

Random Gemstone Determination

Gems can be determined individually or rolled for in groups of 5 or 10 for large treasure hordes. For each, roll on the charts below – first for value (the column determined by the average PC character level), then identity, and finally size and quality. Group H gems are mostly of high value, but many also have special qualities making them of wider interest.

Gem Value Table

Percentage Roll Character Levels 1-3	Percentage Character Roll Levels 4-9	Percentage Roll Character Levels 10-15	Percentage Roll Character Levels 15+	Value (gp)	Gemstone Table
01-20	01-15	01-10	01-03	10	A
21-50	16-30	11-25	04-10	50	B
61-80	31-60	26-40	11-25	100	C
81-95	61-80	40-60	26-46	500	D
96-00	81-95	60-80	47-71	1000	E
	96-00	80-95	72-90	5000	F
		96-00	91-97	10000	G
			98-100	Special	H

Gem Type Table

Dice Roll(d10)	A	B	C	D	E	F	G	H
1	Agate	Bloodstone	Amber	Apatite	Ametrine	Black Sapphire	Amazonite	Abelaat Crystal
2	Citrine	Carnelian	Alexandrite	Aquamarine	Black Emerald	Black Opal	Emerald	Coloured Pearl
3	Eye Agate	Chalcedony	Amethyst	Cassiterite	Carbuncle	Heliodor	Bright Emerald	Demonite
4	Haematite	Citrine	Carnelian	Coral	Fire Opal	Kunzite	Diamond	Neptunite
5	Jasper	Moonstone	Chrysoberyl	Demantoid	Goshenite	Microlite	Jacinth	Painite
6	Lapis	Onyx	Coral	Pearl	Oligoclase	Morganite	Star Sapphire	Soulstone
7	Malachite	Rock Crystal	Garnet	Peridot	Pollucite	Musgravite	Tanzanite	Sunstone
8	Obsidian	Rose Quartz	Jade	Spinel	Rubellite	Orange Sapphire	Trapiche Emerald	Tektite
9	Quartz	Turquoise	Jet	Topaz	Serpentine	Ruby	Vayrynenite	Titanite
10	Tiger Eye	Zircon	Tourmaline	Yellow Topaz	Yellow Sapphire	Sapphire	Yellow Diamond	Tristal

Variable Gem Size and Quality

Percentage Roll	Modifier		
1-95	Normal Gem (no modifier)		
96-97	Quality		
98-99	Size		
100	Quality and Size		
Variation			
1d10	Quality	Size	Cost Multiplier
1	Very Poor	Very Small	1/8
2-3	Poor	Small	1/4
4-5	Fairly Poor	Fairly Small	1/2
6-7	Fairly Good	Very Large	X2
8-9	Good	Large	X4
10	Very Good	Very Large	X8

Descriptions of 'Special' Gems

Abelaat Crystals: These strange red gems are the result in the mixing of saliva from Abelaats, a strange, clawed, Nightmare dimension humanoid, with human blood. They are found on the sites of ancient battles between the two races. Individually such crystals may be worth 1d100x20gp, but they have far greater value for their magical properties. When warmed in a flame, an Abelaat crystal allows its user to view any location or individual and communicate with the person in that scene. 10% of such crystals allow the user to contact a person who is dead (in a scene in the past), this necessitates placing the crystal in chilled water rather than in a flame. Abelaat crystals work for 1d6 rounds before shattering.

Coloured Pearls: Almost all pearls are white or off white/cream, but a few rare examples may be other colours. Roll 1d6:

1. Black Pearl: A magic user can use a black pearl to store a single spell of levels 1-8
2. Gold Pearl: A cleric may use a gold pearl to store a single spell of levels 1-6
3. Purple Pearl: A druid may use a purple pearl to store a single spell of levels 1-6
4. Red Pearl: The wearer of a red pearl may heal 5d6hp of damage per day.
5. Blue Pearl: The wearer of a blue pearl can not drown or be suffocated.
6. Silver Pearl: The most lustrous and unimaginably bright of all pearls. Value is d% \times 1000gp

Demonite: A form of dimly glowing garnet infused with radiance energy. Its value is directly proportional to the energy it contains. Each demonite crystal is worth d10x100gp. By expending value from the stone, any spellcaster can increase the power of the magic they produce. 100gp of value can be used to increase damage (or healing) by one dice or to increase the range or duration of a spell by 10%. Each 100gp value expended inflicts 1d4 damage to the spellcaster. Upon depletion, the demonite reverts to being normal garnet with a value of 10% of its initial worth.

Neptunite: A black, vitreous crystal. A strange material that vibrates if an attempt is made to charm or possess its wearer. For gemstone purposes, individual examples are worth between 1,000 and 5,000gp.

Painite: An extremely rare, dark red gemstone typically worth 10,000gp. But it has far greater worth if possessed by a fighter. Any blow inflicted upon a creature that can feel pain (essentially any creature other than slimes, oozes, jellies, plant like monsters, constructs and undead) struck by the wearer of a painite stone may take more damage. On a roll of 19-20 (including magical bonuses to hit, but no others), damage inflicted is doubled. If however the wielder rolls 1 then the painite gemstone shatters, leaving worthless dust.

Soulstone: A strange gemstone, being steel black and often found as massive octahedral crystals. It has little worth as a gemstone typically being valued at 5d10x10gp. But it is highly prized by both shadow elves and certain wizards in Glantri and Blackheart, for reasons those parties are unwilling to discuss. The right buyer will pay up to 100x the stated value for a soulstone crystal.

Sunstone: Most sunstones are unremarkable, cloudy orange pieces of almost valueless feldspar. But occasional examples of near clear, golden orange crystal can be cut to a form that harvests and stores sunlight, these gems being worth 1d6x1000gp. If stored in bright sunlight for 6 turns before being placed into a light tight box, a sunstone will remain charged indefinitely. When the box is opened, it will radiate sunlight for 1 round per 100gp value it has. While this won't cause any damage to any creatures, vampires cannot approach within 30' of the stone, during this time, and any creatures penalised by sunlight suffer those penalties.

Tektite: Clear, dark green or black piece of crystal like glass created by silicates being melted by asteroid strikes, being flung into the air and often landing at a distance from the impact site. Tektites are usually of little value, 100-1000gp (1d10x100), but they retain an element of antimagic inherent in meteoric iron. The wearer of a tektite can choose to sacrifice the stone (which crumbles to dust) to change a failed saving throw vs. any magical attack into a successful one.

Titanite: Occasionally found as bright green gemstones in granite, titanite is of variable value (1d10x1000gp) but has far greater worth for its magical properties. It is a hard but not unbreakable gemstone, and can be crushed by any character succeeding an open doors roll (1d6 + strength bonus, a success being a 5 or more). Successfully shattering the stone produces valueless shards, but increases the characters strength by 1d6 for 1 turn per 1000gp value of the stone.

Tristal: The corundum material from which emeralds and rubies are made, occasionally found in rarer colours such as yellow, pink, orange and blue. The rarity and brightness of such stones can mean that they can be of incredible value, fetching prices of 1d100x1000gp.