

# GEMANCY

## OPTIONAL RULES

Gemancy is not a word spellcasters like. Arrogant and aloof for the most part, mages especially prefer to think of hedge magic as, at best, a craft, and their own spellcasting as an art. Although druids and clerics of Ertha merely smile when they hear the name (many are actually practitioners), earth elementalists often get downright angry at what they see as an infringement into their sphere of study. Anyone who mistakenly refers to the topic as geomancy in front of an earth elementalist can guarantee a rude response.

All spellcasters know that the threads of magic touch every object in Rassilon. By cutting and polishing certain gems exactly right, one can actually focus the threads of magic to produce very minor magical effects.

Earth elementalists, druids, and Ertha's clergy, as well as Arcanologists, have studied the phenomenon of gemancy for centuries, yet no definitive answers on how this works have been unveiled. Gemancers, those who practice gemancy, believe gemstones contain something called sympathetic magic. That is, each stone resonates with a certain magical harmonic.

In essence, the gemstone holds the magical vibration made by tugging on certain threads of magic. By steeping a gem in acids and alkalis, heating and cooling, and cutting and polishing in very exacting manners, this sound, and its resulting sympathetic magic, can be brought back into the world. It is important to note that gemancers rarely believe they have created a magic item—in their eyes, all they have done is unleashed existing magic.

If the harmonic storage theory is correct, and if the secret of how this works could be discovered, it might perhaps open the way for spellcasters to create true relics, such as magical swords and rings and wands of power. That said, since the magic is contained in the gem and not the jeweler, any mortal with a good eye, basic knowledge of alchemy, and careful hand could in theory work this craft. For the Convocation especially, having the creation of relics in mundane hands is a double-edged sword and subject to much lively debate.

Stones of the same type always produce the same effect. Why this should be is unknown, but many mages and clerics are now beginning to suspect that gems are similar to plants and animals—each type shares common properties which in turn affect the threads of magic touching them. An onyx, for example, simply can never contain the powers of another type of gemstone.

Gems enchanted in through gemancy are referred to as “awakened gems,” and register as relics to the touch. Note that the Reliquary considers such gems as much true relics as magical swords or wands, and thus actively hunts them down when they learn of their existence.

Incidentally, many clerics, and a few mages, are more inclined to see gemstones as containing divine energy, since each type of stone which has proven capable of being enchanted is closely tied to one deity. Of all the various types of gemstones known, only 24 have thus far proven workable by gemancy, and these have long been linked to the 24 major gods. As a result, mundane gems of the appropriate variety are often worn by clerics as part of their holy symbol or in jewelry.

### CREATION

Any hero with the Hedge Magic Edge (and deep pockets) can perform gemancy—an Arcane Background is not required.

**Cost:** Because of the absolute purity required of the raw stone, the gem being cut and polished costs 500 gs. No stone, no chance to awaken it. Regardless of how many gems the hero has in his possession, he may try only one roll per advance (see below).

Due to the great time involved in creating these items, awakened stones are very rarely found for sale in markets or high street shops. Those for sale typically cost at least 5,000 gs and are usually looted from tombs.

**Time:** Steeping, warming, cooling, cutting, and polishing a gem to the perfection required to awaken it takes many long hours, with nothing the hedge mage can do to speed up the process. Patience is the gemancer's watchword. Hence, the hero may make only one roll per advance (see below).

**Use:** Unlike herbal brews and alchemical potions, gemstones require the user to attune. This also makes it extremely easy to find an enchanted stone among mundane ones. Simply carrying an attuned enchanted gem grants the bonus. If it is not carried, no bonus is gained. Only one person at a time can benefit from a gem.

**Stacking:** A hero can only benefit from one stone of the same type at any one time. Carrying two ragesstones still only grants +1 to Intimidation rolls, for instance. The bonuses stack with similar modifiers from Edges, spell, or other relics.

**Creation:** When the hero first takes the Hedge Magic Edge and each time he advances thereafter, he may try to awaken a gem in his possession (see below) by making a Knowledge (Alchemy) roll at -4. This doesn't use his advancement—it's a free benefit.

A hero may delay making the roll to gain bonuses. For each advance he deliberately misses making a Knowledge (Alchemy) roll, he gains a +1 bonus to his Knowledge (Alchemy) roll when he finally decides to try and awaken a gem. This is a result of him spending more time and care

on his work. There is no limit on this bonus. Whether he succeeds or fails, any bonuses are lost after the creation roll is made and must be accrued afresh.

A hero who is delaying his roll must retain the same gem from the moment he starts delaying, otherwise his bonus is lost. For example, a hero acquires an alestone and begins the process, eventually earning a +2 bonus to his roll. He then loses the gem. If he acquires a new alestone, he must begin the process from the beginning. Likewise, a hero cannot delay two rolls, then go buy the gem he wants to awaken, and claim the bonus.

Once a hero awakens a gem, it can never be enhanced, augmented, or improve. If you don't roll a raise, for instance, you can never activate a gem's true power.

If the GM introduces this rule after the start of a campaign, he may retroactively allow hedge mages to begin working on enchanting a gemstone. However, they must hand over 500 gs for each backdated gemstone.

## SYMPATHETIC POWERS

The table below lists each gem's common name, its color, the associated deity, and the sympathetic bonus.

Stone	Color	Deity	Bonus
Alestone*	Purple to lavender	Vali	+1 to Vigor rolls to resist poison, disease, drunkenness, and addiction (such as the Major Habit Hindrance)
Beaststone	Lilac-red	Eostre	+1 to Riding rolls; +1 to Healing rolls (magical or mundane) with animals and plants
Bloodstone	Dark green with red	Eira	+1 to natural Healing rolls. The gem must be worn for the entire half week in order for the user to benefit.
Calmstone	Vibrant red	Hothar	+1 to resist Tests of Will
Earthstone	Brown or gold	Ertha	+1 to Climbing & Survival rolls underground
Fatestone	Bright red	The Norns	+1 benny per session. Can only be used for rerolls.
Hearthstone	Deep gold	Kenaz	+1 to Vigor rolls to resist cold weather. The stone must be carried the entire period before a Vigor roll is required. Thus, if your winter protection requires you to make a Vigor roll every four hours, then you have to carry the stone for those four hours to benefit.
Heartstone	Deep blue with gold	Hela	+1 to Guts rolls and reduces rolls on the Fear Table by one
Huntstone	Green	Ullr	+1 to Tracking rolls
Icestone	Pale blue to glacial blue	Thrym	Reduces Vigor penalties to resist blizzards, freezing rain, icicle rain, and leech snow by one (to a minimum of zero), and grants +1 to resist the effects of the Hellfrost wind
Luckstone	Green	Nauthiz	+1 to Gambling rolls
Mindstone	Mottled pink to red	Hoenuir	+1 to Common Knowledge rolls
Mockstone	Pink	Unknowable One	+1 to Taunt rolls
Moonstone	Milky-white	Maera	+1 to opposed rolls to resist arcane powers
Nihtstone	Black, opaque	Niht	+1 to Stealth rolls
Ragestone	Black	Dargar	+1 to Intimidation rolls
Seastone	Light blue-green	Neorthe	+1 to Boating and Swimming rolls
Shieldstone	Crimson to pale rose	Scaetha	+1 Toughness vs. supernatural evil foes
Sightstone	Murky green	Rigr	+1 to Notice rolls
Speechstone	White or colorless	Var	+1 to Streetwise rolls
Sunstone	Pale orange	Sigel	Negates penalties for Dim lighting
Walkstone	Apple green	Freo	+1 Pace
Warstone	Turquoise	Tiw	+1 to recover from being Shaken
Windstone	Blue	Thunor	Ignore first 20' when calculating falling damage

\* Also known as *healthstone*, *poxstone*, and *sickstone*.

## CREATION RESULTS

**Raise:** The creator has touched the true power of the gem. In addition to the sympathetic benefit, the possessor can also use the signature spell of the associated deity, using his Spirit as his arcane skill die. If the deity has two signature spells (as Tiw does), the hedge mage must pick one. This cannot be changed later. However, unlike divine magic, this spell is subject to the Siphoning.

**Success:** The hero awakens the stone, gaining the sympathetic ability it contains. See the table below for details.

**Failure:** A failure imparts no magic, but the gem can be reused in future attempts. However, any bonuses gained so far from delaying are lost.

**Critical Failure:** With a critical failure, the gem is ruined and can never be used for gemancy again. It can be sold for half its cost as a mundane, flawed stone.