

GEM MAGIC

In the *Demon Wars* campaign setting, the main source of magic comes from the sacred Ring Stones, the magically enhanced gems that possess wondrous powers and create marvelous effects. In order to use these sacred gemstones, a potential wielder must have the Ring Stone Affinity feat, or better yet, have levels in the gem master character class. Each of the gems has a unique and unalterable power associated with it, and on occasion, two or more gemstones can be wielded together to create even more intricate effects. Below is a listing of all the gemstones available in the game, and the powers they exhibit.

THE MAGIC OF THE RING STONES

The *Demon Wars* campaign setting offers a new and unique kind of magic, the magic of the Ring Stones. These gems contain the power to shatter mountains, make the heaviest beings float weightlessly, heal the gravest of wounds, and invoke impressive—even deadly—primal forces like fire and lightning at a mere thought. The forces of good in the world believe this magical power is granted by divine influence, while those bent toward evil are convinced the magic of the stones is derived from the power of demons. Whatever the case, not everyone can connect with the awesome magic of the stones. Those who do are formidable forces, indeed.

Each type of gemstone holds a unique power or set of powers. While some stones duplicate the powers of one another to a certain degree, the

MAGIC OF THE STONES

In the land of Corona, the most prevalent form of magic comes from the Ring Stones, sacred gems that fall from the Halo and are gathered during a secret ceremony by select members of the Abellican Order of monks. The monks who participate in this sacred ritual are known as the Keepers of the Stones, and it is considered their most important role as servants of their god. The magic of the stones is believed to be a gift from that deity. Once a special ceremony is preformed, the magic is locked into the selected gems. These Ring Stones are housed and carefully guarded at St.-Mere-Abelle, their monastery, which is situated on the eastern coast of Honce-The-Bear along the northern side of All Saints Bay.

The Ceremony

The stone-gathering ceremony can occur only once every 173 years, when literally hundreds of gemstones fall from the sky like sacred meteorites. This amazing phenomenon, known as the Offering, is centered upon a secret island, named Pimaninicut, the location of which is known only to the heads of the order. To speak of this island, even its name, with anyone outside of the small circle of Preparers (those

who travel to the island to gather the stones) is to bring the full enmity of the order to bear upon the violator. The punishment is death.

As the time of the Offering draws near, monks with a strong aptitude for the magic of the stones are selected and trained in the arts necessary for their gathering. The monks are taught the lessons of the sea—seamanship, navigation, and knot work—and self-defense, so that they might reach the secret island and return. More importantly, the Preparers are given the knowledge of the stones themselves, the names and the powers of each type of gem, as well as the complex ceremonies necessary to harness the latent magic within them.

Once the Preparers are trained for the grueling mission, they set out. Four monks are sent, for no single individual possesses all of the varied traits and talents necessary to make the entire trip successfully. The four must work together, as a cohesive unit, pooling their resources and talents to become greater than the sum of their individual parts. It is almost a certainty that fewer than four will return, but the odds of recovering a new Offering of stones is greatly increased by having four monks share the burden.

The trip to Pimaninicut and back is a long and grueling one, lasting nearly eight months, much of it over open sea. The dangers to the monks are many, from disease, attack by sea-

different uses of the various stones remains fixed and constant. The size and clarity of a given gem dictates the relative strength of the gem and is thus a limitation of the energy a wielder is able to draw forth. Of course, the ability and experience of the wielder has a lot to do with the final result, too.

Ring Stone Users

In the world of Corona, there are two kinds of characters who have an innate understanding of the magic of the Ring Stones. Both types can mentally fall into the gems and draw forth the power stored within. One group of characters has a mere affinity for the stones, while the other is a member of a new class, the stone master.

Ring-Stone Sensitive

The vast majority of individuals who have a connection with the magical Ring Stones are no more than dabblers, able to let but a little of the

gem magic seep out and affect the world around them. They have an affinity for the stones, but they do not have any formal training. Indeed, many of these characters may never even learn of their ability simply because they never come into contact with one of the sacred stones.

Any character that takes the Ring Stone Affinity feat becomes Ring-Stone sensitive, gaining untrained access to the Wield Ring Stone skill (see below), gaining a connection with the gems and becoming able to use certain gems in their possession to a limited extent. These individuals cannot wield the Ring Stones at the same level of expertise as a member of the gem master or gem sorcerer character classes; they cannot draw forth energy at the same levels, nor can they even utilize the full array of properties the gems possess. These characters are typically members of other classes (whether a PC or NPC class) who have a passing involvement with the stones. A merchant who uses a diamond at night to save lamp oil and candles is an example of a Ring-Stone-sensitive character.

monster or powrie barrelboats, exposure, and even madness from the endless days with no land in sight.

Once the sacred island is reached, two monks go ashore while the other monks and the ship that bore them all retreat to the safety of deeper waters, out of sight of the land. The monks on shore must wait until the appointed hour, huddled safely in a cave in the center of the island, until the stones begin to fall from the heavens. To be caught out in the Offering is to invite death, for once the stones begin to fall, the phenomenon is like a deadly hail storm, pummeling the ground and vegetation—and any creature in its path—to a battered pulp.

After the storm recedes and the stones stop falling, time is of the essence. The chosen Preparers must move among the stones quickly and carefully, selecting those that hold the most potential for magic in them. Once the monk selects a stone, it is anointed with special oils and imbued with some of the monk's own energy through special prayers and fervent handling. This process is repeated for each stone, the selection of which is guided by the monk's instincts and his faith in his deity. Endlessly the monks work, gathering as many stones as possible before exhaustion overcomes them. Only when they cannot move another step, collapsing where they are, is the process complete. The

remaining, unchosen stones lose their power soon after and are left on the island, for taking them as treasure is considered blasphemy.

After a designated amount of time has passed, the ship returns for the Preparers, and the stones are borne back to the monastery to be cataloged and studied. Of course, the sacred stones that have been selected are but a small portion of the total, for countless others are left behind on the island, a treasure of unimaginable wealth that the order will never publicly spend, for the location remains a secret until the next Offering, six generations' hence.

The Keepers of the Stones retain the vast majority of the sacred gemstones in the monastery itself, well protected deep within the bowels of St.-Mere-Abelle. The Ring Stones are locked in special cases in a room complete with a mechanized astronomical chart that plots the paths of the moon, Sheila, the sun, and the four other planets in their paths around Corona.

Some of the gems find their way out into the world, though. The monks occasionally sell Ring Stones to merchants or others who are deemed worthy. Sometimes a monk carries a Ring Stone when leaving the hallowed halls of the abbey to do the Church's work in the world beyond. Once in a while, the monk never returns, and the Ring Stone disappears, lost until someone with the ability and skill to recognize it stumbles upon it and puts it to use again.

Ring-Stone-sensitive characters have a limited number of magic points at their disposal to use to energize the gems. They never acquire more unless they take a level in the stone master class.

Stone Masters

There are other characters, however, that truly comprehend the power of the Ring Stones. These individuals focus effort and will toward mastering the magic of the gems. Through discipline and practice, they are able to draw forth all of the latent power a stone contains. These characters are truly awe-inspiring folk, for they are few in number and walk the land with an insight and awareness of the potential magic of the stones that others simply cannot hope to grasp. They are masters and mistresses of the stones.

These characters have levels in the gem master or gem sorcerer character classes. As they grow more powerful (i.e. rise in levels), they gain more and more strength in the use of the Ring Stones (i.e. gain ranks in the Use Gem skill), as well as the ability to combine the stones in new and more complex—and more formidable—ways. Characters that have many levels in either of these classes are able to wield many stones at once, creating awe-inspiring displays of gem magic with a simple thought. For more information, see **Characters**.

Magic Points

Magic points are a measurement of a character's strength in using the Ring Stones. Characters that only have the Stone Affinity feat (as opposed to levels in the Gem Master or Gem Sorcerer class) only have a number of magic points equal to their Constitution bonus. A character of this type gains more Magic Points at a rate of 1/2 his or her Constitution bonus at each level (rounded down) since gaining the Stone Affinity feat (thus, a fighter with a Constitution of 16 that gains Stone Affinity at level 4 gets 3 Magic Points at that level and gains 1 point at each additional level). A character with Stone Affinity may later multiclass and take on Gem Master or Gem Sorcerer levels; in that case, the character gains Magic Points based on the

There was something else, though some gift that Avelyn had left behind. Jill had never even heard of the magic stones before, let alone used one, but now she felt as if she could handle them fairly well, as if their secrets had been unlocked to her in the blink of an eye. On this point she kept quiet, not knowing yet whether Avelyn had given her a gift or a curse.

fighter level would add 1 point while each gem master or gem sorcerer level would add 1d8+3 points to the character's Magic Point pool). The character must have a Constitution greater than 12 to ever have any Magic Points and must have a 14 or better to every gain any additional Magic Points.

However, a member of one of the gem magic classes gains Magic Points at each class level. At 1st level, such a character gains 8 magic points plus a number of magic points equal to the character's Constitution modifier.

At each additional level, the character further gains 1d8 + Con new points (for more information, see the section on new classes).

When a character uses a Ring Stone, there is always a magic-point cost associated with it (see the listings of the individual stones for more details). As a character attempts to draw forth the magic of a gem, he temporarily uses up his magic points. Once a character reaches 0 magic points, that character is considered fatigued (-2 Strength, -2 Dexterity, cannot run or charge; see the condition summary in the *DMG*). Magic points are regained at a rate of 1 per hour for Ring-Stone-sensitive characters, or at a rate of 1 per character level per hour for members of the gem master or gem sorcerer classes. Multiclassed characters regain Magic Points at the highest level based on their various classes.

Fatigued characters cannot use magic points to wield Ring Stones, even if they currently have magic points (characters can become fatigued from other activities and require 8 hours of rest to eliminate fatigue).

Using the Ring Stones

A character with the Ring Stone Affinity feat (whether she is merely Ring-Stone sensitive or actually has levels in a gem user class) can draw upon a stone as long as she has points in her magic points pool remaining. In order to effectively use a particular stone, the wielder must have the stone in her possession. Otherwise, the effects of the gemstone magic are very similar to casting a spell in the *Player's Handbook* (see the section on the gemstones for more information).

Utilizing a Ring Stone requires the Wielder

Ring Stone skill. A Ring-Stone-sensitive character can use this skill untrained, gaining partial ability to use the magic of the gemstones, while a member of the gem master or gem sorcerer character class may actually put skill points into the skill (see **Skills**). The skill check is modified by the power of the gem itself. Every Ring Stone has a rating, much like any magic item. A Ring Stone can have anywhere from a +1 to a +5 rating. This rating provides a bonus to the Wield Ring Stone check.

In most other ways, the effects of the gem magic function the same way as a spell would. Details such as casting time, range, area, effect, duration, and so forth are described the same way.

Using Multiple Stones

A wielder can attempt to employ two or more Ring Stones at the same time, though only if she has the Ring Stone Expertise (to wield two stones at once) or Ring Stone Mastery (to wield three stones at once). These feats allow single wielder to employ the effects of two or three different stones simultaneously (as opposed to using two or more stones to create a single effect; see **Combining Stones** for more information about that).

If a wielder attempts to employ two stones at the same time, that wielder must make a Wield Ring Stone skill check at the highest of the two effects for both; if successful, both stone effects are cast. If unsuccessful, both effects fail. If successful, the wielder must pay the total Magic Point cost of the two gem effects plus one quarter (a total of 125% the MP cost of the two effects).

If a wielder attempts to employ three stones at the same time, the above rules apply except for the following: if the Wield Ring Stone skill check is successful (at the highest DC of the three effects), the effects are cast and the wielder pays 150% the MP cost of the three effects.

For example, if Arla attempts to use a cat's eye (for *Darkvision* with *see invisibility*; DC 17 and 4 MP) and a citrine (for +5 AC and DR 10/+1; DC 21 and 8 MP), she must roll a DC of 21

RING STONES

Gemstone	Effect
Agate	sense life
Alexandrite	dispel illusions
Amber	walk on water
Aquamarine	breathe water
Bloodstone	enhance strength
Carnelian	reinforce the will
Celestite	small explosive bursts —can only be used once
Chrysoberyl (cat's eye)	see in the dark
Chrysoberyl (clear)	protection from possession by hematite
Citrine	attract or repel stone
Diamond	light and heat, or darkness
Dolomite	enhance Constitution
Emerald	attract or repel wood
Garnet (carbuncle)	Dragon Sight —sense gem magic
Graphite	lightning
Hematite (soul stone)	spirit-walk, possession, and healing
Magnetite (lodestone)	attract or repel metal
Malachite	weightlessness/levitation
Moonstone	flight
Obsidian	reinforce the body
Onyx	damage reduction
Peridot	enhance Charisma
Quartz (clear)	distant sight
Quartz (smoky)	create illusions
Ruby	fireball
Sardonyx	warnings of danger
Serpentine (chrysotile)	physical protection/shield
Sunstone	anti-magic, ward against poison
Tanzanite	enhance Dexterity
Tiger's Paw	polymorph arm into tiger claw
Topaz	enhance Intelligence
Turquoise	animal empathy
Zircon	cone of cold

or higher for both effects to happen. Whether or not the skill check is successful, she must pay 15 MP (4 + 8 plus 3 more points). If she wanted to use a diamond (for *Darkness*; DC 18 and 4 MP), she would have to pay 24 MP (4 + 8 + 4 plus 8 additional points).

Joining Forces

When multiple gem masters work together, focusing their combined energies on a single stone, the effects of the gem magic are enhanced. The characters that are assisting must either join hands with the gemstone wielder, or else all of

the participants must sit in a circle around the gem (depending upon the gem being used). Each assisting character must succeed at a Wield Ring Stone check at a DC of 10. For each character that succeeds, the wielder gains a +2 circumstance bonus to his own check to use a gemstone. In addition, each character that successfully participates can "donate" a single magic point to the wielder (though doing so costs the donating character two magic points). There is no limit to the number of characters who can assist a gem wielder, so long as each one is part of the connection.

But there was indeed light inside that room, such a light as to make Avelyn think of a cloudless midsummer day. It filled every corner, every crack in the very stone, and reflected brilliantly off the glass covers of the many cases set about the room, and off their contents, as well, hundreds and hundreds of polished stones. The Ring Stones!

Wielding Time

This is identical in all respects to the Casting Time listing for spells. Almost all gems require either a single action or a full-round action in order to use. Some need more time than that, and some don't actually require effort to use at all.

Duration

Again, this is identical to the same information for spells, detailing the length of time a particular gem effect lasts. Remember that a (D) indicates the effect can be dispelled prior to the time running out.

Using the Ring Stones

The gemstones work much the same way as a spell does. Wielding a stone takes a certain amount of time, usually either a single action or a full round. In addition, many of the effects require saving throws to diminish or evade the results. The table below lists all of the gemstones in the game, their value on the market, their relative rarity, and a quick summary of their powers. Following that is a detailed listing of each gem, with the following categories of information included.

Listing Format

Each gem listing follows the same format, although not all categories are included in each listing.

Name

This is the name the gem is known by. Sometimes a second name or a subcategory is listed in parentheses.

Description

This is a simple physical description of what the gemstone actually looks like, including whether it's in its natural state, if it has been cut so that it's faceted or simply polished smooth.

Saving Throw

Identical to how saving throws work for spells, this lists any possible saving throws and the results of a success. The DC for a saving throw, unless otherwise specified in the gem description, is equal to:

$$10 + 1/2 \text{ the gem master's level} + \text{Wisdom modifier} + \text{gem bonus}$$

Gem Resistance

This is similar in most respects to spell resistance from the basic game, except that it applies to the effects of gem magic, instead.

Magic Point Cost

When the cost is not listed in a table describing relative levels of power in using a gem, it is listed here.

Minimum Level

Many of the stones can have variable effects. Some of those effects require a minimum character level on the part of the stone wielder. Those levels are listed here.

Stones Used

At the end of the section, there are additional powers described for those characters that are capable of wielding multiple stones together. This simply explains which stones must be used to create the effect.

Descriptive Text

This simply details how the gem works. It often contains a table listing the check result attained and the level of power that is drawn from the gem as a result of that check.

The Ring Stones

The powers and magical effects of the most commonly used (or most sought-after) ring stones are listed on the following pages. This is not by any means a comprehensive listing of every possibly stone or even every possible use for each of these stones. Future products will detail more gems and more gem powers.

Each of the powers in this section is useable by gem masters, gem sorcerers and those with the Stone Affinity feat.

Agate

Description: These small, heavy stones have rich brown, dark red, and orange tones in distinct bands. Although opaque, they seem to shine with a rich luster in sunlight.

Wielding Time: 1 action

Range: 250 ft. + 100 ft./level

Duration: 1 Round (see below)

Saving Throw: None.

The ring stone power allows its wielder to determine if there are any living things in the area and a general sense of the "amount" of life (in general, total HD). A single bear and six goblins would have similar life force signatures, for example. Undead, constructs, vermin, and creatures shielded against the effects of hematite cannot be detected. The wielder must either be able to see the area or a boundary of the area (for example, the door to a room). Consequently, if the wielder cannot see the area, or a boundary, for one reason or another, that wielder cannot sense anything and, if he or she attempts to do so, must spend the MPs that would normally be required. If the area being sensed has "hard" boundaries that completely surround it (such as stone walls; a forest surrounding a clearing would not be considered a hard boundary), the area of effect stops at those boundaries. The base area of effect is a 15-foot radius with a DC of 15. The wielder can increase the radius by multiples of 5 feet, but must also spend 1 MP per additional 5 feet and the DC further increases by 1 point for every additional 5 feet.

DC	Magic Point Cost/round	Area of Effect
15	1	15 ft. radius
16	2	20 ft. radius
17	3	25 ft. radius
18	4	30 ft. radius
19	5	35 ft. radius
20	6	40 ft. radius
Etc.		

Alexandrite

Description: A clear stone, often faceted, that changes color depending upon the light it is exposed to, ranging from a rich brown in firelight to pale lavender in sunlight to a beautiful green in magical light.

Wielding Time: 1 action.

Range: 100 ft. + 25 ft./level

Alexandrites can be used to pierce and dispel all sorts of illusions and glamers. When invoked, all illusions in the area of effect vanish instantly. Permanent illusions return 1-10 rounds after the dispelling effect.

DC	Magic Point Cost/Round	Area of Effect
12	1	5 ft. radius
14	2	10 ft. radius
16	3	20 ft. radius
18	4	30 ft. radius
20	5	40 ft. radius
22	7	60 ft. radius
24	9	80 ft. radius
26	11	100 ft. radius
28	14	125 ft. radius
30	17	150 ft. radius
Etc.		

Amber

Description: A translucent golden-yellow stone that is actually petrified tree sap. It is usually left uncut and highly polished instead.

Wielding Time: 1 action

Duration: 1 Magic Point/10 minutes (D)

When this gem is wielded, any liquid in a 5-foot-square directly beneath the amber is transmuted so that it functions like firm ground. Depending on the skill level of the wielder, mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily by anyone within the area of effect. Anything within the area of effect can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the gem is used underwater (or while the wielder is partially or wholly submerged in whatever liquid he is in), the subject is borne toward the surface at 60 feet per round until he can stand on it.

The area of effect normally encompasses a square area. The wielder can shape the area into almost any configuration, though at a higher DC. If the wielder shapes the area into a rectangle of some sort (other than a square), the DC increases by 1. If the wielder shapes the area into an irregular two-dimensional form, however (to cover the surface of a pond, for example), the DC increases by 4.

The cost per 10 minutes, and the area of effect, are as follows:

DC	Magic Point Cost/10 Min	Area of Effect
15	1	1 5 ft. square
18	2	4 5 ft. squares
21	4	9 5 ft. squares
24	6	16 5 ft. squares
27	8	25 5 ft. squares
30	10	36 5 ft. squares
33	12	49 5 ft. squares
36	14	64 5 ft. squares
39	16	81 5 ft. squares
42	18	100 5 ft. squares

The wielder can in this way create a pathway over different substances based on his or her level, as shown on the table below. If the wielder does not have the requisite Character Level, all of that individual's attempts to create a pathway over the substance will fail. Creatures crossing extremely cold or hot substances, such as molten lava, still take damage from the cold or heat, though those traversing are not directly affected by the touch of the substance (for example, a creature could walk across a pool of acid without taking any damage).

Minimum Level	Substance
1	Mud, quicksand, snow
2	Oil, tar and other organic liquids
4	Water
8	Acid, lava, poison and other harmful substances

Aquamarine

Description: A clear, blue green stone either faceted or cabochon, aquamarines look like seawater made solid and are famed for the brilliant sparkle they have when faceted

Wielding time: 1 action.

This ring stone is closely linked with water. When activated, aquamarines grant water breathing to the wielder and potentially other creatures in contact with the wielder as shown below. Any additional creatures must either be in direct contact with the wielder or in contact with another creature in contact with the wielder.

DC	Magic Point Cost/10 Min.	Area of Effect
15	1	Self
17	2	one additional creature
19	3	two additional creatures
21	5	three additional creatures
23	7	four additional creatures
25	10	five additional creatures
27	13	six additional creatures

Bloodstone

Description: A dense, dark green stone bloodstone gets its name from the bright red flecks that give it the appearance of having been splashed with fresh blood.

Wielding Time: 1 action

Duration: 2 Magic Points/10 minutes/
Strength point

DC: 13 + 2/Strength point

These ring stones infuse living creatures with mystical energy. The effect of bloodstones is to increase Strength by a full point per gem bonus of the bloodstone (i.e., a +2 bloodstone increases strength by 2 full points). After the effect ends the creature suffers a -1 to their normal Strength for a period equal to half the time his or her Strength was enhanced (round down). This effect costs 2 MPs per every increased Strength point per every ten minutes the effect lasts.

Carnelian

Description: These translucent stone vary from red to brown in color. They are commonly polished, but are also cut into facets.

Wielding Time: Full round.

Duration: 6 Magic Points/10 minutes

DC: 15 + 3/gem bonus point

A wielder of gem magicks can use a carnelian to protect the wielder from outside influences. When activated, the harnessed power of this ring stone grants a bonus to Will saves equal to three times its gem bonus.

Celestite

Description: A translucent bluish-white crystal normally found in geodes; these crystals are gathered in natural form in handfuls, rather than cut into gemstones.

Wielding Time: 1 action

Duration: Instantaneous

Saving Throw: Reflex half

Gem Resistance: Yes

The character turns a handful of these crystals into tiny explosives. The handful of celestite crystals is treated as a grenade-like missile weapon with a range increment of 10 feet. They burst into flame with a sharp popping sound, causing fire damage to creatures and igniting any combustible materials. Creatures who successfully make Reflex saving throws take half damage. Note that the celestites are used up when their magic is called forth.

The spread of the crystals and the damage each handful inflicts is as follows:

DC	Magic Point Cost	Area of Effect	Effect
13	1	5 ft. radius	1d4 damage
15	2	5 ft. radius	2d4 damage
17	3	10 ft. radius	3d4 damage
19	4	10 ft. radius	3d6 damage
21	6	15 ft. radius	4d4 damage
23	8	15 ft. radius	4d6 damage
25	10	20 ft. radius	5d4 damage
27	12	20 ft. radius	5d6 damage
29	14	25 ft. radius	6d4 damage
31	16	25 ft. radius	6d6 damage

Chrysoberyl (Cat's Eye)

Description: An opaque, pearly white to pale green stone that is left uncut; instead it is polished smooth and round so that it reflects light along an axis, making it resemble a cat's eye.

Unlike most types of Ring Stones, this one does not require any affinity with the gemstones in order to use; its magic has already been harnessed during the Offering ceremony, though individuals trained in the use of Ring Stones are able to gain additional powers from use of the gem. It is usually crafted into a piece of jewelry, such as a headband, in order to make use of its magic. Any subject holding this gem or wearing it in some way gains 30-foot darkvision. This does not grant one the ability to see in magical darkness.

For those trained to use Ring Stones, the chrysoberyl can provide additional effects, shown below. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells in the Player's Handbook**).

DC	Magic Point Cost/10 min.	Effect
14	1	<i>Darkvision</i> 60 ft.
16	2	<i>See invisibility</i>
16	2	<i>Darkvision</i> 120 ft.
20	4	<i>Darkvision</i> 120 ft. <i>w/see invisibility</i>
26	6	<i>True seeing</i>
30	8	<i>Darkvision</i> 120 ft. <i>w/true seeing</i>

Chrysoberyl (Clear Form)

Description: A translucent, pale green to gold gem that is faceted.

Unlike most types of Ring Stones, this one does not require any affinity with the gemstones in order to use; its magic has already been harnessed during the Offering ceremony, though individuals trained in the use of Ring Stones are able to gain additional powers from use of the gem. The subject holding this stone gains a +2 bonus to all Saves against telepathy, mental control, possession and the like.

For those trained in the use of Ring Stones, the Clear Chrysoberyl can provide additional effect, shown below. When one or more targets are indicated, these extra targets must be in contact with the wielder (unless the effects of another gem allow the wielder to use this power remotely).

The wielder may use the powers of this gem to attempt to drive a possessing force out of a creature; in that case the wielder and the possessing spirit both make opposed DC checks; the wielder against the DC of the immune to possession effect and the possessing spirit against the check originally required to possess the creature; whichever has the higher margin of success "wins" control of the creature for that turn.

DC	Magic Point Cost/10 min.	Effect
12	1	+4 bonus to telepathy and mental control Saves
13	2	+6 bonus to telepathy and mental control Saves
15	2	Wielder (or one target) is immune to magical detection
16	3	Wielder (or one target) is immune to mind reading
17	5	Wielder and 1 target immune to magical detection
18	6	Wielder and 1 target immune to mind reading
18	5	Wielder (or one target) immune to possession
20	8	Wielder and 1 target immune to possession
21	9	Wielder and 2 targets immune to magical detection
22	10	Wielder and 2 targets immune to mind reading
24	12	Wielder and 2 targets immune to possession

Citrine

Description: These beautiful stones range from an amber-yellow to a dark orange-brown. In bright sunlight, some faceted stones seem to shimmer through the entire range of colors in a starburst.

Wielding Time: Special

Saving Throw: Reflex half

Gem Resistance: No

A wielder can charge this gemstone so it becomes highly attracted to stone. The level of the attraction is built up over time, as shown on the chart. Once the peak attraction is attained, the wielder can release the gemstone, causing it to fly to the selected stone item, impacting with a very high velocity and dealing the indicated damage to any creature holding or wearing the item.

DC	Magic Point Cost	Maximum Range	Effect
12	1	25 feet + 5 ft./level	1d6 damage (requires no buildup; fires immediately)
14	2	50 feet + 5 ft./level	2d6 damage (requires 1 round of buildup; fires on round 2)
16	3	75 feet + 5 ft./level	3d6 damage (requires 2 rounds of buildup; fires on round 3)
19	5	125 feet + 10 ft./level	4d6 damage (requires 3 rounds of buildup; fires on round 4)
22	7	175 feet + 10 ft./level	6d6 damage (requires 4 rounds of buildup; fires on round 5)
25	9	225 feet + 10 ft./level	8d6 damage (requires 5 rounds of buildup; fires on round 6)
29	12	300 feet + 15 ft./level	10d6 damage (requires 6 rounds of buildup; fires on round 7)
33	15	375 feet + 15 ft./level	15d6 damage (requires 7 rounds of buildup; fires on round 8)
37	18	450 feet + 15 ft./level	20d6 damage (requires 8 rounds of buildup; fires on round 9)
42	22	550 feet + 20 ft./level	25d6 damage (requires 9 rounds of buildup; fires on round 10)

Conversely, the citrine can be wielded to repel stone, causing all stone objects within the radius to be pushed away from the gem. When used in this manner, the gem can deflect stone weapons (such as sling bullets), turning them aside (the wielder is effectively immune to all attacks from stone weapons). In addition, anyone wearing or holding any stone items must make a Strength check vs. the original skill check result to resist being pushed back, out of the area of effect.

The possible effects are listed below.

DC	Magic Point Cost/Round	Effect
12	0	Wielder gains +1 AC bonus vs. all stone weapons
15	2	Wielder gains +2 AC bonus and Damage Reduction 3/+1 vs. all stone weapons
18	5	Wielder and all within 5 ft. radius gain the above effects.
21	8	Wielder gains +5 AC bonus and Damage Reduction 10/+1 vs. all stone weapons
24	12	Any creature within a 10 ft. radius of the wielder holding a stone object must make a Strength check DC 20 or drop the item; loose stone items move out of the radius; wielder retains the above effects and all other individuals within 10 ft. of the wielder retain the second effect.
35	15	Wielder is immune to all non-magical stone weapons or damage done by stone (including stone golems and creatures); loose stone cannot remain within 10 ft. of the wielder and will be pushed aside as if the wielder was pushing it (though stones that fall onto the wielder will bounce off as if they hit a force field). Other game effects are up to the gamemaster to determine.

Diamond

Description: A transparent to translucent, clear to golden gemstone that is typically faceted.

Wielding Time: 1 action

This Ring Stone can be made to glow with anywhere from a soft light to light brighter than the sun. Conversely, it can create unnatural darkness in a like-sized area.

The possible effects are listed below. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost/10 Min.	Effect
12	0	Candlelight; lights a 5 ft. radius
13	1	Sparkle; creates the illusion of sparkles on an object
14	1	<i>Light</i>
15	2	<i>Flare</i> ; instantaneous duration
16	3	<i>Light</i> ; creates the heat of a campfire in a 15 ft. radius
18	3	<i>Darkness</i>
18	3	<i>Light Ray</i> ; lights a cone 60 ft. long and 20 ft. wide at its end
18	4	<i>Daylight</i>
21	4	<i>Deeper Darkness</i>
28	10	<i>Sunburst</i> ; instantaneous duration

Dolomite

Description: An opaque white stone, dolomite is naturally very smooth. Dolomite is a dense, heavy stone.

Wielding Time: Full round.

Duration: 2 Magic Points/10 minutes/Constitution point

DC: 13 + 2/Constitution point

In a manner similar to bloodstone, dolomite infuses the target's body with mystical power, increasing the wielder's Constitution by a full point per gem bonus of the bloodstone (i.e.; a +2 bloodstone increases Constitution by 2 full points). After the effect ends the creature suffers a -1 to their normal Constitution for a period equal to half the time his or her Constitution was enhanced (round down). This effect costs 2 MPs per every increased Constitution point per every ten minutes the effect lasts. This does not cause an increase or reduction in the wielder's hit points.

Emerald

Description: A translucent green stone that is typically faceted.

Wielding Time: Special

Saving Throw: Reflex half

Gem Resistance: No

A wielder can charge this gemstone so that it becomes highly attracted to wood. The level of the attraction is built up over time, as shown on the chart. Once the peak attraction is attained, the wielder can release the gemstone, causing it to fly to the selected wood item, impacting with a very high velocity and dealing the indicated damage to any creature holding or wearing the item.

DC	Magic Point Cost	Max. Range	Effect
12	1	25 feet + 5 ft./level	1d6 damage (requires no buildup; fires immediately)
14	2	50 feet + 5 ft./level	2d6 damage (requires 1 round of buildup; fires on round 2)
16	3	75 feet + 5 ft./level	3d6 damage (requires 2 rounds of buildup; fires on round 3)
19	5	125 feet + 10 ft./level	4d6 damage (requires 3 rounds of buildup; fires on round 4)
22	7	175 feet + 10 ft./level	6d6 damage (requires 4 rounds of buildup; fires on round 5)
25	9	225 feet + 10 ft./level	8d6 damage (requires 5 rounds of buildup; fires on round 6)
29	12	300 feet + 15 ft./level	10d6 damage (requires 6 rounds of buildup; fires on round 7)
33	15	375 feet + 15 ft./level	15d6 damage (requires 7 rounds of buildup; fires on round 8)
37	18	450 feet + 15 ft./level	20d6 damage (requires 8 rounds of buildup; fires on round 9)
42	22	550 feet + 20 ft./level	25d6 damage (requires 9 rounds of buildup; fires on round 10)

Conversely, the emerald can be wielded to repel wood, causing all wooden objects within the radius to be pushed away from the gem. When used in this manner, the gem can deflect wooden weapons (such as arrows), turning them aside (the wielder is effectively immune to all attacks from wooden weapons). In addition, anyone wearing or holding any wood items must make a Strength check vs. the original skill check result to resist being pushed back, out of the area of effect.

The possible effects are listed below.

DC	Magic Point Cost/Round	Effect
12	0	Wielder gains +1 AC bonus vs. all wooden weapons
15	2	Wielder gains +2 AC bonus and Damage Reduction 3/+1 vs. all wooden weapons
18	5	Wielder and all within 5 ft. radius gain the above effects.
21	8	Wielder gains +5 AC bonus and Damage Reduction 10/+1 vs. all wooden weapons
24	12	Any creature within a 10 ft. radius of the wielder holding a wooden object must make a Strength check DC 20 or drop the item; loose wood items move out of the radius; wielder retains the above effects and all other individuals within 10 ft. of the wielder retain the second effect.
35	15	Wielder is immune to all non-magical wooden weapons or damage done by wood (including ents and similar creatures); loose wood cannot remain within 10 ft. of the wielder and will be pushed aside as if the wielder was pushing it (though wood that falls onto the wielder will bounce off as if they hit a force field). Other game effects are up to the gamemaster to determine.

In this form, an emerald is often used to fashion a magic item that protects the wearer from wooden weapons.

Garnet (Carbuncle)

Description: A translucent deep red to red-violet or red-brown stone that is usually left uncut and highly polished instead.

Wielding Time: 1 action

Saving Throw: None

Gem Resistance: No

When a character draws on the magic of this gem, he or she can detect the auras of other magical gems being used in the vicinity. The effects and range of this power depend on the skill of the wielder.

Magic Point DC Cost/Round		Range	Effect
15	1	5 miles/level	Detect approximate range and direction of active magical effects
18	2	250 ft./level	Detect exact range and direction of active magical effects
20	3	150 ft./level	Detect exact range, direction and nature (stone and power) of active magical effects
25	5	100 ft./level	Detect exact range, direction and nature of magical effects used within the past hour (detects only the spot used at, not where the individual who used it is)
26	5	75 ft./level	Detect the nature of magical effects used by individuals within range in the past hour or the identity/nature of all gems within range

Graphite

Description: An irregularly shaped opaque mineral that is a shiny black color, with many striations.

Wielding Time: 1 action

Duration: Instantaneous

Saving Throw: Reflex half

Gem Resistance: Yes

When a wielder uses a graphite rod, the gemstone releases a powerful stroke of electrical energy that deals damage to each creature within its area. The wielder can control the nature of the lightning discharge, including the damage done and range of the discharge.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the range permits; otherwise, it can ricochet off the barrier (GM determines angle and effects of all ricochets).

The wielder can choose to deal subdual damage rather than normal damage; the DC for subdual effects is 2 points less and costs 1 MP less.

The possible effects are listed below. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

Magic Point DC Cost		Range	Effect
12	2	Touch	<i>Shocking Grasp</i> , 1d6 damage
14	4	Touch	<i>Shocking Grasp</i> , 2d6 damage
16	6	Touch	<i>Shocking Grasp</i> , 3d6 damage
16	5	60 ft.	<i>Lightning Bolt</i> , 1d6 damage
18	8	Touch	<i>Shocking Grasp</i> , 4d6 damage
19	8	90 ft.	<i>Lightning Bolt</i> , 2d6 damage
20	10	Touch	<i>Shocking Grasp</i> , 5d6 damage
22	11	120 ft.	<i>Lightning Bolt</i> , 3d6 damage
24	14	120 ft.	<i>Chain Lightning</i> , 2d6 damage
25	14	120 ft.	<i>Lightning Bolt</i> , 4d6 damage
28	17	120 ft.	<i>Lightning Bolt</i> , 5d6 damage
28	18	120 ft.	<i>Chain Lightning</i> , 3d6 damage
31	20	120 ft.	<i>Lightning Bolt</i> , 6d6 damage
32	22	120 ft.	<i>Chain Lightning</i> , 4d6 damage
34	23	120 ft.	<i>Lightning Bolt</i> , 7d6 damage
36	26	120 ft.	<i>Chain Lightning</i> , 5d6 damage
37	26	120 ft.	<i>Lightning Bolt</i> , 8d6 damage
40	29	120 ft.	<i>Lightning Bolt</i> , 9d6 damage
40	30	120 ft.	<i>Chain Lightning</i> , 6d6 damage
Etc.			

Hematite (Soul Stone)

Description: An opaque silvery-black stone that is spherical in shape and polished smooth.

Gem Resistance: Yes

The soul stone can be used for a variety of purposes, from healing to telepathically

contacting allies to literally possessing the body of another.

The possible effects are listed below. Casting time for all is one round unless otherwise specified. Those effects listed in italics duplicate the effects of the spell of the same name (see Chapter 11: Spells in the *Player's Handbook*).

Magic Point		
DC	Cost	Effect
12	1	<i>Cure Minor Wounds</i> (touch only)
14	2	<i>Cure Light Wounds</i> and <i>detect thoughts</i> (touch only)
15	2	<i>Delay Poison</i>
15	4	<i>Cure Moderate Wounds</i> and <i>detect thoughts</i> (touch only)
17	6	<i>Cure Serious Wounds</i> and <i>detect thoughts</i> (touch only)
18	5	Prevent Possession; adds bonus of 2 + wielder's level to any Saves vs. possession or mind control
19	6	<i>Neutralize Poison</i> and <i>detect thoughts</i> (touch only)
20	4/round	<i>Ethereal Jaunt</i>
20	10	<i>Cure Critical Wounds</i> and <i>detect thoughts</i> (touch only)
24	8	<i>Detect Thoughts</i>
26	4	<i>Telepathic Bond</i>
28	6/minute	<i>Etherealness</i>
35	25	<i>Astral Projection</i> ; casting time 45 min. - 1 min. per level
38	20	<i>Dominate Person</i>
42	30	<i>Magic Jar</i>

Magnetite (Lodestone)

Description: An opaque, grayish-green stone that forms naturally into an octahedron.

Wielding Time: Special

Saving Throw: Reflex half

Gem Resistance: No

A wielder can charge this gemstone so that it becomes highly attracted to metal. The level of the attraction is built up over time, as shown on the chart. Once the peak attraction is attained, the wielder can release the gemstone, causing it to fly to the selected metal item, impacting with a very high velocity and dealing the indicated damage to any creature holding or wearing the item.

DC	Magic Point Cost	Max. Range	Effect
12	1	25 feet + 5 ft./level	1d6 damage (requires no buildup; fires immediately)
14	2	50 feet + 5 ft./level	2d6 damage (requires 1 round of buildup; fires on round 2)
16	3	75 feet + 5 ft./level	3d6 damage (requires 2 rounds of buildup; fires on round 3)
19	5	125 feet + 10 ft./level	4d6 damage (requires 3 rounds of buildup; fires on round 4)
22	7	175 feet + 10 ft./level	6d6 damage (requires 4 rounds of buildup; fires on round 5)
25	9	225 feet + 10 ft./level	8d6 damage (requires 5 rounds of buildup; fires on round 6)
29	12	300 feet + 15 ft./level	10d6 damage (requires 6 rounds of buildup; fires on round 7)
33	15	375 feet + 15 ft./level	15d6 damage (requires 7 rounds of buildup; fires on round 8)
37	18	450 feet + 15 ft./level	20d6 damage (requires 8 rounds of buildup; fires on round 9)
42	22	550 feet + 20 ft./level	25d6 damage (requires 9 rounds of buildup; fires on round 10)

Conversely, the emerald can be wielded to repel metal, causing all metal objects within the radius to be pushed away from the gem. When used in this manner, the gem can deflect metal weapons (such as swords), turning them aside (the wielder is effectively immune to all attacks from metal weapons). In addition, anyone wearing or holding any metal items must make a Strength check vs. the original skill check result to resist being pushed back, out of the area of effect.

The possible effects are listed below.

Magic Point DC Cost/Round		Effect
12	0	Wielder gains +1 AC bonus vs. all metal weapons
15	2	Wielder gains +2 AC bonus and Damage Reduction 3/+1 vs. all metal weapons
18	5	Wielder and all within 5 ft. radius gain the above effects.
21	8	Wielder gains +5 AC bonus and Damage Reduction 10/+1 vs. all metal weapons
24	12	Any creature within a 10 ft. radius of the wielder holding a metal object must make a Strength check DC 20 or drop the item; loose metal items move out of the radius; wielder retains the above effects and all other individuals within 10 ft. of the wielder retain the second effect.
35	15	Wielder is immune to all non-magical metal weapons or damage done by metal (including creatures wearing metal armor); loose metal cannot remain within 10 ft. of the wielder and will be pushed aside as if the wielder was pushing it (though metal that falls onto the wielder will bounce off as if they hit a force field). Other game effects are up to the gamemaster to determine.

In this form, magnetite is often used to fashion a magic item that protects the wearer from metal weapons.

Malachite

Description: An opaque, green stone that has striated rings or whorls in it, and is usually polished smooth in the shape of a sphere or egg.

Wielding Time: 1 action

Range: 25 ft./level

Saving Throw: Will negates

Gem Resistance: Yes

This gemstone allows the wielder to make herself, another creature, or an object (up to the maximum weight shown on the table below) weightless and to move up and down as she wishes. The character can mentally direct the recipient to move up or down

as much as 20 feet each round; doing so is a move-equivalent action. A weightless character cannot move horizontally (unless she first created momentum on the ground before using the stone) but could clamber along the face of a cliff or push against a ceiling to move laterally (at half its base speed).

A weightless creature who attacks with a melee or ranged weapon finds itself increasingly unstable as it begins to spin in mid-air from the opposing force of the motion; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

The size of the object or creature made weightless is dependant on the skill of the wielder, as follows:

DC	Magic Point Cost/Round	Weight Limit
12	1	75 lbs.
14	3	150 lbs.
16	5	300 lbs.
18	7	600 lbs.
21	10	1,200 lbs.
24	13	2,400 lbs.
27	16	4,800 lbs.
30	19	9,600 lbs.
34	23	19,200 lbs.
38	27	38,400 lbs.
42	31	76,800 lbs.

Moonstone

Description: Usually polished, this translucent gray stone often has a silvery 'star' effect.

This ring stone, with its affinity for air, grants the ability to fly. One target can be affected at a time. While flying in such a manner the target can climb at half the speed listed on the chart or dive at three times the listed speed. The creature flying always controls direction and speed of flight, even if it is someone other than the person wielding the moonstone.

DC	Magic Point Cost/Round	Weight Limit	Speed/ Maneuverability
15	1	50 lbs.	10 ft./clumsy
17	2	100 lbs.	15 ft./clumsy
19	3	200 lbs.	20 ft./poor
21	4	400 lbs.	25 ft./poor
23	5	750 lbs.	30 ft./average
25	6	1,500 lbs.	40 ft./average
27	7	2,000 lbs.	50 ft./good
29	8	3,000 lbs.	60 ft./good
32	9	4,000 lbs.	70 ft./perfect
35	10	6,000 lbs.	80 ft./perfect

Obsidian

Description: This ring stone looks and feels like black glass. Without polishing, it is smooth and clear enough to act as a simple mirror. Much stronger than glass, with effort obsidian can be made into razor-sharp tools.

Wielding Time: Full round.

Duration: 5 Magic Points/10 minutes

The defensive properties of obsidian strengthen and harden the target's very essence. When activated, it grants a bonus to Fortitude saves equal to twice its gem bonus.

Onyx

Description: Similar in appearance to obsidian, onyx is less reflective. In addition, some stones have hair-thin bands of white through them, making them appear cracked. In reality, onyx is a very tough stone.

Wielding time: Full round

Duration: 1 minute

Magic Point Cost: 2/Damage Reduction point

This earth stone toughens the skin, sinews, and bones of the wielder as well as causing the process of healing to speed up greatly. Combined, these grant the target physical damage reduction. This reduction is equal to the number of Magic Points expended per minute up to a maximum of the gem bonus of the stone. For example, a +3 onyx could provide damage reduction of up to 3/- at the cost of 6 Magic Points per minute. To reduce the Magic Point cost a lower level of damage reduction can be granted.

Peridot

Description: A transparent green stone, peridots are usually faceted to accent their beauty.

Wielding Time: Full round.

Duration: 2 Magic Points/10 minutes/Charisma point

DC: 13 + 2/Constitution point

A peridot can be used to infuse the body with mystical power, giving her an aura of command and authority, increasing the Wielder's Charisma by a full point per gem bonus of the peridot (i.e.; a +2 peridot increases Charisma by 2 full points). This aura rapidly fades when the effect is no longer maintained. This effect costs 2 MPs per every increased Charisma point per every ten minutes the effect lasts.

Quartz (clear)

Description: A translucent crystal that can be in the form of a natural prism shape, a polished sphere, or a faceted gem.

Wielding Time: 1 action

The gem enables the wielder to concentrate upon some locale and hear or see (the user's choice) almost as if the character were there. Distance is not a factor, but the locale must be known—a place familiar to the wielder—for best effect. If the chosen locale is dark, the character can see in a 10-ft area around the point of origin.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost	Effect
12	2	<i>Detect Object</i>
15	5	<i>Clairaudience/Clairvoyance</i>
18	8	<i>Locate Creature</i>
22	12	<i>Scrying</i>
28	16	<i>Greater Scrying</i>
30	18	<i>Discern Location</i>

Quartz (Smoky)

Description: A translucent, tan or gray to almost black crystal that can be in the form of a natural prism shape, a polished sphere, or a faceted gem.

Wielding Time: 1 action

Saving Throw: Will

Gem Resistance: No

A wielder can use this gem to create illusions of different kinds and natures, even incorporating smells, sound and touch.

The image disappears when struck by an opponent unless the character causes the illusion to react appropriately.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost	Effect
12	1/round	<i>Ghost Sound</i>
14	1/minute	<i>Disguise Self</i>
15	2/minute	<i>Silent Image</i>
16	4/minute	<i>Hypnotic Pattern</i>
17	4/minute	<i>Minor Image</i>
19	4/min.	<i>Invisibility</i>
19	5/minute	<i>Major Image</i>
21	6/hour	<i>Hallucinatory Terrain</i>
21	4/hour/target	<i>Seeming</i>
22	15	<i>Illusory Wall</i>
24	6/minute	<i>Greater Invisibility</i>
25	6/round	<i>Rainbow Pattern</i>
26	8/hour	<i>Mirage Arcana</i>

Ruby (Red Corundum)

Description: A translucent, deep red to reddish-purple stone that is usually faceted.

Wielding Time: 1 action

Duration: Instantaneous

Saving Throw: Reflex half

Gem Resistance: Yes

When a wielder uses a ruby, the magic creates a burst of flame centered on the gemstone that detonates with a low roar and deals fire damage to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise, it stops at the barrier.

The area of effect and damage of the fireball is as follows:

DC	Magic Point Cost	Area of Effect	Effect
12	1	5 ft.	1d6 damage
14	2	10 ft.	2d6 damage
16	4	15 ft.	3d6 damage
18	6	20 ft.	4d6 damage
22	10	25 ft.	6d6 damage
26	14	25 ft.	8d6 damage
30	18	30 ft.	10d6 damage
35	26	40 ft.	15d6 damage
40	34	60 ft.	20d6 damage

The ruby can also create several other fire-related effects. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost	Effect
12	1	<i>Burning Hands</i> , 1d4 damage
14	2	<i>Burning Hands</i> , 2d4 damage
16	3	<i>Burning Hands</i> , 3d4 damage
18	4	<i>Burning Hands</i> , 4d4 damage
20	5	<i>Burning Hands</i> , 5d4 damage
22	5/round	<i>Wall of Fire</i>

Sardonyx

Description: Similar in density to onyx, sardonyx is a reddish stone with bands of lighter colors, sometimes in wide ribbons of color.

Wielding Time: Full round.

Duration: 10 minutes per Magic Point.

The defensive properties of a sardonyx grant its target a subconscious glimpse a scant few seconds into the future. When activated, it grants a bonus to Reflex saves equal to twice its gem bonus.

Serpentine (Chrysotile)

Description: A flat, striated mineral left in its natural form; it is usually a yellowish-green to green color.

Wielding Time: 1 action

Duration: 1 round/level (D)

Saving Throw: None

Gem Resistance: No

The wielder of this gem can create a glowing, bluish-white shield centered on the gemstone. The wielder can form the shield into unusual shapes to encompass one creature but not another next to it, multiple creatures, or a rider and horse, for example.

The size and nature of the shield is dependant upon the power of the wielder, as follows. Note that each target of this gem's power must be within 5 feet of another target.

DC	Magic Point Cost/Round	Effect
12	1	One target, medium-size or smaller, gains a resistance of 10 against one element
14	2	One target, medium-size or smaller, gains a resistance of 10 against two elements
15	4	One target, medium-size or smaller, gains Damage Reduction 10/+1
17	6	One target, large or smaller, gains DR 15/+1
19	8	One huge target, or two medium-size or smaller targets, gain DR 15/+1
21	10	One target, large or smaller, gains DR 20/+1
24	13	Two large, or three medium-size or smaller, targets gain DR 20/+1
27	14	One target, large or smaller, gains DR 30/+1
30	16	Three large, or five medium-size or smaller, targets gain DR 30/+1
33	17	One target, large or smaller, gains DR 40/+1
37	20	Three huge, or ten medium-size or smaller, targets gain DR 40/+1
41	21	One huge target, or two medium-size targets or smaller, gains DR 50/+1
45	25	Four huge, or fifteen medium-size or smaller, targets gain DR 50/+1

Sunstone

Description: An opaque, yellow-orange to orange stone that is usually polished smooth in a sphere, oval, or egg shape.

Wielding Time: 1 action

Saving Throw: None

Gem Resistance: See text

This gemstone can prevent any other gem magic from working within a specified area, depending on the power and will of the wielder. The wielder can create an area that will dispel magic, the space within which is impervious to most magical effects, including gem magic, spells, spell-like abilities, and supernatural abilities. Likewise, it can prevent the functioning of any magic items or spells within its confines.

Wielding a sunstone can suppress any spell or magical effect used within, brought into, or cast into the area, but may not dispel it. Time spent within a sunstone's area of effect counts against the suppressed magic's duration.

Magical constructs, elementals, outsiders, and corporeal undead still function in the area of effect of a sunstone (though the sunstone suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter a sunstone's area of effect. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that's maintaining the creature. If the wielder uses a sunstone in an area occupied by a conjured creature that has Gem Resistance, the wielder's DC check must exceed the creature's GR to make it wink out.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*), except as noted.

Magic Point		
DC	Cost	Effect
12	1	All gem magic within a 5 ft. radius have +1 penalty added to DCs
14	2	All gem magic within a 10 ft. radius have +2 penalty added to DCs
15	4	<i>Dispel Magic</i> /targeted dispel
16	4	All gem magic within a 20 ft. radius have +3 penalty added to DCs
18	5	<i>Dispel Magic</i> /area dispel 15 ft. radius
18	5	All gem magic within a 30 ft. radius have +5 penalty added to DCs
20	6	<i>Dispel Magic</i> /area dispel 20 ft. radius
22	8	<i>Dispel Magic</i> /area dispel 30 ft. radius

In addition to the magic suppression power of the sunstone, it can also prevent poisoning. As long as the wielder has the sunstone in his possession, the gem detoxifies any sort of venom that would ordinarily affect the creature. When a poisoned creature takes possession of a sunstone, it suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects,

such as hit point damage, temporary ability damage, or effects that don't go away on their own.

Tanzanite

Description: These transparent stones are a rich purple, significantly darker than spinels. Usually faceted, they are sometimes polished into spheres to display their royal color.

Wielding Time: Full round.

Duration: 2 Magic Points/10 minutes/
Dexterity point

DC: 13 + 2/Dexterity point

Tanzanite infuses the target's body with a magical élan, increasing the wielder's Dexterity by a full point per gem bonus of the bloodstone (i.e.; a +2 bloodstone increases Dexterity by 2 full points). After the effect ends the creature suffers a -1 to their normal Dexterity for a period equal to half the time his or her Dexterity was enhanced (round down). This effect costs 2 MPs per every increased Dexterity point per every ten minutes the effect lasts.

Tiger's Paw

Description: An opaque, orange and black striped stone that is usually left uncut and polished smooth in a sphere shape.

Wielding Time: 1 round

Magic Point Cost: 1 per round

DC: 15

The wielder transforms the arm holding the gem into the paw of a tiger (the gem is absorbed into the hand while in tiger paw form). While in this state, the wielder can use the claw as though it were a Small weapon, inflicting 1d8 points of damage (critical 19-20/x2). If the wielder is already proficient in unarmed combat, the tiger claw is treated as a weapon in the character's primary hand, and simply increases the damage with that hand (the highest base attack for multiple attacks) by +4 for the duration (the threat range is also still increased). For example, a 12th-level Abellian brother with a Strength of 15 normally inflicts 1d12+2 points of damage each round, but with a tiger paw, that same brother now inflicts 1d12+6 points, and the threat range is increased to 19-20.

Topaz

Description: A large transparent stone with a honey-brown color, topaz is usually warm to the touch.

Wielding Time: Full round.

Duration: 2 Magic Points/10 minutes/
Intelligence point

DC: 13 + 2/Intelligence point

Topaz allows the target to gain a slight comprehension of the mystic currents flowing through the ether, increasing the wielder's Intelligence by a full point per gem bonus of the bloodstone (i.e.; a +2 bloodstone increases Intelligence by 2 full points). After the effect ends the creature suffers a -1 to their normal Intelligence for a period equal to half the time his or her Intelligence was enhanced (round down). This effect costs 2 MPs per every increased Intelligence point per every ten minutes the effect lasts.

Turquoise

Description: An opaque, light blue to blue-green stone that is usually left uncut, instead polished smooth in various shapes.

Wielding Time: 1 round

Gem Resistance: Yes

The turquoise can grant its wielder a number of powers over creatures with an animal intelligence, from simply befriending the creature to mentally bonding with that creature.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*), except as noted.

DC	Magic Point Cost	Effect
14	2	<i>Calm Animals</i>
15	2	<i>Charm Animal</i>
16	4	<i>Animal Friendship</i>
18	5	<i>Hold Animal</i>

The turquoise's magical power can also be harnessed in a more lasting fashion through the Offering ceremony. The gem is permanently fused with the target animal, creating a bond between a single character and an animal. The stone is melded to the animal (causing no discomfort or injury), and from that moment on, the creature's Intelligence score doubles, to a maximum of 4. The animal and the character it is bonded with have a mental link, able to psychically communicate in rudimentary terms and to know where each other is at all times, much as with the spell, *dominate animal*. The ceremony takes 2 hours to complete and costs 10 Magic Points.

Zircon (Blue)

Description: This pale blue transparent stone can be polished or faceted. In bright light its shine, luster, and sparkle rival or even exceed the beauty of diamonds.

Wielding Time: 1 action

Duration: Instantaneous

Saving Throw: Ref half

Gem Resistance: Yes

Wielders using the zircon exercise a great deal of control over cold and ice, creating effects from as simple as freezing water to blasting enemies with a freezing cone of frost.

Those effects listed in italics duplicate the effects of the spell of the same name (see Chapter 11: Spells in the *Player's Handbook*), except as noted.

Magic Point		
DC	Cost	Effect
12	1/cu. ft.	Freeze water; freezes one cubic foot of water (touch attack)
14	1	Frozen Touch, 1d4 cold damage (touch attack)
15	4/1,000 cu. ft.	Cool room; drops temperature in 10 ft. x10 ft. x10 ft. room 10 degrees ("touch" attack; the room heats up normally if the surrounding rooms/areas are warmer)
15	2	<i>Cone of Cold</i> , 1d6 damage
16	2	Frozen Touch, 2d4 cold damage (touch attack)
17	5	<i>Wall of Ice</i> ; <i>Ice Plane</i>
17	3	<i>Cone of Cold</i> , 2d6 damage
18	4	Frozen Touch, 3d4 cold damage (touch attack)
18	5	<i>Wall of Ice</i> ; <i>Hemisphere</i>
19	6	<i>Cone of Cold</i> , 3d6 damage
20	6	Frozen Touch, 4d4 cold damage (touch attack)
21	10	<i>Cone of Cold</i> , 4d6 damage
22	10	Frozen Touch, 6d4 cold damage (touch attack)
24	14	<i>Cone of Cold</i> , 6d6 damage
27	18	<i>Cone of Cold</i> , 8d6 damage
30	22	<i>Cone of Cold</i> , 10d6 damage
35	28	<i>Cone of Cold</i> , 15d6 damage
40	34	<i>Cone of Cold</i> , 20d6 damage

COMBINING STONES

Some very powerful gem masters have learned how to bring certain gemstones together to create more complex effects. By blending the magic of two or more Ring Stones, they are able to create wondrous new magical results that most gemstone wielders have never imagined.

Each of the powers in this section is useable by gem masters, gem sorcerers and those with the Stone Affinity feat, though in order to utilize any of the effects

listed below, a Ring Stone wielder must have the Ring Stone Expertise feat (if combining two stones) or Ring Stone Mastery feat (if combining three stones). While employing multiple stones, the wielder must keep all of the stones in her hands, unless otherwise specified (such as if a stone is worn in a ring or headband).

Animal Mastery

Stones Used: Hematite and Turquoise

Wielding Time: 1 action

Saving Throw: Will negates

Gem Resistance: Yes

Using these two stones together, a gem master can possess the body of a normal animal in the exact same fashion as if possessing or controlling a sentient creature using the hematite (see below).

Those effects listed in italics duplicate the effects of the spell of the same name (see Chapter 11: Spells in the *Player's Handbook*), except as noted.

Magic Point		
DC	Cost	Effect
20	12	<i>Dominate Animal</i>
26	20	<i>Magic Jar</i> ; allows wielder to possess the body of an animal

Essence Transfer

Stones Used: Hematite and Turquoise

Saving Throw: Will negates

Gem Resistance: Yes

Magic Point Cost: 1 per round

DC: 15

When these two stones are brought together and used within 10 feet of two animals, the life essence of one of the animals can be transferred to the other. For each round the two stones are wielded in this manner, the donating animal takes 1 point of damage. At the same time, the recipient of the life transfer either regains 1 hit point or else becomes refreshed, reducing the amount of time necessary to end the condition of being fatigued by 1 hour. For example, if a single deer surrenders 3 hit points (1 each over 3 rounds) to an uninjured horse, the horse requires only five hours of rest to eliminate the condition of fatigue.

Swift Mount

Stones Used: Hematite, Malachite, and Turquoise

Saving Throw: Will negates (harmless)

Gem Resistance: Yes

When a gem master wields this combination of stones, that individual is able to cause animals (or intelligent creatures – the wielder may affect both animals and intelligent creatures at the same time; see Swift Passage, below) to move extremely quickly for a

lengthy time. Creatures affected by these gems can move at twice their base speed as if they were walking, or at four times their base speed as if running. All affected individuals must remain within 20 feet, plus 5 feet per wielder's level, of the wielder or else lose the benefits. The wielder must roll once every hour against the gem effect's DC.

DC	Magic Point Cost/hour	Creatures Affected
13	1	A single creature, large or smaller
15	2	One huge or large, or three medium-size or smaller, creatures
18	4	One gargantuan, two huge, four large, or eight medium-size or smaller, creatures
22	6	Three huge, six large, or twelve medium-size or smaller, creatures
27	10	Two gargantuan, four huge, eight large, or sixteen medium-size or smaller, creatures
33	14	Five huge, ten large, or twenty medium-size or smaller, creatures

Etc.

Swift Passage

Stones Used: Hematite and Malachite

Saving Throw: Will negates (harmless)

Gem Resistance: Yes

When a gem master wields this combination of stones, that individual is able to cause intelligent creatures to move extremely quickly for a lengthy time. Individuals affected by these gems can move at twice their base speed as if they were walking, or at four times their base speed as if running. All affected individuals must remain within 20 feet, plus 5 feet per wielder's level, of the wielder or else lose the benefits. The wielder must roll once every hour against the gem effect's DC.

DC	Magic Point Cost/hour	Creatures Affected
12	2	A single individual, medium-size or smaller
13	3	One large, or two medium-size or smaller, individuals
14	4	Two large, or four medium-size or smaller, individuals
16	5	Three large, or six medium-size or smaller, individuals
18	6	Four large, or eight medium-size or smaller, individuals
20	7	Five large, or ten medium-size or smaller, individuals
23	8	Six large, or twelve medium-size or smaller, individuals
26	9	Seven large, or fourteen medium-size or smaller, individuals
29	10	Eight large, or sixteen medium-size or smaller, individuals
Etc.		

GEM SORCERY

The magical power of the sacred Ring Stones is formidable, indeed. Those who wield the gemstones can literally move mountains with the energy contained inside them. Few can match their power. Still, for some, that is not enough. For those who crave even more might with the Ring Stones, there is another path. It is a darker path, a more dangerous path, but potentially a more rewarding path. It is the path of gem sorcery.

Gem sorcery works in much the same way as normal gem magic. The wielder makes a mental connection with the gemstone, drawing forth its latent energy and controlling it with a thought. The more experienced a wielder is, and the more powerful the stone itself, the more fantastic the results. However, gem sorcery adds a little something extra. Through the use of a series of ritual incantations, a gem sorcerer can increase the force of the gem magic, or actually alter the effects. These alterations are a little more malevolent, a little more sinister than the normal magic, and for very good reason. Gem sorcery gains its extra power from a demon spirit.

The Process

In order to engage in gem sorcery, a character must first have a natural connection to the Ring Stones, through the Ring Stone Affinity feat. In addition, the character must learn the special

rituals that allow her to change the magic of the gemstones. Of course, these sorcerers must also have the prerequisite gemstones in their possession, as well as a set of candles and the tools needed to inscribe symbols, make ritual sacrifices and the like.

The actual mechanics of using gem sorcery is the same as for gem mastery (and, in fact, the great majority of magic a gem sorcerer will practice is gem mastery). The character must spend magic points, make a wield ring stone check, and attempt to achieve a target DC to manifest a certain power. As is the case with gem mastery, the magic points are temporarily consumed, regardless of the level of power achieved. Once a gem sorcerer's magic points are gone, the character is fatigued, and must rest for 8 hours before attempting to wield the gemstones again.

The Risk

Of course, commanding the darker side of the gemstones has a price. When a gem sorcerer draws on the dark magic of the gems, she is imbued with the essence of a demon spirit, and this demon spirit is what warps the magic of the stones and allows the gem sorcerer to work the changed magic. The cost of allowing a demon spirit to possess the character in this way is heavy. It is for this reason that few who gain an affinity for the Ring Stones are willing to walk down the path of gem sorcery.

Each time a gem sorcerer wishes to use one of the altered powers of a gem, she must open herself up to the essence of a demon spirit. The demon spirit takes possession of the character, in much the same way another gemstone user can possess a character through the use of a hematite. However, the demon in this state is passive, allowing the character to maintain control of her own actions. The demon spirit simply lends its nefarious aid to the workings of the stones.

The physical toll on the character performing gem sorcery is immense. Very often, the effort needed to control both the gemstones and demon overwhelms the gem sorcerer, almost like a magic overload. She is weary and unstable on her feet and suffers a reduced level of stamina for a period of time. Eventually, she recovers, but when the process begins again the next time, the same risk is there. Over time, this exhaustion becomes permanent, and the character succumbs totally to the power of the demon housed comfortably inside her.

In game terms, a character loses some level of physical capability when she overworks herself performing gem sorcery. Each time she uses one

of the altered powers of the gemstones (as shown in this section), she must make a Fortitude save with a DC of 10 + the number of magic points currently burned off. As long as she succeeds at her save, she can continue to function normally, including wielding more gem magic. Whenever she fails a save, however, she immediately exhausts her supply of magic points, becoming fatigued (-2 Strength, -2 Dexterity, cannot run or charge; see the condition summary in the *DMG*). At that point, she cannot perform any gem magic of any kind until she rests for 8 hours, even as she regains some number of magic points back (1 per level per hour).

Furthermore, the gem sorcerer's body cannot endure the toll of wielding magic of this nature without long-lasting effects. Each time a gem sorcerer gains a level, she must make a Fortitude Save DC 18 or lose 1 point of Strength, Dexterity, or Constitution (the player chooses which of the three Ability scores to reduce). These effects are permanent. Of course, a gem sorcerer could choose to gain a point back whenever she rises to a level that calls for an ability score increase. Otherwise, the character slowly withers away as the demon spirit subtly sucks away her life force.

Once in a very great while, a demon spirit will be clever and mask both its presence and its withering effects from the gem sorcerer, instead creating an illusion of youthful vigor and health for the character. The gem sorcerer feels younger, stronger, and more vigorous than before, and believes that the power she has researched is granting her this newfound energy. Of course, nothing is further from the truth, and should the demon spirit ever decide to abandon the host (or be driven off by another), the effects instantly become apparent. The cumulative Ability point reductions are immediately applied.

For example, at 12th level, a gem sorcerer loses her demonic connection because a gem master recognizes the demon spirit within and banishes it. The player of the gem sorcerer character must immediately roll Fortitude Saves for each of the 12 levels (using the save bonuses appropriate for each level) and reduce her character's three physical ability scores by one point for each failure, in whatever combination she chooses (if the DM decides to conceal the potential side effects in this way, he or she should keep track of the character's statistics at each level to better facilitate this). These reductions are permanent.

If any of a character's ability scores drops below 1 as a result of this type of physical withering, the character dies.

Gem Sorcery Powers

The following powers can only be employed by gem sorcerers, using the same set of gemstones that gem masters do. The format is identical to that of those powers available to gem masters who have the ability to combine stones, as shown in the Combining Stones section.

Bind Spirit

Stones Used: Hematite, Serpentine

Wielding Time: 1 minute + 1 minute per spirit's level

Saving Throw: Will save resists (see text)

Gem Resistance: Yes

Magic Point Cost: 25 + (2 x spirit's HD)

DC: 25

A gem sorcerer can permanently bind the spirit of any sentient creature into an object, rendering that object as an intelligent item. The targeted spirit is allowed a Will saving throw with a +4 bonus to resist. If the saving throw is successful, the spirit resists the attempt and escapes, and the gem sorcerer cannot attempt to bind that spirit again for 1 week. If the save fails, the spirit is permanently bound into the item.

Because of the wielding time of the magic, a gem sorcerer often first employs a *hold spirit* incantation. If the spirit to be bound isn't currently outside its own body, the gem sorcerer can use a *forced spirit walk* incantation to shake the spirit loose of the creature, then hold it with *hold spirit*, and finally attempt to bind it.

The body of a spirit bound in this manner is left incapacitated, withering from lack of food and water, and if left unattended, will die (see Chapter 3: Running the Game in the DMG for information about starvation and thirst dangers). A bound spirit is unaffected by the death of its body unless it is freed from its item, at which point it vanishes, going wherever the spirits of any other creature depart to. If a spirit is freed while its body is still alive, it can immediately return to consciousness.

Some gem sorcerers will maintain a body with magical sustenance, perhaps promising the spirit a chance to return to it if it will cooperate and serve the gem sorcerer willingly.

Blindness

Stones Used: Cat's Eye, Diamond

Wielding Time: 1 action

Saving Throw: Fortitude negates

Gem Resistance: Yes

DC: 16

The gem sorcerer can attempt a touch attack against one subject, potentially making the target blind. On a successful hit, the target must make a Fortitude save. If the target fails the saving throw to resist, he is blinded. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. The target remains blind permanently, though healing with a hematite restores sight.

Consume Essence

Stone Used: Hematite

Saving Throw: Fortitude negates

Gem Resistance: Yes

Magic Point Cost: 3 per round

A gem sorcerer can make a touch attack against an opponent, attempting to drain the life essence of another creature for his own use, restoring his own health in the process. On a successful hit, the target must roll a Fortitude save. If the target fails the saving throw to resist, the gem sorcerer can drain 1d4 hit points per her level per round (maximum 6d4) from the target, using them to heal her own lost hit points. The effect can never be used to gain more hit points than the gem sorcerer would normally have.

Deafness

Stones Used: Diamond, Serpentine

Wielding Time: 1 action

Saving Throw: Fortitude negates

Gem Resistance: Yes

DC: 16

The gem sorcerer can attempt a touch attack against one subject, potentially making the target deaf. On a successful hit, the target must make a Fortitude save. If the target fails the saving throw to resist, he is deafened. A deafened character, in addition to the obvious effects, automatically fails Listen checks and suffers a -4 penalty on initiative. The target remains deaf permanently, though healing with a hematite restores hearing.

Demon Blast

Stores Used: Diamond, Bloodstone

Wielding Time: 1 action

Saving Throw: Fortitude negates

Gem Resistance: Yes

Magic Point Cost: 4 + 3/Strength point

Range: 30 ft. + 10 ft./level (line-shaped burst)

DC: 15 + 2/Strength point

A gem sorcerer can combine the powers of a diamond and a bloodstone to release a withering blast of blue-back energy that deals 1 point of temporary Strength damage per point of the bloodstone's bonus to all it strikes.

Demon Bolt

Stones Used: Diamond, Graphite

Wielding Time: 1 action

Saving Throw: Fortitude Negates

Gem Resistance: Yes

Magic Point Cost: 4 + 3/Dexterity point

Range: 30 ft. + 10 ft./level (line-shaped burst)

DC: 15 + 2/ Dexterity point

A gem sorcerer creates a powerful stroke of red energy that deals 1 point of Dexterity damage to each creature within its area per point of the graphite's bonus. The bolt begins at the wielder and flies out in a straight line, covering a 5-ft-wide area along its length. The demon bolt stops at any barriers.

Demon Fire

Stones Used: Diamond, Ruby

Wielding Time: 1 action

Saving Throw: Fortitude Negates

Gem Resistance: Yes

Magic Point Cost: 4 + 4/Constitution point

Area of Effect: 30 ft. radius

DC: 15 + 2/ Constitution point

The gem sorcerer creates a burst of black flame centered on the gemstone that detonates with silent waves of cold and deals 1 point of temporary Constitution damage per point of the ruby's bonus to all within the area of effect. The demon fire stops at any barriers.

Demon Flare

Stones Used: Celestites, Diamond

Wielding Time: 1 action

Saving Throw: Fortitude Negates

Gem Resistance: Yes

The character turns a handful of these crystals into tiny explosives. The handful of celestite crystals is treated as a grenade-like missile weapon with a range increment of 10 feet. They burst into tiny green flames with a sharp popping sound, causing 1 point of temporary Strength damage to creatures in the area of effect per point of the celestite's bonus. Note that the celestites are used up when their magic is called forth.

The spread of the crystals is as follows:

DC	Magic Point		Area of Effect
	Cost		
18	2		5 ft. radius
24	5		10 ft. radius
30	8		15 ft. radius
36	12		20 ft. radius
42	16		25 ft. radius

Demonic Animal

Stones Used: Turquoise, Hematite

Wielding Time: 1 minute

Saving Throw: Will save resists (see text)

Gem Resistance: Yes

Magic Point Cost: 6 + target's HD

DC: 16

The gem sorcerer can attempt to bind a demon spirit to an animal. The demon spirit is first summoned by the gem sorcerer (using the *summon demon spirit* effect). Once the demon spirit is summoned, the wielder attempts to bind it to a nearby animal (within a 30 ft. radius of the wielder); the demon spirit must make a Will save. If the demon spirit fails this save, it is bound into a host animal of the gem sorcerer's choosing (but the animal cannot have more HD than half the gem sorcerer's levels). Thereafter, the animal gains the fiendish creature template, as described in the *MM* (and where SR becomes gem resistance).

Once a demon spirit is bound into an animal, that creature serves the gem sorcerer to the best of its ability, fighting or carrying out simple tasks. If the animal is slain, the demon spirit is freed and returns to its own plane. A gem master can attempt to banish a demon spirit bound to an animal, and if successful, the animal survives the banishment, returning to a normal creature (see *Clear Chrysoberyl* for more information).

Forced Spirit Walk

Stones Used: Diamond, Chrysoberyl

Wielding Time: 1 action

Saving Throw: Will save resists

Gem Resistance: Yes

Magic Point Cost: 5 + spirit's HD per round

DC: 26

A gem sorcerer can attempt to force a spirit out of a sentient creature's body. The spirit leaves the body, appearing in an adjacent 5-ft. square of the gem sorcerer's choosing. Once he succeeds in forcing the spirit from the body, the gem sorcerer can maintain the *forced spirit walk* for as long as he has the Magic Points to spare. However, the spirit is not held in any manner, and can attempt

to flee, attack a manifested spirit, or try to possess someone else's body (if the targeted creature is normally capable of doing so).

A gem master or sorcerer can attempt to free a spirit bound inside an item (an intelligent magic item) through the use of this incantation. The gem master must make a Wield Ring Stone skill check, but gains any applicable Wisdom bonus from the spirit itself. The DC is based on the wielder level needed to create the item in the first place. It is equal to

10 + maximum skill rank at required wielder level + gem bonus of the gem used to bind the spirit

For example, if a spirit is bound into a +1 *longsword* (which requires a 5th-level wielder to create) with a +1 hematite, the DC is (10 + 9 + 1 = 20).

Hold Spirit

Stones Used: Hematite, Serpentine

Wielding Time: 1 action

Saving Throw: Will save resists

Gem Resistance: Yes

Magic Point Cost: 5 + spirit's HD per round

DC: 23

A gem sorcerer can attempt to hold immobile a spirit of any sentient creature. The spirit cannot move, speak, or act in any way for the duration.

Liquid Earth

Stone Used: Amber, Malachite

Wielding Time: 1 action

Saving Throw: Reflex Negates

Gem Resistance: No

The wielder can cause an area of solid ground, whether soil or rock, natural or shaped, to liquefy. Creatures unable to levitate, fly, or otherwise free themselves sink down into it. A successful Reflex save (DC 20) allows potential targets to jump clear of the effect. On his next turn, the wielder can choose to release the magic of the stone, causing the soil or rock to harden once more, possibly trapping the creatures inside permanently.

At its most basic form, this effect can liquefy an area 5 feet by 5 feet in area and 2 feet in depth. The wielder can choose to increase this area at the cost of more Magic Points and a higher DC. As the wielder increased the affected area, she can choose to cover a larger surface area or effectively "stack" the liquefied areas together to increase

the depth of the mud (to a maximum of 10 feet). The depth of the liquefaction, and the area of effect, is as follows:

DC	Magic Point Cost/Round	Area of Effect
14	2	1 5 ft square
16	4	2 5 ft. squares
18	7	4 5 ft. squares
21	11	8 5 ft. squares
24	16	12 5 ft. squares
28	22	16 5 ft. squares
32	29	20 5 ft. squares
37	37	30 5 ft. squares
42	46	45 5 ft. squares
48	56	60 5 ft. squares

Manifest Spirit

Stones Used: Hematite

Wielding Time: 1 action

Magic Point Cost: 1 per round

While spirit walking (ethereal; see Hematite for more information), a wielder can choose to manifest his spirit, making it semi-corporeal and able to interact in certain ways in the physical world. A spirit that has manifested can speak with and be seen by others in its proximity, even if they are not also using a soul stone. In addition, the spirit can attack a corporeal creature, even though it cannot be harmed itself. To do this, the manifested spirit and the target make opposed Will checks. If the manifested spirit wins, it inflicts damage equal to the amount by which it won the check.

Two spirits can engage in spiritual combat if one or both are manifested. The two spirits make opposed Will checks. The one who succeeds has the ability to drive the other back into its body.

Poison

Stone Used: Hematite, Sunstone

Casting Time: 1 action

Saving Throw: Fortitude negates (see text)

Gem Resistance: Yes

The gem sorcerer inflicts the subject with a poison by making a successful melee touch attack. The wielder determines the nature of the poison before making the attack; the list of possible effects is below. Each of the effects replicates the damage caused by a poison (see **Chapter 3: Running the Game** in the *DMG*), as listed below. Each possible effect is as if the poison is a contact poison; the target must make a Fortitude saving throw for initial and secondary damage as normal, though the wielder is never in any danger of having the poison effect turned back on her.

DC	Magic Point Cost	Poison Effect
15	2	Carrion crawler brain juice
18	4	Nitharit
21	7	Malyss root paste
24	11	Sassone leaf residue
28	16	Terinav root
33	22	Dragon bile
38	29	Black lotus extract

Spontaneous Combustion

Stones Used: Serpentine, Ruby

Wielding Time: 1 action

Saving Throw: Fortitude Negates

Gem Resistance: Yes

The gem sorcerer can cause a single creature to burn up from within in a matter of seconds. The wielder attempts a touch attack on a single creature. If the attack is successful, it can inflict searing heat and fire damage on that target. The target must make a Fortitude saving throw. Success indicates the target suffers no effect, but failure means the target suffers the indicated damage, and if it is sufficient to kill the creature, it is consumed utterly, leaving nothing but a smoking pile of ash.

The costs and effects of the magic are as follows:

DC	Magic Point Cost	Effect
12	2	2d4 damage
14	5	2d6 damage
17	8	3d6 damage
20	11	4d6 damage
23	15	6d6 damage
27	19	8d6 damage
31	23	10d6 damage
36	28	15d6 damage
41	33	20d6 damage
47	38	25d6 damage

Summon Demon Spirit

Stones Used: Hematite and Diamond

Wielding Time: 1 minute

Saving Throw: None

Gem Resistance: No

The wielder is able to summon one or more minor demon spirits (see **Creatures of Corona**) to do his bidding. The wielder must prepare for the summoning, including inscribing a pentagram on the floor. The demon spirits appear within the pentagram and act immediately, on the wielder's turn. The wielder can communicate with the demon spirits while they are still in ethereal form only while ethereal herself, but if the demon spirits possess an object or person, the wielder can speak with them normally. The wielder can control them for as long as she is willing to spend

magic points. After that, the demon spirits are free-willed, but they will not act directly against the wielder who summoned them, recognizing her as a kindred spirit.

DC	Magic Point Cost/Round	Number of Demon Spirits
14	2	1
16	4	2
18	6	3
21	9	5
24	12	8
28	16	12
32	20	17
37	25	23
42	30	30

Tiger Form

Stone Used: Tiger's Paw

Wielding Time: 1 action

Magic Point Cost: 1 per round

DC: 20

The wielder completely transforms into a tiger. All of the gem sorcerer's possessions are absorbed into the body while in tiger form. The character takes on all the physical properties of a tiger (see the *MM* for complete details), but retains his own mental faculties.

After each period spent as a tiger, there is a cumulative chance that the gem sorcerer's body absorbs the gemstone permanently. Make a d% roll and if the result is less than the total number of rounds a character has spent in tiger form (the total of all instances, not just the most recent one), the stone is absorbed. Thereafter, the character can transform into a tiger as a free action rather than as a standard action. He still uses magic points as normal, of course.

However, once the stone is absorbed, the character thereafter feels a strong urge to remain in tiger form all the time. Any time the character suffers damage, he must make a Will save against a DC of (20 + the points of damage suffered + the stone's gem bonus) or else involuntarily transform into tiger form. In addition, any time he is in tiger form, he must make a Will save against a DC of (20 + the number of hours transformed + the stone's gem bonus) in order to change back into human form. If for any reason the DC rises higher than the character's ability to achieve success, then the gem sorcerer must remain in tiger form, madly hunting and killing, until he runs out of magic points, at which time he is forced back into human form and is considered exhausted.