freeform sculpture, or into various shapes. The sculpture can (and often does) include precious metals or other gems as insets. Fancy cut gems are rare and can cost several times their normal value. A fancy cut increases the DC by +6 or more, depending on the complexity of the cut, and a gem must be at least Small size (11+ carats) to be cut this way.

Ornamental stones can also be tumbled – that is, placed into a hand-cranked drum with rough sand and rolled about to smooth rough edges, then hand-polished to smooth the stone further. Such stones sell for roughly half their normal price, but can be cut later. This is a relatively simple process that takes only a few hours and has little chance of failure (DC 5 check).

A sphere or orb, which are often used for necklaces, pendants, and earrings, is a variation on the tumbled stone – the rough gem is cut into a dodecahedron shape (a 20-sided die) then the corners and edges are polished smooth until you end up with a perfectly round sphere. This is only slightly more difficult and time-consuming than tumbling - it takes about a day and is a DC 10 check.

**Action:** It can anywhere from a few hours to tumble an ornamental stone, to several weeks or even months to cut a very large, very fine stone. See the table below for gemcutting times.

**Table 1-3: Gemcutting Times by Size and Type**

Size	Ornamental	Semiprecious	Fancy	Precious
Fine	-- <sup>1</sup>	-- <sup>1</sup>	1/2 day	1 day
Diminutive	-- <sup>1</sup>	-- <sup>1</sup>	1 day	2 days
Tiny	-- <sup>1</sup>	1 day	2 days	4 days
Small	1/2 day	2 days	4 days	8 days
Medium	1 day	4 days	8 days	16 days
Huge	2 days	8 days	16 days	32 days
Gargantuan	4 days	16 days <sup>2</sup>	32 days <sup>2</sup>	64 days <sup>2</sup>
Colossal	8 days <sup>2</sup>	32 days <sup>2</sup>	64 days <sup>2</sup>	-- <sup>3</sup>
Titanic	16 days <sup>2</sup>	64 days <sup>2</sup>	-- <sup>3</sup>	-- <sup>3</sup>

<sup>1</sup>Gems of this size are possible, but rare, as they are typically too small to be of any real value. If you wish to use gems of this size, simply extrapolate the times, to a minimum of 1/4 day.

<sup>2</sup>Gems of this size are nearly unheard of, and should be placed specifically by the DM.

<sup>3</sup>Gems of this size do not exist, outside of magical creation.

**Table 1-4: Craft (Gemcutting) Modifiers by Gem Size and Type**

Size	Ornamental	Semiprecious	Fancy	Precious
Fine	-- <sup>1</sup>	-- <sup>1</sup>	-- <sup>1</sup>	+0
Diminutive	-- <sup>1</sup>	-- <sup>1</sup>	+0	+2
Tiny	-- <sup>1</sup>	+0	+2	+4
Small	+0	+2	+4	+6
Medium	+2	+4	+6	+8
Large	+4	+6	+8	+10
Huge	+6	+8	+10	+12 <sup>2</sup>
Gargantuan	+8	+10 <sup>2</sup>	+12 <sup>2</sup>	+14 <sup>2</sup>
Colossal	+10 <sup>2</sup>	+12 <sup>2</sup>	+14 <sup>2</sup>	-- <sup>3</sup>
Titanic	+12 <sup>2</sup>	+14 <sup>2</sup>	-- <sup>3</sup>	-- <sup>3</sup>

<sup>1</sup>Gems of this size are possible, but rare, as they are typically too small to be of any real value. If you wish to use gems of this size, simply extrapolate the modifiers.

<sup>2</sup>Gems of this size are nearly unheard of, and should be placed specifically by the DM.

<sup>3</sup>Gems of this size do not exist, outside of magical creation.

**Try Again:** Yes, but each time you fail the check by 5 or more, the gem's value is reduced.

**Special:** Dwarves get a +2 racial bonus on Craft (gemcutting) checks, because they are especially capable with working with gems.

Because gems are so small, you cannot have any helpers.

**Synergy:** If you have 5 or more ranks in Craft (gemcutting), you gain a +2 synergy bonus on Appraise checks for gems.

### Craft (Jewelrymaking) (Int; Trained Only)

You can make pieces of jewelry ranging from simple rings to elaborate works of art. Like Craft (gemcutting), this skill uses the basic crafting system.

**Check:** A piece of jewelry is classified by several different factors – the type (which gives the base DC; see Table 3-3), the material (see Table 3-4), and the design (the modifier is determined by the DM). All of these factors are assigned complexity ratings; the ratings are then averaged to find the item's overall complexity, which is used to determine the total DC and crafting time. If the piece has gems, then another modifier based on the size and numbers is added afterward, and the DC and crafting time are modified accordingly.

**Action:** Varies; it can take anywhere from 1 day for a small, simple item like a ring to several weeks or even months for a highly-detailed piece like a gem-encrusted crown made of some exotic material.

**Try Again:** Yes, but each time you fail the check by 5 or more, you ruin one-quarter of the raw materials and have to pay one-quarter the original raw material cost again.

**Special:** Dwarves get a +2 racial bonus on Craft (jewelrymaking) checks, as they are especially capable with working with gems and metals.

Because jewelry is so small, you cannot have any helpers.

**Synergy:** If you have 5 or more ranks in Craft (jewelrymaking), you gain a +2 synergy bonus on Appraise checks for jewelry.

## Feats

### Awaken Gem [Item Creation]

You know how to access the power inherent in gemstones.

**Prerequisites:** Craft (gemcutting) 5 ranks, Knowledge (arcana) 5 ranks, caster level 3rd

**Benefit:** By cutting and shaping a gemstone and infusing it with magic, you can unlock its power, creating a minor magical item. See Chapter 4 for more details.

## Chapter 2: Gems

### Gems

Gemstones are divided into four categories: Ornamental, semiprecious, fancy, and precious.

**Ornamental:** Gems in this category are fairly common and usually opaque, with dull to moderate coloring; they are rarely faceted, but simply polished as-is, or cabochon-cut.

Ornamental stones include: Banded, eye, or moss agate; azurite; hematite; malachite; obsidian; rhodochrosite; rock crystal (clear quartz); turquoise; freshwater (irregular) pearl.

**Semiprecious:** Semiprecious gems are just as often translucent or clear as opaque, but have a higher value because of their appearance. As with ornamental stones, opaque semiprecious stones are often cabochon-cut, or sometimes fancy cut; translucent and clear stones are often faceted.

Semiprecious stones include: Amethyst; bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; lapis lazuli, moonstone; obsidian; onyx; white pearl; peridot; sard; sardonyx; blue, rose, smoky, or star rose quartz; zircon.

**Fancy:** Fancy stones are almost all clear, or opaque stones with high color or rarity. These stones have vibrant colors and are valued for that and their relative rarity. Some very fine fancy stones can fetch as much or more in price than a precious stone of the same size and lower quality.

Fancy stones include: Amber; alexandrite\*; aquamarine\*; chrysoberyl; pink or red coral; brown-green, red, or violet\* garnet; white or pale green jade; jet; black\*, golden, pink, silver, pearl; deep blue\*, deep green, red, or red-brown spinel; golden yellow topaz; tourmaline.

**Precious:** Precious stones are the archetype "gemstones" – what many people think of when they think of gems. These are, without exception, rare, beautiful, and costly gems; all of them (with the exception of deep green jade and opals) are transparent – opacity or inclusions (streaks of other materials) drive the value down considerably, as does a lack of color or, oftentimes, the wrong color (black diamonds, for instance, are almost worthless).

Precious stones include: Fiery yellow or rich purple corundum; white diamond; emerald; deep green jade; white, black, or fire opal; ruby, blue sapphire.

Certain colors or types of the above gems are valued even more highly: bright green emerald; blue, blue-white, brown, canary yellow, pink, or red diamond; blue or black star sapphire; star ruby.

There are over 1,000 minerals classified today, but only about 100 of those are gem-quality. Table 2-1 has a list of the more well-known gems, along with their base prices and the Craft (gemcutting) DCs. DMs are encouraged add their own gems to the table.

In this system, gems are rated not by how hard they are to work with, but by their relative cost – jade costs more than amethyst, and diamond costs more than garnet, so they are given progressively higher DCs to reflect this. There are slight variations in each category to reflect actual material hardness – zircon, for example, is nearly as hard as diamond, but is not that valuable, and deep green jade is highly prized but fairly easy to cut.

**Table 2-1: Gemstones**

Gemstone	Base Price	Craft DC	Gemstone	Base Price	Craft DC
Hematite	10 gp	7	Iolite	60 gp	12
Amethyst	30 gp	8	Jet	100 gp	12
Aventurine	15 gp	8	Sunstone	100 gp	12
Chalcedony	25 gp	9	Tourmaline	100 gp	12
Turquoise	30 gp	9	Moonstone	100 gp	13
Agate	20 gp	10	Peridot	75 gp	14
Aquamarine (opaque)	30 gp	10	Zircon*	75 gp	14
Cat's Eye	50 gp	10	Jade, pale green/white	300 gp	16
Carnelian	40 gp	10	Alexandrite	500 gp	17
Jasper	50 gp	10	Aquamarine (clear)	250 gp	17
Lapis Lazuli	50 gp	10	Garnet (violet)	250 gp	17
Obsidian	60 gp	10	Topaz	300 gp	18
Onyx	50 gp	10	Opal	500 gp	19
Quartz (blue, rose, smoky)	30 gp	10	Jade, deep green	2,000 gp	22
Sardonyx	40 gp	10	Ruby	500 gp	23
Serpentine	40 gp	10	Sapphire	500 gp	23
Bloodstone	50 gp	11	Diamond	600 gp	24
Coral	100 gp	11	Emerald	750 gp	25
Amber	100 gp	12	Pearl (white, silver, pink)	100 gp	--
Garnet (red, brown-green)	100 gp	12	Pearl (black, gold)	500 gp	--

\*Jacinth it is nothing more than a variety of zircon that is orange or yellow in color. Nowhere, in any of the research done for this book, was the jacinth listed as being anything more valuable than a semiprecious stone. Indeed, jacinths in the real world are quite affordable – around \$50 USD a carat.

Gem base values are broken down by type; the size and quality modify the price accordingly (see below). The gem's complexity rating reflects how hard it is to cut.

**Table 2-2: Gem Base Prices by Type**

Type	Base Price	Complexity
Ornamental	5-50 gp	Simple
Semiprecious	50-100 gp	Moderate
Fancy	100-500 gp	Difficult
Precious	500-1,000 gp	Complex
Precious+	1,000+ gp	V. Complex

## Gem Sizes

A gem's size, which is measured in carats, plays a factor in its value (Carat is one of the "4 C's of gems," along with Cut, Clarity, and Color). A carat is a unit of weight equal to 200 mg (~0.7 ounces).

For purposes of this book, gems are broken down into size categories based on carat weights. This size system is also used for jewelry; it helps determine how large a gem can be set into a given item (see Chapter 3). Note that several smaller gems can equal one larger one, using the size equivalency rules – 1 Medium gem = 2 Small = 4 Tiny, etc.

**Table 2-3: Gem Sizes**

Size category	Carat Weight	DC Modifier
Fine	<1 ct.	+1
Diminutive	1-3 cts	+3
Tiny	4-10 cts	+5
Small	11-20 cts	+7
Medium	21-50 cts	+9
Large	51-100 cts	+11
Huge	101-200 cts	+13
Gargantuan	201-300 cts	+15
Colossal	301-500 cts	+17
Titanic	501-1000 cts	+19

As noted above, gem size also plays a factor in the price. Find the gem's size on the table above, then multiply its base price by the appropriate modifier below. If the gem is cut well to enhance its brilliance, this also increases the market value.

**Table 2-4: Price Modifiers by Gem Size and Type**

Size	Ornamental	Semiprecious	Fancy	Precious
Fine	-- <sup>1</sup>	-- <sup>1</sup>	-- <sup>1</sup>	x1
Diminutive	-- <sup>1</sup>	-- <sup>1</sup>	x1	x2
Tiny	-- <sup>1</sup>	x1	x2	x4
Small	x1	x2	x4	x8
Medium	x2	x4	x8	x16
Large	x4	x8	x16	x32
Huge	x8	x16	x32 <sup>2</sup>	x64 <sup>2</sup>
Gargantuan	x16 <sup>2</sup>	x32 <sup>2</sup>	x64 <sup>2</sup>	x128 <sup>2</sup>
Colossal	x32 <sup>2</sup>	x64 <sup>2</sup>	x128 <sup>2</sup>	-- <sup>3</sup>

<sup>1</sup>Gems of this size are possible, but rare, as they are typically too small to be of any real value. If you wish to use gems of this size, simply extrapolate the modifiers.

<sup>2</sup>Gems of this size or larger are nearly unheard of, and should be placed specifically by the DM.

<sup>3</sup>Gems of this size do not exist, outside of magical creation.

For some gems, the DM may wish to randomly determine quality, such as when a PC or NPC is appraising a gem; if so, roll 1d10 and consult the table below:

**Table 2-5: Random Gem Quality**

Result	Quality
1	<i>Poor</i> : The stone has major flaws and/or inclusions, is an undesirable color (black diamonds, e.g.)

	or is poorly cut. Reduce the gem's value by 110-200% (10d10+100; 200% reduces the price to 1/4)
2-3	<i>Fair:</i> The stone has minor flaws and/or inclusions, has good color but is too light or dark, or is slightly damaged in some way.* Reduce the gem's value by 60-110% (10d6+50).
4-7	<i>Average:</i> The stone has no serious flaws or inclusions, color and clarity are good, and the cut is average for a stone of its type. Value does not change.
8-9	<i>Good:</i> The stone has no visible flaws, or has minor flaws and very good color and clarity, and good cut. Increase the gem's value by the gem's value by 60-110% (10d6+50).
10	<i>Excellent:</i> The stone has no flaws at all, is rich color and pure of clarity, and an excellent cut. Stones like this are very rare. Increase the gem's value by 110-200% (10d10+100).

\*A Craft (gemcutting) check at +4 over the original DC could cut the gem in such a way as to eliminate the flaws/damage and increase the gem's value one category, but this also reduces the gem's size by one step.

Gems like the Hope Diamond are rare beyond exception and should be found only if the DM wishes them to be – they should never be randomly determined.

## Removing/Destroying Gems

Inevitably, someone will find a gem set in a statue, wall fresco, or art object and wish to remove it. There are no hard and fast rules for this, so we provide some here.

Removing a gem from most settings (i.e., anything besides jewelry) is a full-round action that requires the person's full concentration and a DC 15 Dex check to avoid damaging the gem. If the person's concentration is broken during the procedure (taking damage, failing a save against a spell, etc.), the DC goes up by +4. If the check fails by 5 or less, the gem pops free, but is slightly damaged (reduce its value by 10-40%); if the check fails by 6 or more, the gem is badly damaged or even broken – it is worthless in its current form, but might be recut in a smaller size. A natural 1 on the die means the gem has shattered to powder.

Removing a gem from a piece of jewelry requires special lapidary tools, as the gem is typically held in place with prongs instead of glue or cement, and greater care is required. This procedure takes a full minute and a DC 17 Dex check, or a DC 15 Craft (jewelry) check; if lapidary tools are not used, the DC is increased by +2. Again, if the person's concentration is interrupted during this time, the DC also goes up by +4, and the same penalties for failure apply.

There might come a time when the PCs want or need to destroy a gem. A typical gem has hardness 5 and 2 hit points per size category (so a Tiny gem has 4 hp, a Huge has 14, etc.). If a gem's hit points are reduced to 0, it is crushed to powder. For each 2 hit points of damage inflicted, a skillful cutter can recut the gem to a smaller size (one category smaller); value is recalculated based on the smaller size and the gemcutter's check.

## Chapter 3: Jewelry

### Crafting Jewelry

Jewelrycrafting is a rather complex process that requires a fair bit of time, expertise and tools. At the least, a jeweller requires a crucible (for melting down metals), a workbench, a variety of molds, tools for setting gems, a space large enough to hold all of this, and enough light to see what he's doing. Many jewellers also cut their own gems, which means they also need those tools.

The first part, once the crafter knows what is to be used in the item's creation, is to gather or create the necessary materials – ingots of metal, gems, molds, etc. Most jewellers have a dedicated source for gems, at least, and often metals as well.

At this point, the DM should determine the item's complexity. This is explained in more detail below.

The second step in creating anything of a beyond a simple piece of unadorned jewelry (basically, anything DC 10 or higher) is to make one or more sketches and/or models of the item. The sketches can help the crafter picture the item more clearly, and can provide a place to make notes as necessary. Oftentimes, as the complexity increases, the crafter makes multiple sketches (for notes) and a model, then works on the piece itself.

Sketches or models are assumed to be part of the raw materials cost (models are typically made from clay and colored glass) and are subsumed into the crafting time (though see below). Not having one can prove disastrous as the piece becomes more complex, as it becomes nigh unto impossible to remember the exact proportions, where everything is supposed to go, and what the thing is supposed to look like when it's finished. A crafter working without a picture or model of the item he's making suffers a -4 penalty for Medium complexity items, -8 for Difficult, -12 for Complex, and -16 for Very Complex. Sketches aren't very hard to make – they take 1 day for Medium or Difficult items, or 2 days for Complex and V. Complex items. Models

are a little more difficult – they take 1d3 days for Medium or Difficult items and 1d4+1 days for Complex and V. Complex items (anything above the minimum is added to the crafting time), but they also grant a +2 circumstance bonus, as they are three-dimensional models.

Beyond the mechanical benefits of having sketches or models, this step is mentioned because they could be stolen, either by or from the PCs, providing the basis for an adventure or plot. For example, a master jeweller is hired to make a new crown for the king's coronation, and the sketches have been stolen; the PCs are hired to get them back - quietly, of course.

Once all the materials have been assembled and the sketches/models made, if necessary, the crafter gets down to work.

## Determining Item Complexity

A piece of jewelry is classified by several different factors – the type (which gives the base DC; see Table 3-3), the material (see Table 3-4), and the design (this modifier is determined by the DM). All of these factors have DC modifiers, which are added together to get the end Craft DC. Unlike the normal crafting system, the complexity of a piece of jewelry is determined from its Craft DC, instead of the other way around.

**Table 3-1: Jewelry Complexity by Craft DC**

Craft DC	Complexity
Up to 15	Simple
16-20	Moderate
21-25	Difficult
26-30	Complex
31+	V. Complex

*For example:* Delana wants to make a platinum ring set with a small (1 carat) emerald. The base DC for a ring is 8; platinum adds +8, and a single Diminutive gem (the emerald) adds another +2, for a grand total of 18. DC 18 equates to Moderate; a check on Table 3-2 shows that a Diminutive Moderate item has a time modifier of x1.5, so it takes about a full day to make.

**Table 3-2: Crafting Time Multipliers**

Size	Complexity				
	Simple	Moderate	Difficult	Complex*	V. Complex*
Diminutive	x1	x1.5	x2	x2.5	--
Tiny	x1.5	x2	x2.5	x3	x3.5
Small	x2	x2.5	x3	x3.5	x4
Medium	x2.5	x3	x3.5	x4	x4.5
Large	x3	x3.5	x4	x4.5	x5

## Jewelry

For purposes of this book, "jewelry" is considered any item that is worn as a form of decoration or adornment. Art objects such as those listed in the DMG in the treasure section of Chapter 3 can also be made using this system, but they won't be covered here.

Table 3-3 lists common items of jewelry. All pieces are described after the table.

**Table 3-3: Jewelry**

Item	Size*	Complexity	Craft DC	Base Cost	Crafting Time
Ring	Diminutive	Simple	8	1 gp	1/2 day
Earring(s)	Tiny	Simple	9	3 gp	1 day
Bracelet	Tiny	Simple	9	4 gp	1 day
Circlet	Tiny	Simple	9	5 gp	1 day
Necklace	Tiny	Simple	10	5 gp	1 day
Brooch	Diminutive	Simple	10	5 gp	1 day
Bracer	Medium	Simple	10	10 gp	1 day
Pendant	Small	Moderate	12	10 gp	2 days
Amulet	Small	Moderate	13	12 gp	2 days
Torc	Medium	Moderate	15	15 gp	2 days
Crown	Large	Difficult	21	50 gp	4 days

*Size:* The size categories used here are not the same as those used for creatures. Item sizes are based on relative amount of material used, compared to the "base item", the ring, which is the smallest and simplest

item you can make. A necklace, for example, is a lot larger than a ring, but it uses only a slightly larger amount of material, hence it is only Tiny.

**Complexity:** The item's complexity rating.

**Craft DC:** The base DC for an item of that type, made from a base material (copper or bronze, e.g.) with no gems or extra "frills" like engraving.

**Base Cost:** The base cost for an item of that type made at the base DC.

**Crafting Time:** The base crafting time for an item of that type made at the base DC.

**Amulet:** A disc hung from a necklace, often decorated with one or more gems. The amulet itself is usually crafted from ivory or some precious metal, but can just as easily be steel, iron, bone, or wood. Amulets are often enchanted. "Amulet" also includes medals and medallions.

**Armband:** A metal band, usually made from gold or bronze, designed to be worn about the upper arm (it takes the bracer slot). Armbands can be a simple piece of metal twisted once or twice around the arm, or an elaborate design inlaid with other metals. Armbands rarely have gems inlaid in them, since there is too much chance of brushing up against things and damaging them, or getting the fittings snagged on clothing (as opposed to bracers or bracelets; the wrist/forearm is easier to keep clear of hazards).

**Bracelet:** A band worn about the wrist or, rarely, the ankle. Bracelets can range from very narrow (one-quarter inch wide) to 2-3 inches wide, can be made from various materials, and can even have small charms hanging from them.

**Bracer:** Bracers were adapted from the vambrace, a piece of armor designed to protect the forearm. A bracer typically covers half the forearm, from the wrist to halfway to the elbow, and is usually made of metal. The basic bracer has little or no designs – it's simply a band of metal, perhaps with a few line drawings or a crafter's rune on it somewhere. High-end bracers are fitted for their wearers, decorated with elaborate etchings or scrollwork, and often inlaid with precious metals and/or gems. Bracers are a popular choice for magic items.

**Brooch:** A small item (about 2-3 inches along its larger dimension) designed to be attached to clothing. Clasps (for cloaks) also fall under this category. Brooches are often made from silver or electrum, though less wealthy cultures can use bone, ivory, or even copper. Brooches can take a variety of forms and designs, from a clasp with a simple design to shields bearing coats of arms, or animals. The more elaborate types range from lesser metals with inlays of mother-of-pearl or ornamental gems, all the way to precious metals and gems. Brooches are sometimes made into magical items (*brooch of shielding*).

**Circlet:** A metal band designed to be worn on the head. Circlets are typically worn by leaders in place of the crown for non-formal occasions (i.e., holding court, receiving petitioners, or other situations where the leader isn't dealing with other nobility or heads of state), but can also be made into magical items. For purposes of this guide, a circlet is a simple band 1-2 inches in width.

**Crown:** A larger, more elaborate form of circlet. A crown has a cap (usually made of fur) to cushion the wearer's head, and arches part or all the way around its circumference. Crowns can be simple affairs of gold or silver with minor etchings, or huge, heavy pieces made from valuable metals and inlaid with hundreds of gems. Generally speaking, the more elaborate the crown, the less often it is worn – leaders often use the most valuable (and heavier) crowns for special occasions only, like coronations, and use lesser ones for normal affairs of state.

**Earrings:** Earrings are ornamental pieces of jewelry designed to be worn in the ears (obviously), either by being clipped on or (more often) pierced.

**Necklace:** A necklace is a chain usually made of metal, or, less commonly, leather, or rawhide, and can include stones, shells, claws, teeth, or other decorations. For purposes of this guide, a chain of any length that is worn about the neck and does not have anything hanging from it (pendants or amulets) is a necklace. Strands of gems (pearls, jet, etc.) are also considered necklaces, are covered in more detail in the Gems section. Necklaces are often made into magic items.

**Pendant:** An object hung from a necklace or (uncommonly) an earring. Pendants often incorporate (or are) gems, but can be small globes of metal, carved/molded items (skulls, claws, holy symbols, etc.), complex designs of twined metal threads, small charms, or simple hoops (popular for earrings).

**Ring:** A band made from metal or sometimes ivory, worn around a finger (or, rarely, a toe). The basic ring is a simple metal band with no decoration; more complex rings often include one or more mounted gems, or have complicated designs like Celtic knots. Puzzle rings, rings that are designed in two or more pieces and remain together until taken off, are Moderate complexity items. A three-piece puzzle ring would be Difficult, and a four-piece Complex. Rings are the most common piece of jewelry made into magic items.

**Torc:** A form of necklace, open-ended at the front (both ends are capped with small bulbs) and made from metal, usually gold or bronze. The strands forming the torc are often intertwined. Torcs also appear less commonly in bracelet form.

## Materials

In this system, materials are rated not by how hard they are to work with, but by their relative cost – gold costs more than silver, and platinum costs more than gold, so they are given progressively higher DCs to reflect this. Obviously, this is a bit of an abstraction – silver is actually slightly harder than gold - but with this method, apprentice jewellers must work their way up from the less-valuable metals to the better ones, instead of starting right off with platinum or mithril.

The gems and materials listed below still follow the same guidelines as the ones in the crafting system – each has a Craft DC modifier, which is added to the DC of the item to be made, and a cost modifier. Each material also has a complexity level, which is basically the same as the crafting system, but altered slightly for this system – complexities are based on the price modifier, and a DC modifier is assigned accordingly.

**Table 3-4: Materials**

Material	Craft DC Modifier	Cost
Bronze	+0	x3/4
Copper	+1	x1
Ivory	+2	x2
Silver	+4	x3
Electrum	+5	x3.5
Gold	+6	x4
Tumbaga	+7	x7
Mithril	+8	x8
Platinum	+8	x10
Adamantine	+12	x15
Moonsilver	+12	x15
Solaurum	+13	x15
Moonlight	+17	x20
Sunlight	+17	x20
Rainbow	+18	x20
Starlight	+18	x25
Astralite	+19	x50
Etherium	+19	x50
Arcanium	+20	x100
Orichulum	+20	x100

### Material Descriptions

**Adamantine:** This rare and costly metal is mined deep underground. It is a grayish metal in its natural form, but lightens slightly when cast and can be buffed to a dull shine. It is renowned for its hardness – it is one of the strongest materials known to man.

Adamantine more often used for weapons and armor, as opposed to jewelry, but some items related to armor or protection, like high-end *bracers of armor*, are often made from adamantine; lesser versions are often made of an alloy of iron and mithril or adamantine.

Adamantine has hardness 20 and 40 hit points per inch.

**Arcanium:** Arcanium is a very rare, blackish metal that occurs naturally in areas of heavy magical influence – near vortices, gates to other planes, wild magic areas, or areas where large amounts of magic have been used for centuries. Even then, it is very hard to find – it is more often dust than solid metal. A small chunk of arcanium the size of a large marble can command up to 10,000 gp.

Arcanium is one of the few metals even harder than adamantine; it is extremely hard to work, and is typically used to plate items, rather than make items on its own. Due to its nature, it can absorb magic more readily than most other materials; enchanting an item made from arcanium costs half as much as normal, and has a DC 4 below normal (if you use the artificing system).

Arcanium has hardness 30 and 45 hit points per inch.

**Astralite:** Astralite is a pale gray, semi-metallic material that occurs naturally in the Astral Core, deep down where astral matter actually condenses. Fine threads of this material wind their way through the astral matter, and can be gathered and forged into weapons, armor, or jewelry.

Astralite cannot be taken to the Ethereal Plane, or it immediately dissolves into vapor. It automatically repairs damage to itself at the rate of 1 hit point per day, as long as it is on a plane that borders the Astral; if it is taken to the Astral Plane itself, it repairs 5 hit points per day.

Astralite has hardness 8 and 20 hit points per inch.

**Bronze:** Bronze is an alloy of copper and tin. It is seldom used in civilizations capable of forging iron, though suits of magical bronze armor or magical bronze weapons may turn up from time to time in ancient ruins. Bronze often forms a greenish patina when exposed to oxygen, similar to copper, but does not corrode like iron, and can be polished to a dull sheen. It has a lower melting point than iron and is thus easier to work with, but is slightly heavier.

Bronze has hardness 12 and 30 hit points per inch.

**Copper:** Copper is a reddish-gold metal most noted for its high electrical conductivity and the fact that it turns green when it oxidizes. It is also one of the easiest metals to find and mine, as it is abundant and occurs in its native form as an uncompounded metal (i.e., not alloyed with other materials) which makes it easier to smelt.

Copper is slightly harder than gold or silver, but just as ductile. Since it is so common, and so easily available (and since it oxidizes so easily), it is not nearly as valuable as the other two metals, and is rarely used in jewelry unless it is plated or alloyed with something else (bronze, rose gold, or tumbaga).

Copper has hardness 6 and 12 hit points per inch.

**Etherium:** Like astralite (see above), etherium can only be found in the deep Ethereal Core. It is a lightweight, nearly translucent silvery metal sometimes mistaken for moonlight or high-grade mithril. Weapons made of etherium are very effective against creatures of the ethereal and incorporeal beings. Because of its rarity, it is seldom used in armor, but often appears as jewelry worn by those with large amounts of money and the wish to show it off.

Etherium cannot be taken to the Astral Plane or it immediately dissolves into vapor. It automatically repairs damage to itself at the rate of 1 hit point per day, as long as it is on a plane that borders the ethereal; if it is taken to the Ethereal Plane itself, it repairs 5 hit points per day.

Etherium has hardness 8 and 20 hit points per inch.

**Gold:** Gold is very rarely used for anything other than jewelry, coinage, or the odd magic item, as it is too soft and valuable for anything else, though it is sometimes mixed with sunlight to make solaurum (see below). It can be used to make projectile weapons like arrows and bolts; in this case, the holy ability can be added for a +1 price modifier instead of +2. Projectile weapons made from gold are one-use items, however - once they hit, the tips (or the whole item, in the case of sling bullets) are too badly misshapen to be of use and must be reforged.

Red or pink gold is gold that is alloyed with copper, usually 75% gold to 25% copper – the higher the copper content, the redder the alloy becomes.

White gold is an alloy of gold and one or more other whitish metals, like silver or rhodium. Nickel is often used to make stronger, more durable pieces, while gold and palladium alloys are softer and used for jewelry with gem settings. Due to the difficulty of mining and extracting metals like palladium and rhodium, white gold probably would not be common (or even exist) in most campaign settings.

Gold has hardness 4 and 12 hit points per inch.

**Ivory:** Ivory is tusks from elephants, walruses, or other animals. It can be carved into all manner of items, from cameos to bracelets; it is a popular medium for jewelry, since it is easy to work and only slightly more expensive than copper.

Ivory has hardness 7 and 10 hit points per inch.

**Mithril:** Mithril is a rare, silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well, like jewelry.

Mithril has hardness 15 and 30 hit points per inch.

**Moonlight:** Through various magical processes known to very few (mostly elves), moonlight can be captured and turned into a semi-liquid form similar in appearance to dark liquid silver which, when treated with spells and combined with secret ingredients, hardens into a lightweight but tough material - not metal, but something similar. Moonlight jewelry usually takes the form of light, delicate pieces like tiaras and necklaces; it is often mistaken for etherium (see above).

Moonlight has hardness 7 and 13 hit points per inch.

**Moonsilver:** Also known as truesilver, moonsilver is an alloy of moonlight and silver. It has a glistening, almost liquid appearance, and can be polished to a high sheen. It is lighter and stronger than silver, doesn't tarnish (which makes it highly prized for jewelry), and can be used to make any item that can be made of alchemical silver, typically weapons.

Moonsilver has hardness 6 and 10 hit points per inch.

**Orichulum:** An extremely rare alloy used by archmages of legend, orichulum is highly prized for its ability to take and hold enchantments, its malleability, and its durability and beauty. It is created by mixing 23 parts copper, 9 parts mercury, 15 parts zinc, and 26 parts gold in an unquicken red dragon's egg (the egg holds roughly 5 gallons of liquid) lined with the quicksilver contents of a *philosopher's stone*. The mixture is then melted over the fire of a greater fire elemental's heart. The small amount that remains after smelting (about 14 ounces) is then treated with arsenic and an acidic solution of cyanide, hydrochloric acid, sulfuric acid, and the remainder of the quicksilver. It is then coated with ordinary brass and baked in a kiln of mud bricks

carried from a river without the use of magic or psionics, and heated with a fire of ordinary wood. The brass coating is then polished off, revealing a fiery red metal – orichulum. The creation process requires 28 days of constant supervision by the creator and requires a DC 30 Craft (alchemy) at the end to ensure that it came out correctly.

Since orichulum is fairly soft and flexible, items are more often plated with it rather than formed entirely from it. When used as plating, orichulum bonds to the other material, adding 3 points of hardness and 10 hit points to the item. Items made entirely of orichulum are generally ceremonial in nature only.

Orichulum has hardness 12 and 18 hit points per inch.

**Platinum:** Platinum is a silvery-white metal similar in appearance to silver. It is extremely rare, which leads to its high cost - moreso than its intrinsic value as a precious metal. Platinum has a very high melting point - higher even than iron - which makes it hard to work.

Platinum has hardness 7 and 12 hit points per inch.

**Rainbow:** Rainbow, like sunlight and moonlight, is pure essence of prismatic light condensed into material form. It is a constantly-shifting swirl of colors in its natural form, that of a liquid. When magic is applied, it solidifies into a crystalline form that resembles opal. In light of any kind, the crystals give off a kaleidoscope of colors. Rainbow is often shaped while the process is ongoing, so that it can be more easily formed into the object(s) the crafter wishes. By itself, the crystal is too fragile to make into weapons or armor, but the application of a *crysteel* spell (see Chapter 4) solidifies it to the hardness of steel, and it can then be carved into whatever form the crafter desires.

Rainbow has hardness 8 and 15 hit points per inch.

**Silver:** Like gold, silver is too soft and valuable to be used for much besides jewelry, coinage, and magic items, though it can be found as decoration for ceremonial armor, and is effective against lycanthropes and some outsiders. Silver is sometimes mixed with steel (roughly 40% silver/60% steel) to make larger weapons, or alloyed with moonlight to make moonsilver (see above).

Silver has hardness 5 and 12 hit points per inch.

**Solaurum:** Solaurum is an alloy of gold and sunlight. It is too soft for most weapons or armor, and is most often used to make holy items, holy symbols in particular. A holy symbol made of solaurum grants a +2 sacred bonus to turning checks; if the wielder is a paladin of the sun god or a cleric with the Sun domain, the bonus is increased to +4.

Solaurum has hardness 3 and 10 hit points per inch.

**Starlight:** Some elven master smiths know of the methods and magic used to capture starlight and turn it into material form. In its natural state, it is a thick, dark liquid with motes of light floating through it. When various processes are applied, it solidifies into a lightweight, semi-metallic form that can be easily shaped.

Starlight has hardness 3 and 9 hit points per inch.

**Sunlight:** Sunlight, like moonlight, is a rare material whose creation is known to only a few (again, mostly elves). Sunlight in its natural (pre-"forging") state looks much like molten gold, though it gives off no heat. When solidified through use of magic and the addition of other ingredients, it looks like pure gold. It is often woven into cloaks or other pieces of clothing; in this case, the item can be enchanted with negative energy resistance for half cost. It is rarely used for jewelry on its own; it is more often combined with gold to make solaurum (see above).

**Tumbaga:** Historically, tumbaga is an alloy of gold and copper, sometimes with small amounts of other metals (usually silver); the percentages of each metal vary widely, from 97% gold to 97% copper. There are a couple other variants that are similar enough to warrant mention: shakudo (a variant used in Japan) consists of 4% gold and 96% copper, and has a deep blue-purple sheen; Corinthian brass (a variant documented in the Mediterranean area) is believed to be an alloy of gold and/or copper and/or silver (allegedly there are several variants, but since no samples exist today, we have nothing but historical records to go from); orichalcum, a reddish-gold metal, is believed to be a variant of this alloy as well.

For purposes of this book, tumbaga is an alloy of equal parts gold and copper (around 45% of each), with smaller amounts of silver (about 10%). It has a high sheen and resists tarnishing, and is much more valuable, pound for pound, than any of its constituent metals (nearly as valuable as platinum). It has a much lower melting point than gold or copper, and retains its malleability, making it a wonderful metal for use in casting or jewelry.

Tumbaga has hardness 5 and 12 hit points per inch.

## Grades of Jewelry

For the purposes of this book, there are four "grades" of jewelry – cheap, average, excellent, and exceptional. These grades can be used for random pieces of jewelry found as loot, or if a PC is browsing a shop or merchant's stall and the DM needs to determine its quality on the fly.

Cheap jewelry is just that – cheap. It's usually used as costume jewelry – metals are either brass or plated with gold or silver, and gems, if any, are glass and/or lesser-value imitations that look like the real thing – zircon, quartz, etc. Many gems can be mistaken for more valuable types by an inexperienced eye. Cheap

jewelry is easier to make - it grants a -4 adjustment to the DC - but also costs less – about 140-200% less than normal. Cheap jewelry cannot be made with materials better than copper, or 8-12K silver or gold (drop the DC by 3 for low-grade metals); silver or gold plating (over brass, for instance) adds only a +1 or +2 adjustment and is subsumed into the cost.

Average jewelry is standard items you'd find in a normal market; metals are 14-18K pure, gems are good quality (and actually what the jeweller says they are), but nothing overly spectacular. Average jewelry can use anything from ivory to gold on the materials chart, and normal size and quality gems. Average-quality jewelry cannot be made into magic items, though it can bear minor enchantments.

Excellent jewelry is akin to masterwork items. Metals are high-grade, or 18-20K (anything higher is generally too soft for jewelry, unless magically reinforced), gems are high-quality and clear of flaws (fancy or precious), and sometimes smaller gems are of exceptional quality, like star rubies or sapphires, or blue diamonds. Excellent jewelry is never made from anything less than sterling (99% pure) silver, but nothing greater than moonsilver or solaurum. It has a +4 modifier to the DC and costs 110-200% (100+1d20) normal. Excellent-quality jewelry is the minimum level required for magic items.

Exceptional jewelry is very rare, and made only from the finest materials – moonsilver or greater, and gems of the finest quality and color (never anything less than precious) and usually at least 1 carat in size. Pieces like this are almost always enchanted to some degree, even if it's nothing more than a minor spell to protect the gems and metal. Exceptional jewelry has a +6 modifier to the DC and costs 2-5 times normal.

## **Chapter 4: Spells/Magic**

### **Magic Gems**

To most people, gems are merely a form of wealth, desired for their luster and beauty. What few know is that gemstones have inherent magical power, and that those capable of tapping into it can gain great benefit.

In order to do so, one must have the Awaken Gem feat (see Chapter 1), or ranks in Craft (artificing) if you use the artificing system. In order to create a magical gem, the gemcutter must make a Spellcraft or Craft (artificing) check (base DC 10) each day he spends cutting the gem, in addition to the normal Craft (gemcutting) check. Cutting a gem in this manner requires more precision than normal, and gems are often cut in nonstandard ways in order to align the crystal matrices with the lines of power in the gem, so it increases the gemcutting DC by +4. The Spellcraft/Craft (artificing) DC is also increased by +2 per size category of the gem – so a Fine gem would be DC 12, while a Large gem would be DC 22 – it requires more knowledge to properly align the matrices of a larger gem.

If the cutter fails either check, the gem is cut wrong and useless for gem magic, though it can still be sold if the Craft (gemcutting) check was successful. Such gems can be (and often are) mounted in jewelry – brooches or pendants are most common, but rings, earrings, and other items have been seen.

Crafting a gem in this manner is akin to creating a minor wondrous item, and has an XP cost equal to 1/25 of the gem's total value (*not* the whole item - a gem can be moved from one setting to another without disrupting its magic, so the cost of the item into which it is mounted is not calculated).

The bonuses gained from a gem of a given type increase with its size – a larger gem costs more, has more magic stored in it, and grants a higher bonus. The way this is calculated is thus:

Ornamental	per 50 gp value
Semiprecious	per 100 gp value
Fancy	per 250 gp value
Precious	per 500 gp value

A gem's value is rounded up, if over half, for purposes of determining its bonus – for example, a 30 gp hematite (ornamental) would grant a +1 bonus to attack rolls, but a 1,300 gp sapphire (precious) grants only a +2 bonus to Knowledge checks.

The list below contains just a few of the many types of gemstones and their powers. All of the following apply, unless otherwise noted: all bonuses accrue to the wearer only; save bonuses are resistance; skill bonuses are competence. Only one magical gem can be mounted on a given piece of jewelry, though any number of other gems can be included with it. Magic gems, mounted or not, are considered slotless items.

These properties can also be used to place gems in magic item descriptions – for example, an *amulet of lesser health* can be made of silver with beads of amber and jasper on it.

Magic gems are considered slotless items; as mentioned above, they can be mounted into jewelry, but nothing anything that already bears an enchantment, as it interferes with the gem's magic. While there is

technically no limit to the number of magic gems someone could carry, we recommend DMs limit a PC to no more than three gems.

**Table 4-1: Gemstones and Powers**

Gemstone	Benefit
Agate	+1 bonus on saves vs. spells/effects that cause nightmares <sup>1</sup> .
Amber	+1 bonus to saves vs. normal diseases.
Amethyst	+1 bonus on saves vs. alcohol/drugs (to avoid ill effects like nausea, drunkenness, etc.) <sup>2</sup> .
Aquamarine	Protection from seasickness. +1 bonus to Will saves.
Aventurine	+1 bonus to skill checks
Bloodstone	+1 bonus to saves vs. blood magic.
Cat's Eye	Grants darkvision 60 ft. while worn <sup>3</sup> , and +1 to saves vs. blindness.
Chalcedony	+1 bonus on saves vs. emotion-affecting spells/effects
Coral	Grants immunity to bleeding (1 pt/round), like that caused by a <i>wounding</i> weapon. Each increase in value negates another point of bleeding.
Diamond	Grants DR 1/- per 500 gp of the gem's value <sup>4</sup> .
Emerald	+1 to the save DC of enchantment spells cast by the wearer.
Garnet	+1 bonus to saves vs. fear.
Hematite	+1 competence bonus to attack rolls (fighters only)
Jacinth	+1 bonus on saves vs. fire-based spells/effects.
Jade	+1 bonus to Perform checks.
Jasper	+1 bonus to saves vs. poison.
Jet	+1 bonus to saves against spells/effects that steal the wearer's soul; if there is no save, he is granted one at DC 20.
Lapis Lazuli	+1 morale bonus to saves vs. fear.
Moonstone	Protection from lycanthropy <sup>5</sup> .
Onyx	+1 bonus on saves vs. death magic and negative energy.
Opal	+1 luck bonus to saves.
Pearl	+1 bonus to saves vs. nonmagical poisons <sup>6</sup> .
Quartz	Protection from possession, including <i>magic jar</i> and demonic possession.
Ruby	+1 to the save DC for spells with the Fire descriptor cast by the wearer.
Sapphire	+1 insight bonus to all Knowledge and Spellcraft checks.
Sardonyx	+1 bonus to Diplomacy checks.
Serpentine	+1 bonus to Bardic Knowledge checks.
Sunstone	+1 bonus to turn undead checks. <sup>7</sup>
Topaz	+1 bonus to saves vs. spells with the Evil descriptor.
Tourmaline	+1 morale bonus to saves vs. fear.
Turquoise	If worn by a mount, grants +1 natural armor bonus to rider and mount's AC. +1 bonus to Ride checks.

<sup>1</sup> Applies to spells like *nightmare*, and grants a DC 20 save to avoid Con drain from a night hag's dream haunting ability.

<sup>2</sup> The wearer is still affected normally by poisons, even if they are in the alcohol or drugs.

<sup>3</sup> Has no effect if wearer already has darkvision.

<sup>4</sup> The diamond absorbs 1 point of physical damage per 100 gp value before shattering.

<sup>5</sup> The wearer cannot be inflicted with lycanthropy while wearing a moonstone. If the gem is powdered and mixed with wine, then drunk by someone who has been infected but not made his first change, the subject gains a new Fort save at +2 per 100 gp value.

<sup>6</sup> If crushed, it purifies up to one quart of poison or poisoned liquid per 100 gp value.

<sup>7</sup> Also requires a successful DC 16 Knowledge (Religion) check.

## Jewelry-Like Magic Items

Some jewelry-like magic items in the DMG (amulets, necklaces, rings, etc.) have descriptions, but many do not. What does a *ring of protection +4* look like? What about an *amulet of mighty fists +2*? And really, why should all *amulets of health* be made of exactly the same materials – it would follow that as the item's power increases, so should the value of its components, right?

In order to accommodate all of the above questions, I've provided a simple system whereby material quality can be increased in keeping with the item's power level. While this rule is used in general for the DM to describe items found by the PCs as treasure, the PCs could also make their own items using the materials and the jewelrycrafting rules from Chapter 3. Simply find the item's market value on the table below to

determine suggested materials, and then choose one that best fits the item in question (or simply choose one at random).

Not all items of the same type have to be made from the same material – *rings of protection +2* found or bought in an area rich in silver will most likely be made of that instead of gold or electrum, for example; on the other hand, someone making a gold wedding ring could add an enchantment of the same level. The sheer variety of gems and materials make for a wide range of combinations to keep the PCs guessing as to what, if anything, they really have.

The downside to using this rule, if there can be said to be a downside, is that an given item made by the PCs can be upgraded only to a certain point, based on its materials. However, an item made of a higher material like platinum can be imbued with a lesser enchantment and increased over time.

**Table 4-2: Magic Item Materials by Market Value**

Market Value	Material
Up to 5,000 gp	Bronze*, copper*, ivory, silver (low-grade)
5,000 to 10,000 gp	Ivory, silver, electrum, gold (low-grade)
10,000 to 30,000 gp	Silver (sterling), electrum, gold, tumbaga
30,000 to 60,000	Gold, tumbaga, mithril, platinum, adamantine, moonsilver
60,000 to 100,000 gp	Platinum, adamantine, moonsilver, solaurum, sunlight, moonlight
100,000 to 200,000 gp	Sunlight, moonlight, starlight, astralite, etherium
Over 200,000 gp value	Arcanium, astralite, etherium, orichulum

\*Due to the magic imbued into the item, copper and bronze jewelry do not tarnish like normal.

The value of gems, if any, can also be graded by the item's power level:

**Table 4-3: Magic Item Gems by Market Value**

Market Value/Bonus*	Gem size/type
Up to 5,000 gp	Small/medium ornamental, tiny semiprecious
5,000 to 10,000 gp	Medium ornamental, tiny/small semiprecious, diminutive fancy
10,000 to 30,000 gp	Small/medium semiprecious, diminutive/tiny fancy
30,000 to 60,000	Medium/large semiprecious*, tiny/small fancy, fine/dim. precious
60,000 to 100,000 gp	Small/medium fancy, diminutive/tiny precious
100,000 to 200,000 gp	Medium/large fancy, tiny/small precious
Over 200,000 gp value	Small/medium precious

\*Gems of a size larger than that listed can be used, but gems of any type of Large or larger size are very rarely mounted in items at all, let alone magic items. Some few artifacts and items of extreme power can have huge gems in them, but these should be the exception, not the rule. Also keep in mind the size conversion rule – several smaller gems can equal a gem of a larger size. See Chapter 1 for more details.

As a general rule of thumb, the total value of the gems should be at least 10% of the item's market value.

## Making Magic Items

As mentioned before in this book, these systems work best with the Artificing system, found on our site, but can be used quite easily with the official item creation system. In either case, the following rule applies.

Magic items can be made in two ways:

The piece is constructed as it is being enchanted, in which case you add half its crafting time to the artificing time; since the spells are being cast while the item is being made, part of its time is subsumed into the enchantment time; or

A piece is enchanted after it is made. Keep in mind that only excellent and exceptional pieces can be enchanted. If you use the artificing system, the Craft DC is increased by +4, since it is harder to infuse the magic into the item. If you use the item creation system, the enchantment has a flat 10% chance of failing, but the item is unaffected. In either case, this does not include items that already bear an enchantment and are being upgraded.

## Magic Items

**Loupe of Appraisal:** The small jeweler's loupe is often made of silver with fine crystal lenses, but it can be just as easily made of simple metals and clear glass. Loupes of this kind are highly prized, as they enable the user to more clearly see flaws and imperfections in small items, like gems, coins, or pieces of jewelry –

when used to appraise one of these items, it grants a +10 competence bonus to the check. In addition, those who know the command word can, three times per day, activate a minor effect lasting 10 minutes that will see through any illusions on the item, like *fool's gold* or the *polish* spell (see below).

Moderate divination; CL 5th; Craft Wondrous Item, *pierce illusion*, creator must have 10 ranks in the Appraise skill; Price 16,265 gp

## Spells

### 1st Level Bard Spells

**Polish.** Makes gems and jewelry appear to be more valuable.

### 2nd Level Bard Spells

**Fool's Gold.** Worthless items appear to be made of gems/precious metals.

**Gemseeker.** Caster can tell if a gem is part of a larger piece, or a piece of jewelry.

### 3rd Level Cleric Spells

**Pierce Illusion.** Subject can see through illusions.

### 4th Level Cleric Spells

**Fortify Material.** Increases object's hardness by 2, hp by 5/2 levels.

### 3rd Level Druid Spells

**Fortify Material.** Increases object's hardness by 2, hp by 5/2 levels.

### 1st Level Sorcerer/Wizard Spells

Illus **Polish.** Makes gems and jewelry appear to be more valuable.

### 2nd Level Sorcerer/Wizard Spells

Div **Gemseeker.** Caster can tell if a gem is part of a larger piece, or a piece of jewelry.

Illus **Fool's Gold.** Worthless items appear to be made of gems/precious metals.

### 3rd Level Sorcerer/Wizard Spells

Div **Pierce Illusion.** Subject can see through illusions.

Trans **Fortify Material.** Increases object's hardness by 2, hp by 5/2 levels.

### 7th level Sorcerer/Wizard Spells

Trans **Crysteel.** Changes metal to a clear substance with same hardness and weight.

## Spells

### Crysteel

Transmutation

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Up to 1 lb. of metal/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

When this spell is cast, the objects to be affected glitter slightly, then the color drains from them until they are translucent. The new crystalline substance that has the same properties (weight, hardness, etc.) as the original metal, save that it is clear as glass.

### Fool's Gold

Illusion (Glamer)

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Item or mass of coins/gems touched, up to 1 lb/level

**Duration:** 10 minutes/level

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

This spell is often used by charlatans, hucksters, and con artists, and has prompted more than one gaming establishment to have lenses capable of seeing through illusions, to prevent people from passing off copper pieces as gold ones.

*Fool's gold* can be cast over a single item weighing no more than 1 pound per level, or over a mass of coins or gems, which must all be touching. It lays a minor illusion over the item, making it appear to be more valuable than it really is – tin or iron look like silver, brass or copper appears to be gold, glass gems appear to be real ones, etc. For gems and jewelry, an Appraise check will price the item at its apparent value, if it were really made of the materials it appears to be made of. Coins appear to be gold, no matter what they were before.

*Material Component:* A bit of wool, which is rubbed over the item to be affected.

### **Fortify Material**

Transmutation

**Level:** Clr 4, Drd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One object, up to 5 cu. ft. of nonmagical material/level

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell is often used to strengthen gems and jewelry, especially fragile gems like emeralds, or soft metals like gold and silver, enabling jewellers to work with purer metals without fear of deforming them because of their softness.

This spell fortifies up to 5 cubic feet per level of one type of nonmagical material, increasing its hardness by 2 per two levels and its hit points per inch by 5 per two levels (maximum of +10 hardness and +25 hp/inch). The material to be affected must all be part of a single object. A given object can be affected by this spell only once; its effects are permanent.

*Material Component:* A small piece of steel or granite.

### **Gemseeker**

Divination

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** 1 mile/level or Touch

**Target:** Item touched

**Duration:** 1 hour/level or Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The gemseeker spell was developed during the course of an investigation into the theft of a set of jewelry from a wealthy nobleman after said jewelry turned up missing its gems. It was later altered slightly to allow others to prove or disprove if a given gem came from an item.

This spell can be cast one of two ways. The first way, the "seeker method", enables the caster to find a gem that was removed from an item. In order to do so, he must have the item in question; he touches the mounting from which the gem was removed while casting the spell. If the gem is intact, has not been recut, and is within the spell's range, the caster gets a general sense of its distance and direction. Placing the gem in an extradimensional space (like a *bag of holding*) prevents this spell from finding it.

The second method is a bit more complicated. It enables the caster to determine if a gem was part of a batch of gems cut from a larger piece, or a smaller gem that was recut from a larger size; or if a gem was taken from an art object or piece of jewelry. In the former case, the caster must have either a) another gem that was also cut from the larger piece; b) a shard or pinch of dust from the larger piece, or c) the larger

piece itself; in the latter case, he must have the item in question *and* the gem. If the gem did come from the larger piece or art object, the caster knows this immediately, even if it has been recut.

*Focus:* A jeweller's loupe.

### **Pierce Illusion**

Divination

**Level:** Brd 3, Clr 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell was developed as a lesser (and less expensive) form of true seeing, for those who wanted merely to be able to see through illusions. It is invaluable to lapidaries, fences, and those who deal with gems, jewelry, and coinage, as it allows them to avoid being scammed by others using *fool's gold* spells.

The caster confers on the subject the ability to see through illusions, including *blur* and *displacement* effects, but not magical darkness. This spell does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice doors hidden by mundane means.

*Material Component:* A fine crystal lens worth 50 gp.

### **Polish**

Illusion (Glamer)

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One item/level, up to 1 lb./level total

**Duration:** 1 hour

**Saving Throw:** None

**Spell Resistance:** No

This minor enchantment is often used by merchants to make their wares appear nicer and more valuable. It is generally accepted as a legal practice, unlike *fool's gold* (see above), though some cities have banned its use.

When this spell is cast, the caster must rub a cloth (the focus) on the item(s) to be affected – jewelry, metal art objects, gems, etc. The items gain a slight shine or sparkle, which affects Appraise checks – all successful Appraise checks on the item in question rate it at 10% more than its actual worth, unless the appraiser can see through illusions.

*Focus:* A clean white cloth.

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