

# OSR GEMS

*an OSR compatible supplement*

BY

Giant  
Dragons



# OSR Gems

An OSR Compatible Supplement By



Team Members:

**Jonathan Henry**

**&**

**Cameron Corniuk**

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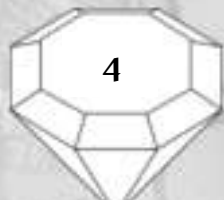
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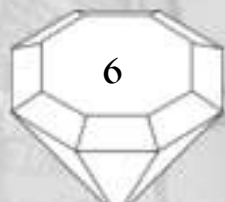
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# Introduction

For many years, players have sought after varied and unique treasure. Their characters have ventured through numerous tunnels, fought all variety of beasts, and overcame every challenge. Sometimes, they found riches. Occasionally, they found greater and more powerful weapons, armor, and tomes. Often, they were left with the option to leave trinkets behind and sell what they could carry.

This guide to socketing weapons, armor, and gear provides a new option for characters that fall under the OSRIC series of games. Within this work, we will provide the basic rules to enhance existing gear with the gems characters may find in their travels, if the GM permits it.

## Socketing Weapons, Armor, & Gear

In big cities and some backwater towns, there are blacksmiths and gem cutters of varying levels of experience. Your characters may be lucky enough to come across those with the skill necessary to add sockets to their gear and even place powerful gems into those sockets, granting the characters a bonus in different situations.

Of course, as with all things, there is a limit to the amount of power a character can wield. While the GM makes the final ruling, here are the guidelines we propose for adding sockets and gems to gear.





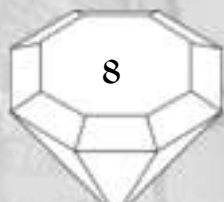
- The cost to add a single socket to any item is one half the total cost of the item itself.
- To add a second socket, the additional cost is equal to the item's total value.
- To add a third socket, the cost is twice the item's total value.
- Each time a socket is added, total value includes any value for magical or wondrous properties, plus the cost of any existing sockets, plus the value of any already socketed gems.
- A character may not have more gems than one-third their level.
- No item can ever have more than three sockets.
- A ring may never have more than two sockets.

## Gem Grade

Gems come in all shapes, sizes, and quality. Characters may find them in any of the following conditions.

**Chipped:** It takes three chipped gemstones to make one flawed gemstone. The cost for a gem cutter to combine three chipped gems into a flawed gemstone is equal to one half the total value of a standard gem of that type. Chipped gems cannot be placed in sockets and have no mystical properties.

**Flawed:** A flawed gem has a total gold value of one-third a standard gem. It takes three flawed gems for a skilled gem cutter to create one



standard gem. The cost for doing this is equal to the cost of the standard gem. Flawed gems may be placed into sockets.

**Standard:** The standard gem is a typical specimen of the gems listed here. They have the value and mystical properties when socketed as listed.

**Flawless:** It takes three standard gems to create one flawless gem. The cost to do so is twice the value of a standard gem.

**Perfect:** It takes three flawless gems to create one perfect gem. The cost to do so is twice the value of a flawless gem.

**Radiant:** It takes three perfect gems to create one radiant gem. the cost to do so is twice the value of a perfect gem.

**Marquee:** It takes four radiant gems to create one Marquee gem. The cost to do is three times the value of a radiant gem. A Marquee gem requires two slots and may not be placed in any item with any other socketed gems.



# Gem Shapes

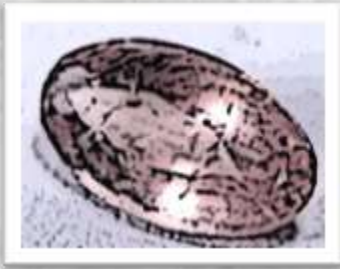
**Marquee**



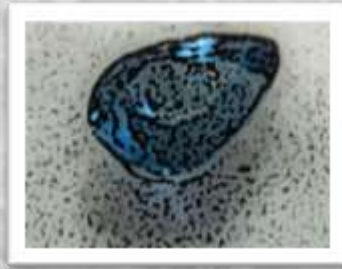
**Octagon**



**Oval**



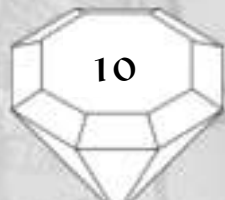
**Pear**



**Round**



**Square**



# Random Gem Determination

When adventuring, using standard treasure tables, if a player's character should come across the "gems, minor treasure" go ahead and roll on these tables. This will tell you what kind of gem they found and in what condition it is.

Of course, the GM may want to modify these tables to work better with existing random treasure generation tables used in their game. They may also use these wholesale or come up with their own tables entirely. For some, that is just part of the fun of being a GM!

### Table 1: Gem Grade

d% Roll	Gem Grade
01-29%	Chipped
30-49%	Flawed
50-66%	Standard
68-79%	Flawless
80-89%	Perfect
90-98%	Radiant
99-100%	Marquee

### Table 2: Gem Category

d%	Gem Category
01-35%	Category A
36-55%	Category B
56-70%	Category C
71-90%	Category D
91-100%	Category E

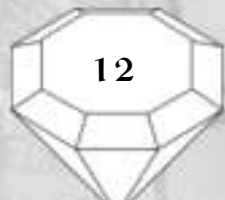


### Table 3: Gem Category A

d%	Gem Type
01-24%	Alexandrite
25-47%	Amber
48-64%	Amethyst
65-75%	Ametrine
76-84%	Azurite
85-90%	Calcite
91-94%	Citrine
97-95%	Moldavite
98-99%	Opal
00	Zircon

### Table 4: Gem Category B

d%	Gem Type
01-24%	Abalone
25-47%	Agate, Moss
48-64%	Aquamarine
65-75%	Bloodstone
76-84%	Celestite
85-90%	Coral
91-94%	Diamond
97-95%	Emerald
98-99%	Obsidian
00	Peridot



**Table 5: Gem Category C**

<b>d%</b>	<b>Gem Type</b>
01-24%	Fluorite
25-47%	Garnet
48-64%	Gypsum
65-75%	Hematite
76-84%	Herkimer Diamond
85-90%	Jade
91-94%	Jasper
97-95%	Kunzite
98-99%	Lapis Lazuli
00	Pyrite

**Table 6: Gem Category D**

<b>d%</b>	<b>Gem Type</b>
01-24%	Agate, Fire
25-47%	Quartz, Clear
48-64%	Quartz, Aqua Aura
65-75%	Quartz, Phantom
76-84%	Quartz, Rose
85-90%	Rhodonite
91-94%	Sapphire
97-95%	Sodalite
98-99%	Topaz
00	Turquoise



## Table 7: Gem Category E

d%	Gem Type
01-24%	Agate
25-47%	Aquamarine
48-64%	Iolite
65-75%	Labradorite
76-84%	Malachite
85-90%	Moonstone
91-94%	Onyx
97-95%	Pearl
98-99%	Ruby
00	Tigers Eye

We have also included a table that gives just a straight 2% chance on the 50 new items listed in this book. If you want to use this table, you can ignore tables 2 through 7.



## Table 8: Flat Chance Gems

<b>d% Roll</b>	<b>Gem Type</b>	<b>d% Roll</b>	<b>Gem Type</b>
01-02%	Abalone	51-52%	Jasper
03-04%	Agate	53-54%	Kunzite
05-06%	Agate, Fire	55-56%	Labradorite
07-08%	Agate, Moss	57-58%	Lapis Lazuli
09-10%	Alexandrite	59-60%	Malachite
11-12%	Amber	61-62%	Moldavite
13-14%	Amethyst	63-64%	Moonstone
15-16%	Ametrine	65-66%	Obsidian
17-18%	Amazonite	67-68%	Onyx
19-20%	Aquamarine	69-70%	Opal
21-22%	Azurite	71-72%	Pearl
23-24%	Bloodstone	73-74%	Peridot
25-26%	Calcite	75-76%	Pyrite
27-28%	Celestite	77-78%	Quartz, Clear
29-30%	Citrine	79-80%	Quartz, Aqua Aura
31-32%	Coral	81-82%	Quartz, Phantom
33-34%	Diamond	83-84%	Quartz, Rose
35-36%	Emerald	85-86%	Rhodonite
37-38%	Fluorite	87-88%	Ruby
39-40%	Garnet	89-90%	Sapphire
41-42%	Gypsum	91-92%	Sodalite
43-44%	Hematite	93-94%	Tigers Eye
45-46%	Herkimer Diamond	95-96%	Topaz
47-48%	Iolite	97-98%	Turquoise
49-50%	Jade	99-100%	Zircon



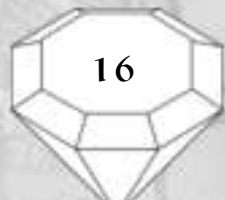


# Gem Types

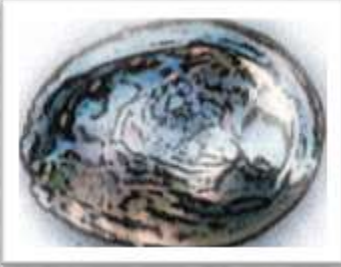
There are a great many treasures to be found while exploring the dangerous worlds our characters inhabit. Here, we have provided 50 different kinds of gems for you to tempt and reward your player's with. Each of them has different abilities and those abilities have different levels of effect based on the level of the gem.

Please understand, this material was written for the OSR community. Not all OSR games are the same. Some of these gems and their abilities may need modified slightly to work within your game. One game may have player's roll for their character's ability to hit or to measure effectiveness with a spell. Other games may not use that mechanic. So, if the gem grants a bonus to the casting of a particular type of spell, but the game does not make use of that bonus, perhaps the +1 would best be translated as a -1 to the target's save.

In any event, always remember. The GM has the invisible gem of game mastery, which grants a +1 or better to figuring all manner of solutions to various solutions.



# Abalone



*Mother of pearl can bestow great strength of heart, mind and body.*

Gem	Quality	Property	XP	Gold
Abalone	Chipped	N/A	10	600
Abalone	Flawed	N/A	10	600
Abalone	Standard	+1 Constitution	1,500	19,000
Abalone	Flawless	+1 Constitution, +2 HP	4,500	29,000
Abalone	Perfect	+2 Constitution	3,000	22,000
Abalone	Radiant	+2 Constitution, +4 HP	9,000	57,000
Abalone	Marquee	+3 Constitution, +5 HP	12,000	122,000



## Agate



*Agate strengthens both body and soul. Its healing powers are second to none.*

Gem	Quality	Property	XP	Gold
Agate	Chipped	N/A	10	600
Agate	Flawed	Heal 1d2 HP once a day	190	975
Agate	Standard	Heal 1d2 HP twice a day	340	11,950
Agate	Flawless	Heal 1d4 HP once a day	455	12,900
Agate	Perfect	Heal 1d4 HP twice a day	600	17,200
Agate	Radiant	Heal 1d6 HP once a day	750	22,500
Agate	Marquee	Heal 1d6 HP twice a day	1000	46,000



## Fire Agate



*Fire Agate is a blessed stone. Inside it is the fire of the Gods mercy and wrath.*

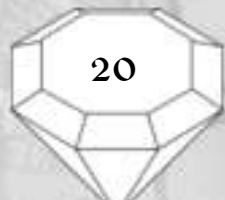
Gem	Quality	Property	XP	Gold
Agate, Fire	Chipped	N/A	10	600
Agate, Fire	Flawed	Heal 1d2 HP or Deal 1d2 Holy damage on successful touch attack once a day	490	3,300
Agate, Fire	Standard	Heal 1d2 HP or Deal 1d2 Holy damage on successful touch attack twice a day	985	7,400
Agate, Fire	Flawless	Heal 1d4 HP or Deal 1d4 Holy damage on successful touch attack once a day	1,800	10,850
Agate, Fire	Perfect	Heal 1d4 HP or Deal 1d4 Holy damage on successful touch attack twice a day	3,600	21,600
Agate, Fire	Radiant	Heal 1d6 HP or Deal 1d6 Holy damage on successful touch attack once a day	7,200	43,200
Agate, Fire	Marquee	Heal 1d6 HP or Deal 1d6 Holy damage on successful touch attack twice a day	14,400	86,400

## Moss Agate



*Moss Agate can align you with nature and bring the protections afforded one who is one with the world.*

Gem	Quality	Property	XP	Gold
Agate, Moss	Chipped	N/A	10	600
Agate, Moss	Flawed	+1 to Protect vs. Nature	150	900
Agate, Moss	Standard	+1 to Protect vs. Nature, +1 to Nature Spells	300	1,800
Agate, Moss	Flawless	+2 to Protect vs. Nature	300	1,800
Agate, Moss	Perfect	+2 to Protect vs. Nature, +2 to Nature Spells	600	3,600
Agate, Moss	Radiant	+3 to Protect vs. Nature	450	2,700
Agate, Moss	Marquee	+3 to Protect vs. Nature, +3 to Nature Spells	900	5,400



# Alexandrite



*In this many faceted gem the interconnectedness of the universe may be glimpsed.*

Gem	Quality	Property	XP	Gold
Alexandrite	Chipped	N/A	10	60
Alexandrite	Flawed	+1 to Wisdom Save	150	900
Alexandrite	Standard	+2 to Wisdom Save	300	1,800
Alexandrite	Flawless	+2 to Wisdom Save	300	1,800
Alexandrite	Perfect	+3 to Wisdom Save	450	2,700
Alexandrite	Radiant	+4 to Wisdom Save	600	3,600
Alexandrite	Marquee	+4 to Wisdom Save	600	3,600



# Amber



*Stimulates the body creating a powerful sense of health and vigor.*

Gem	Quality	Property	XP	Gold
Amber	Chipped	N/A	10	600
Amber	Flawed	+1 to Constitution Save	150	900
Amber	Standard	+2 to Constitution Save	300	1,800
Amber	Flawless	+2 to Constitution Save	300	1,800
Amber	Perfect	+3 to Constitution Save	450	2,700
Amber	Radiant	+4 to Constitution Save	600	3,600
Amber	Marquee	+4 to Constitution Save	600	3,600



# Amethyst



*The purple mists of the great forgotten ocean of myth dwell in this gem, calming the mind of those who possess it.*

Gem	Quality	Property	XP	Gold
Amethyst	Chipped	N/A	10	600
Amethyst	Flawed	+1 to Intelligence	150	900
Amethyst	Standard	+2 to Intelligence	300	1,800
Amethyst	Flawless	+2 to Intelligence	300	1,800
Amethyst	Perfect	+3 to Intelligence	450	2,700
Amethyst	Radiant	+4 to Intelligence	600	3,600
Amethyst	Marquee	+4 to Intelligence	600	3,600





# Ametrine

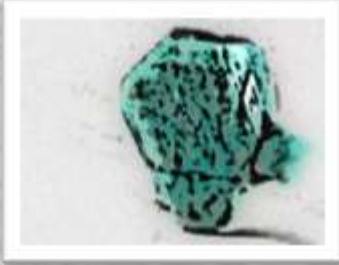


*Masters of the mind have told that a greater mind exists within the walls of these valuable gems.*

Gem	Quality	Property	XP	Gold
Ametrine	Chipped	N/A	10	600
Ametrine	Flawed	+1 to Wisdom	150	900
Ametrine	Standard	+2 to Wisdom	300	1,800
Ametrine	Flawless	+2 to Wisdom	300	1,800
Ametrine	Perfect	+3 to Wisdom	450	2,700
Ametrine	Radiant	+4 to Wisdom	600	3,600
Ametrine	Marquee	+4 to Wisdom	600	3,600



# Amazonite



*Amazonite taps into the soul of its user allowing them to act with greater clarity of mind, body and soul.*

Gem	Quality	Property	XP	Gold
Amazonite	Chipped	N/A	10	600
Amazonite	Flawed	Recall one Level 1 spell per day.	150	900
Amazonite	Standard	Recall two Level 1 spells per day	300	1,800
Amazonite	Flawless	Recall two Level 1 spells and one Level 2 spells per day	450	2,700
Amazonite	Perfect	Recall three Level 3 (or lower) spells per day	450	2,700
Amazonite	Radiant	Recall three Level 3 (or lower) spells and one Level 4 spell per day	750	4,500
Amazonite	Marquee	Recall four Level 4 (or lower) spells per day	600	3,600



# Aquamarine

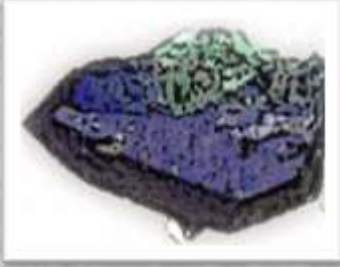


*Aligns the ethereal with the corporeal greater honing the connection to the Gods.*

Gem	Quality	Property	XP	Gold
Aquamarine	Chipped	N/A	10	600
Aquamarine	Flawed	+1 to protect vs. spirits/undead	150	900
Aquamarine	Standard	+2 to protect vs. spirits/undead	300	1,800
Aquamarine	Flawless	+3 to protect vs. spirits/undead	450	2,700
Aquamarine	Perfect	+4 to protect vs. spirits/undead	600	3,600
Aquamarine	Radiant	+5 to protect vs. spirits/undead	750	4,500
Aquamarine	Marquee	+6 to protect vs. spirits/undead	900	6,000



# Azurite



*Stimulates the mind providing clarity of purposes and deep insight.*

Gem	Quality	Property	XP	Gold
Azurite	Chipped	N/A	10	600
Azurite	Flawed	+1 to protect vs. spells	150	900
Azurite	Standard	+1 to protect vs. spells	150	900
Azurite	Flawless	+2 to protect vs. spells	300	1,800
Azurite	Perfect	+3 to protect vs. spells	450	2,700
Azurite	Radiant	+3 to protect vs. spells	450	2,700
Azurite	Marquee	+4 to protect vs. spells	600	3,600



## Bloodstone



*Anger is a sharp blade. Hate is a  
rain of arrows. Rage of the  
Bloodstone an army in one man.  
-Learian Proverb*

Gem	Quality	Property	XP	Gold
Bloodstone	Chipped	N/A	10	600
Bloodstone	Flawed	+1 to Rage effects	150	900
Bloodstone	Standard	+2 to Rage effects	300	1,800
Bloodstone	Flawless	+3 to Rage effects	450	2,700
Bloodstone	Perfect	+4 to Rage effects	600	3,600
Bloodstone	Radiant	+5 to Rage effects	750	4,500
Bloodstone	Marquee	+6 to Rage effects	900	6,000

# Calcite



*The magic of the world swarms in odd and unpredictable ways. Calcite draws and focuses the energies of magic protecting its holder.*

Gem	Quality	Property	XP	Gold
Calcite	Chipped	N/A	10	600
Calcite	Flawed	-1 to target's Save vs. Magic	150	900
Calcite	Standard	-1 to target's Save vs. Magic	150	900
Calcite	Flawless	-2 to target's Save vs. Magic	300	1,800
Calcite	Perfect	-3 to target's Save vs. Magic	450	2,700
Calcite	Radiant	-3 to target's Save vs. Magic	450	2,700
Calcite	Marquee	-4 to target's Save vs. Magic	600	3,600



# Celestite



*Celestite is used by the Learian holy men to commune with the Gods and gain their favor in battle.*

Gem	Quality	Property	XP	Gold
Celestite	Chipped	N/A	10	600
Celestite	Flawed	+1 to Holy Damage	150	900
Celestite	Standard	+2 to Holy Damage	300	1,800
Celestite	Flawless	+3 to Holy Damage	450	2,700
Celestite	Perfect	+4 to Holy Damage	600	3,600
Celestite	Radiant	+5 to Holy Damage	750	4,500
Celestite	Marquee	+6 to Holy Damage	900	6,000



# Citrine



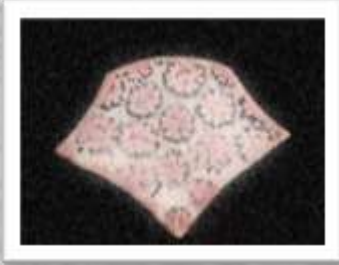
*Wrapped in mystical lights this crystal defends the wearer from all blows big and small.*

Gem	Quality	Property	XP	Gold
Citrine	Chipped	N/A	10	600
Citrine	Flawed	-1 to AC	150	900
Citrine	Standard	-2 to AC	300	1,800
Citrine	Flawless	-2 to AC	300	1,800
Citrine	Perfect	-3 to AC	450	2,700
Citrine	Radiant	-4 to AC	600	3,600
Citrine	Marquee	-5 to AC	750	4,500





# Coral



*Carrying one of these artifacts provides the protection of Serub God of the Depths and his approval in battle.*

Gem	Quality	Property	XP	Gold
Coral	Chipped	N/A	10	600
Coral	Flawed	+1 to Save vs. Water-Based Spells	150	900
Coral	Standard	+1 to Save vs. Water-Based Spells, +1 to Damage with Water-Based Spells	300	1,800
Coral	Flawless	+2 to Save vs. Water-Based Spells, +1 to Damage with Water-Based Spells	450	2,700
Coral	Perfect	+2 to Save vs. Water-Based Spells, +2 to Damage with Water-Based Spells	600	3,600
Coral	Radiant	+3 to Save vs. Water-Based Spells, +2 to Damage with Water-Based Spells	750	4,500
Coral	Marquee	+3 to Save vs. Water-Based Spells, +3 to Damage with Water-Based Spells	900	6,000



# Diamond



*The prize of Gods, kings and warlords. The hand of Teral is said to have sworn protection of the bearers of the unbreakable element.*

Gem	Quality	Property	XP	Gold
Diamond	Chipped	N/A	10	600
Diamond	Flawed	-1 to AC	150	900
Diamond	Standard	-1 to AC, +1 to Hit	300	1,800
Diamond	Flawless	-2 to AC, +1 to Hit	450	2,700
Diamond	Perfect	-2 to AC, +2 to Hit	600	3,600
Diamond	Radiant	-3 to AC, +2 to Hit	750	4,500
Diamond	Marquee	-3 to AC, +3 to Hit	900	6,000



# *Emerald*



*This gem conveys great strength of fortitude against the deadliest of poisons.*

<b>Gem</b>	<b>Quality</b>	<b>Property</b>	<b>XP</b>	<b>Gold</b>
Emerald	Chipped	N/A	10	600
Emerald	Flawed	+1 to Save vs. Poison	150	900
Emerald	Standard	+1 to Save vs. Poison, +1 Poison Damage	300	1,800
Emerald	Flawless	+2 to Save vs. Poison, +1 Poison Damage	450	2,700
Emerald	Perfect	+2 to Save vs. Poison, +2 Poison Damage	600	3,600
Emerald	Radiant	+3 to Save vs. Poison, +2 Poison Damage	750	4,500
Emerald	Marquee	+4 to Save vs. Poison, +2 Poison Damage	900	6,000



# Fluorite



*"I became the calm little center of the world. I was the Zen master "  
~ Saint Jack*

Gem	Quality	Property	XP	Gold
Fluorite	Chipped	N/A	10	600
Fluorite	Flawed	+1 to Calming Magic	150	900
Fluorite	Standard	+2 to Calming Magic	300	1,800
Fluorite	Flawless	+3 to Calming Magic	450	2,700
Fluorite	Perfect	+4 to Calming Magic	600	3,600
Fluorite	Radiant	+5 to Calming Magic	750	4,500
Fluorite	Marquee	+6 to Calming Magic	900	6,000



# Garnet



*Garnet is coveted in the darkest of places for the most vile of reasons. Beware garnet in all its uses.*

Gem	Quality	Property	XP	Gold
Garnet	Chipped	N/A	10	600
Garnet	Flawed	+1 to Blood Magic/Necromancy	150	900
Garnet	Standard	+2 to Blood Magic/Necromancy	300	1,800
Garnet	Flawless	+3 to Blood Magic/Necromancy	450	2,700
Garnet	Perfect	+4 to Blood Magic/Necromancy	600	3,600
Garnet	Radiant	+5 to Blood Magic/Necromancy	750	4,500
Garnet	Marquee	+6 to Blood Magic/Necromancy	900	6,000



# Gypsum



*"Swift and sly as Gypsum"*  
~ Larian Proverb

Gem	Quality	Property	XP	Gold
Gypsum	Chipped	N/A	10	600
Gypsum	Flawed	+1 to Athletics & Acrobatics rolls	150	900
Gypsum	Standard	+2 to Athletics & Acrobatics rolls	300	1,800
Gypsum	Flawless	+3 to Athletics & Acrobatics rolls	450	2,700
Gypsum	Perfect	+4 to Athletics & Acrobatics rolls	600	3,600
Gypsum	Radiant	+5 to Athletics & Acrobatics rolls	750	4,500
Gypsum	Marquee	+6 to Athletics & Acrobatics rolls	900	6,000



# Hematite



*The changes Hematite makes to its bearer are not clearly understood by either magic or philosophy. Its power is undeniable.*

Gem	Quality	Property	XP	Gold
Hematite	Chipped	N/A	10	600
Hematite	Flawed	-1 to all damage taken	150	900
Hematite	Standard	-2 to all damage taken	300	1,800
Hematite	Flawless	-3 to all damage taken	450	2,700
Hematite	Perfect	-4 to all damage taken	600	3,600
Hematite	Radiant	-5 to all damage taken	750	4,500
Hematite	Marquee	-5 to all damage taken, attacker takes one damage	900	6,000

# Herkimer Diamond



*Known as the communication stone. This gem amplifies the mind of its user. Its users find a great deal is better not known than known.*

Gem	Quality	Property	XP	Gold
Herkimer Diamond	Chipped	N/A	10	60
Herkimer Diamond	Flawed	+1 to all telepathy, clairvoyance, and similar spells	150	900
Herkimer Diamond	Standard	+2 to all telepathy, clairvoyance, and similar spells	300	1,800
Herkimer Diamond	Flawless	+3 to all telepathy, clairvoyance, and similar spells	450	2,700
Herkimer Diamond	Perfect	+4 to all telepathy, clairvoyance, and similar spells	600	3,600
Herkimer Diamond	Radiant	+5 to all telepathy, clairvoyance, and similar spells	750	4,500
Herkimer Diamond	Marquee	+6 to all telepathy, clairvoyance, and similar spells	900	6,000





## *Iolite (water sapphire)*



*A bearer of Iolite has the hand of Jerub upon them. And the breath of Soran in their lungs.*

Gem	Quality	Property	XP	Gold
Iolite	Chipped	N/A	10	60
Iolite	Flawed	Wearer can swim, +1 to actions in water	150	900
Iolite	Standard	+2 to actions in water, breathe underwater for 2 minutes	300	1,800
Iolite	Flawless	+2 to actions in water, breathe underwater for 5 minutes	450	2,700
Iolite	Perfect	+3 to actions in water, breathe underwater for 10 minutes	600	3,600
Iolite	Radiant	+4 to actions in water, breathe underwater for 30 minutes	750	4,500
Iolite	Marquee	+5 to actions in water, breathe underwater for 60 minutes	900	6,000



# Jade



*The word of life, breath, air and forgiveness breathes through the holy Gem of the God Joran.*

Gem	Quality	Property	XP	Gold
Jade	Chipped	N/A	10	60
Jade	Flawed	+1 to all Command actions	150	900
Jade	Standard	+2 to all Command actions	300	1,800
Jade	Flawless	+3 to all Command actions	450	2,700
Jade	Perfect	+4 to all Command actions	600	3,600
Jade	Radiant	+5 to all Command actions	750	4,500
Jade	Marquee	+6 to all Command actions	900	9,000



# Jasper



*The burning tongue of acid dare not touch the bearer of Jasper nor one he holds.*

Gem	Quality	Property	XP	Gold
Jasper	Chipped	N/A	10	60
Jasper	Flawed	+1 to Save vs. Acid	150	900
Jasper	Standard	+2 to Save vs. Acid	350	1800
Jasper	Flawless	+3 to Save vs. Acid	450	2,700
Jasper	Perfect	+4 to Save vs. Acid	600	3,600
Jasper	Radiant	+5 to Save vs. Acid		
Jasper	Marquee	+6 to Save vs. Acid		



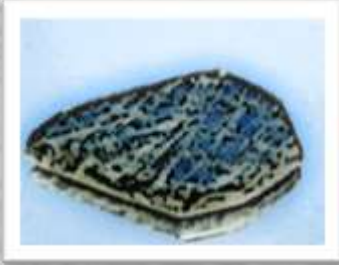
## Kunzite



*A ward against evil and harmful magics has been the role of Kunzite for millennium.*

Gem	Quality	Property	XP	Gold
Kunzite	Chipped	N/A	10	60
Kunzite	Flawed	-1 from Spell damage	150	900
Kunzite	Standard	-2 from Spell damage	300	1,800
Kunzite	Flawless	-3 from Spell damage	450	2,700
Kunzite	Perfect	-4 from Spell damage	600	3,600
Kunzite	Radiant	-5 from Spell damage	750	4,500
Kunzite	Marquee	-5 from Spell damage, attacker takes 1 Spell damage	900	6,000

# Labradorite



*Labradorite connects ones fate to the stars and turns life into a rendezvous with destiny.  
~ Larian Proverb*

Gem	Quality	Property	XP	Gold
Labradorite	Chipped	N/A	10	60
Labradorite	Flawed	+1% XP	150	900
Labradorite	Standard	+2% XP	300	1,800
Labradorite	Flawless	+5% XP	450	2,700
Labradorite	Perfect	+10% XP	600	3,600
Labradorite	Radiant	+15% XP	750	4,500
Labradorite	Marquee	+20% XP	900	6,000



## Lapis Lazuli



*Blessed by the God Joran a generation ago, Lapis Lazuli afford protection from the weathers of all types as a gift to his people.*

Gem	Quality	Property	XP	Gold
Lapis Lazuli	Chipped	N/A	10	60
Lapis Lazuli	Flawed	+1 Protect vs. Elements	150	900
Lapis Lazuli	Standard	+2 Protect vs. Elements	300	1,800
Lapis Lazuli	Flawless	+3 Protect vs. Elements	450	2,700
Lapis Lazuli	Perfect	+4 Protect vs. Elements	600	3,600
Lapis Lazuli	Radiant	+5 Protect vs. Elements	750	4,500
Lapis Lazuli	Marquee	+6 Protect vs. Elements	900	6,000

# Malachite



*The luck of the gods is with those who carry Malachite.*

Gem	Quality	Property	XP	Gold
Malachite	Chipped	N/A	10	60
Malachite	Flawed	May re-roll one failed roll per day	150	900
Malachite	Standard	May re-roll any one roll per day	300	1,800
Malachite	Flawless	May re-roll any failed roll twice per day	450	2,700
Malachite	Perfect	May re-roll any roll twice per day	600	3,600
Malachite	Radiant	May re-roll any failed roll three times per day	750	4,500
Malachite	Marquee	May re-roll any roll three times per day	900	6,000



# Moldavite



*Swift as the fleeting breeze through the leaves of trees above, the Moldavite wearer can act quickly in any situation.*

Gem	Quality	Property	XP	Gold
Moldavite	Chipped	N/A	10	60
Moldavite	Flawed	+1 initiative	150	900
Moldavite	Standard	+2 initiative	300	1,800
Moldavite	Flawless	+2 initiative	450	2,700
Moldavite	Perfect	+3 initiative	600	3,600
Moldavite	Radiant	+4 initiative	750	4,500
Moldavite	Marquee	+4 initiative	750	4,500





# Moonstone



*The moon curses them and the moonstone helps to defeat them.  
~ Larian Proverb*

Gem	Quality	Property	XP	Gold
Moonstone	Chipped	N/A	10	60
Moonstone	Flawed	+1 Detect Werebeast	150	900
Moonstone	Standard	+1 Detect Werebeasts, +1 Protect vs. Werebeast	300	1,800
Moonstone	Flawless	+2 Detect Werebeasts, +2 Protect vs. Werebeast	450	2,700
Moonstone	Perfect	+3 Detect Werebeasts, +3 Protect vs. Werebeast	600	3,600
Moonstone	Radiant	+4 Detect Werebeasts, +4 Protect vs. Werebeast	750	4,500
Moonstone	Marquee	+5 Detect Werebeasts, +5 Protect vs. Werebeast	900	6,000



# Obsidian



*The rocks fell away at his touch, one of the first of the Learians had mastered the obsidian fist.*

Gem	Quality	Property	XP	Gold
Obsidian	Chipped	N/A	10	60
Obsidian	Flawed	+1 to Earth based Magic	150	900
Obsidian	Standard	+2 to Earth based Magic	300	1,800
Obsidian	Flawless	+3 to Earth based Magic	450	2,700
Obsidian	Perfect	+4 to Earth based Magic	600	3,600
Moonstone	Radiant	+5 to Earth based Magic	750	4,500
Moonstone	Marquee	+5 to Earth based Magic	750	4,500

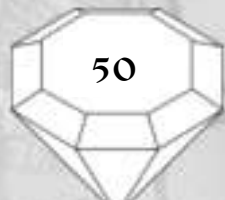


# Onyx



*Opal is the stone of Gracia, Mistress of the Shadows. Those who carry the gem are known to benefit from her gentle guidance.*

Gem	Quality	Property	XP	Gold
Onyx	Chipped	N/A	10	60
Onyx	Flawed	+1% to Thief abilities	150	900
Onyx	Standard	+2% to Thief abilities	300	1,800
Onyx	Flawless	+5% to Thief abilities	450	2,700
Onyx	Perfect	+8% to Thief abilities	600	3,600
Onyx	Radiant	+10% to Thief abilities	750	4,500
Onyx	Marquee	+12% to Thief abilities	900	6,000



# Opal



*A stone from the depths of nature that grants an inner calmness to those who harness its power.*

Gem	Quality	Property	XP	Gold
Opal	Chipped	N/A	10	60
Opal	Flawed	+1 to Wisdom	150	900
Opal	Standard	+2 to Wisdom	300	1,800
Opal	Flawless	+2 to Wisdom	450	2,700
Opal	Perfect	+3 to Wisdom	600	3,600
Opal	Radiant	+4 to Wisdom	750	4,500
Opal	Marquee	+4 to Wisdom	900	6,000



# Pearl



*Pearls seem to enjoy the company of other fine items, calling out to gold as a companion enough for some to hear and take note.*

Gem	Quality	Property	XP	Gold
Pearl	Chipped	N/A	10	60
Pearl	Flawed	+1% to find gold	150	900
Pearl	Standard	+2% to find gold	300	1,800
Pearl	Flawless	+5% to find gold	450	2,700
Pearl	Perfect	+10% to find gold	600	3,600
Pearl	Radiant	+15% to find gold	750	4,500
Pearl	Marquee	+20% to find gold	900	6,000



# Peridot



*Peridot bolsters confidence...and believability.*

Gem	Quality	Property	XP	Gold
Peridot	Chipped	N/A	10	60
Peridot	Flawed	+1 to Negotiation/Fast Talk/Haggle attempts	150	900
Peridot	Standard	+2 to Negotiation/Fast Talk/Haggle attempts	300	1,800
Peridot	Flawless	+2 to Negotiation/Fast Talk/Haggle attempts	450	2,700
Peridot	Perfect	+3 to Negotiation/Fast Talk/Haggle attempts	600	3,600
Peridot	Radiant	+4 to Negotiation/Fast Talk/Haggle attempts	750	4,500
Peridot	Marquee	+5 to Negotiation/Fast Talk/Haggle attempts	900	6,000



## Pyrite



*While not a gem, when pyrite has been properly prepared, it can help to empower illusionary wizardry.*

Gem	Quality	Property	XP	Gold
Pyrite	Chipped	N/A	10	60
Pyrite	Flawed	+1 to Trickster Magic	150	900
Pyrite	Standard	+2 to Trickster Magic	300	1,800
Pyrite	Flawless	+3 to Trickster Magic	450	2,700
Pyrite	Perfect	+4 to Trickster Magic	600	3,600
Pyrite	Radiant	+5 to Trickster Magic	750	4,500
Pyrite	Marquee	+6 to Trickster Magic	900	6,000



## Clear Quartz



*According to the Learians, clear quartz can clear the cluttered mind.*

Gem	Quality	Property	XP	Gold
Clear Quartz	Chipped	N/A	10	60
Clear Quartz	Flawed	+1 to Mind Magic	150	900
Clear Quartz	Standard	+2 to Mind Magic	300	1,800
Clear Quartz	Flawless	+3 to Mind Magic	450	2,700
Clear Quartz	Perfect	+4 to Mind Magic	600	3,600
Clear Quartz	Radiant	+5 to Mind Magic	750	4,500
Clear Quartz	Marquee	+6 to Mind Magic	900	6,000





# Aqua Aura Quartz



*The aqua aura quartz has been known to serve as a powerful focus for those who summon beasts, spirits, and others to do their bidding.*

Gem	Quality	Property	XP	Gold
Aqua Aura Quartz	Chipped	N/A	10	60
Aqua Aura Quartz	Flawed	+1 to Summoning Magic	150	900
Aqua Aura Quartz	Standard	+2 to Summoning Magic	300	1,800
Aqua Aura Quartz	Flawless	+3 to Summoning Magic	450	2,700
Aqua Aura Quartz	Perfect	+4 to Summoning Magic	600	3,600
Aqua Aura Quartz	Radiant	+5 to Summoning Magic	750	4,500
Aqua Aura Quartz	Marquee	+6 to Summoning Magic	900	6,000



## Phantom Quartz



*The mind's eye can be opened with  
the phantom quartz.  
~ Learian Proverb*

Gem	Quality	Property	XP	Gold
Phantom Quartz	Chipped	N/A	10	60
Phantom Quartz	Flawed	+1 to Detection Magic	150	900
Phantom Quartz	Standard	+2 to Detection Magic	300	1,800
Phantom Quartz	Flawless	+3 to Detection Magic	450	2,700
Phantom Quartz	Perfect	+4 to Detection Magic	600	3,600
Phantom Quartz	Radiant	+5 to Detection Magic	750	4,500
Phantom Quartz	Marquee	+6 to Detection Magic	900	6,000



## Rose (Pink, Cherry) Quartz



*Many spell weavers have found that the judicious use of rose quartz helps strengthen their enchantments.*

Gem	Quality	Property	XP	Gold
Rose Quartz	Chipped	N/A	10	60
Rose Quartz	Flawed	+1 to Enchantment Magic	150	900
Rose Quartz	Standard	+2 to Enchantment Magic	300	1,800
Rose Quartz	Flawless	+3 to Enchantment Magic	450	2,700
Rose Quartz	Perfect	+4 to Enchantment Magic	600	3,600
Rose Quartz	Radiant	+5 to Enchantment Magic	750	4,500
Rose Quartz	Marquee	+6 to Enchantment Magic	900	6,000



# Rhodonite



*Many have found their feet to move a bit faster when they have the right motivation...or a properly cut Rhodonite.*

Gem	Quality	Property	XP	Gold
Rhodonite	Chipped	N/A	10	60
Rhodonite	Flawed	+1 to Movement	150	900
Rhodonite	Standard	+2 to Movement	300	1,800
Rhodonite	Flawless	+3 to Movement	450	2,700
Rhodonite	Perfect	+4 to Movement	600	3,600
Rhodonite	Radiant	+5 to Movement	750	4,500
Rhodonite	Marquee	+6 to Movement	900	6,000

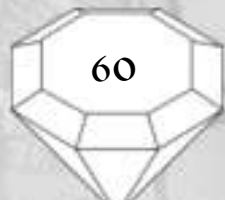


# Ruby



*The ruby is deep and red, like the blood that runs through our veins.  
~ Larian Proverb*

Gem	Quality	Property	XP	Gold
Ruby	Chipped	N/A	10	60
Ruby	Flawed	+1d2 HP	150	900
Ruby	Standard	+1d4 HP	300	1,800
Ruby	Flawless	+1d6 HP	450	2,700
Ruby	Perfect	+1d8 HP	600	3,600
Ruby	Radiant	+1d10 HP	750	4,500
Ruby	Marquee	+2d6 HP	900	6,000

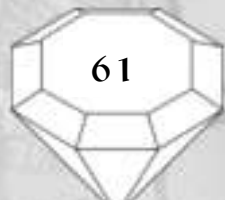


# Sapphire



*The sapphire has long been a natural tool for protection, but only for those who know how to harness its power.*

Gem	Quality	Property	XP	Gold
Sapphire	Chipped	N/A	10	60
Sapphire	Flawed	+1 Protection vs. Evil	150	900
Sapphire	Standard	+2 Protection vs. Evil	300	1,800
Sapphire	Flawless	+3 Protection vs. Evil	450	2,700
Sapphire	Perfect	+4 Protection vs. Evil	600	3,600
Sapphire	Radiant	+5 Protection vs. Evil	750	4,500
Sapphire	Marquee	+6 Protection vs. Evil	900	6,000



# Sodalite



*The mountains granted me their very own perseverance.*

Gem	Quality	Property	XP	Gold
Sodalite	Chipped	N/A	10	60
Sodalite	Flawed	+1 Endurance rolls	150	900
Sodalite	Standard	+2 Endurance rolls	300	1,800
Sodalite	Flawless	+3 Endurance rolls	450	2,700
Sodalite	Perfect	+4 Endurance rolls	600	3,600
Sodalite	Radiant	+5 Endurance rolls	750	4,500
Sodalite	Marquee	+6 Endurance rolls	900	6,000

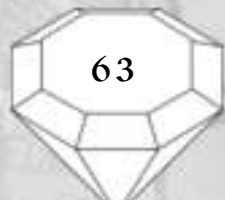


# Tigers Eye



*Keep an eye out, boys, you never know where these fowls beasts may be hiding the spoils of their vile deeds!*

Gem	Quality	Property	XP	Gold
Tigers Eye	Chipped	N/A	10	60
Tigers Eye	Flawed	+/- 5 on Treasure Table (player's choice)	150	900
Tigers Eye	Standard	+/- 10 on Treasure Table (player's choice)	300	1,800
Tigers Eye	Flawless	+/- 15 on Treasure Table (player's choice)	450	2,700
Tigers Eye	Perfect	+/- 20 on Treasure Table (player's choice)	600	3,600
Tigers Eye	Radiant	+/- 25 on Treasure Table (player's choice)	750	4,500
Tigers Eye	Marquee	+/- 30 on Treasure Table (player's choice)	900	6,000





# Topaz



*That's a pretty gem for a pretty lady.*

Gem	Quality	Property	XP	Gold
Topaz	Chipped	N/A	10	60
Topaz	Flawed	+1 Reaction roll	150	900
Topaz	Standard	+2 Reaction roll	300	1,800
Topaz	Flawless	+3 Reaction roll	450	2,700
Topaz	Perfect	+4 Reaction roll	600	3,600
Topaz	Radiant	+5 Reaction roll	750	4,500
Topaz	Marquee	+6 Reaction roll	900	6,000



# Turquoise



*The world wants us to see what others cannot. So, it provides us gifts that allow us to do so.*

Gem	Quality	Property	XP	Gold
Turquoise	Chipped	N/A	10	60
Turquoise	Flawed	+1 Perception roll	150	900
Turquoise	Standard	+2 Perception roll	300	1,800
Turquoise	Flawless	+3 Perception roll	450	2,700
Turquoise	Perfect	+4 Perception roll	600	3,600
Turquoise	Radiant	+5 Perception roll	750	4,500
Turquoise	Marquee	+6 Perception roll	900	6,000



# Zircon



*For evil has might, and the land  
has been scarred by blight, they  
shall fear my power, now let there  
be light.  
~ Larian Battle Cry*

Gem	Quality	Property	XP	Gold
Zircon	Chipped	N/A	10	60
Zircon	Flawed	Cast Light as 1st level caster once per day	150	900
Zircon	Standard	Cast Light as 1st level caster twice per day	300	1,800
Zircon	Flawless	Cast Light as 2nd level caster twice per day	450	2,700
Zircon	Perfect	Cast Light as 3rd level caster twice per day	600	3,600
Turquoise	Radiant	Cast Light as 3rd level caster three times per day	750	4,500
Zircon	Marquee	Cast Light as 4th level caster three times per day	900	6,000



# Learian Stone Guardian

The Learian Stone Guardians are an ancient order of monks. Cloistered away amid mountain monasteries, they have communed with gods and elements alike in an effort to better understand the world that surrounds them and the elements that make up that world. Through esoteric study and rigorous physical and mental preparation, the accomplished Learian Stone Guardians have proven more than once that those of their rank are not to be trifled with. They are masters of the elements are the rival the dwarves when it comes to stonework and gem cutting as a result of their communication with celestial and otherworldly intelligences.

The Learian Stone Guardian is a sub-class of the fighter. To become a Stone Guardian, the character must have a Strength, Dexterity, and Wisdom of 15. They favor light or no armor, however, they gain a bonus to their Armor Class equal to the number of standard gems (or better) that they have attached to their gear.

Learian Stone Guardians are Lawful Good fighters and must adhere to a strict code of ethics in all dealings with nature, fellow man, spirits, and deities. A Learian Stone Guardian is not considered unarmed, so long as they have gemstones attached to gloves or held in their hands. Furthermore, the Learian Stone Guardian's unarmed strikes receive double their normal Strength modifier when dealing damage.

The Learian Stone Guardian may also heal themselves or others once per day per gemstone they have equipped. The amount healed is equal to  $1d4 + \text{Wisdom modifier} + \text{character level}$ .



***Welcome to OSR Gems by Giant Dragons!***

***This book will give you the rules you need in order to add sockets and mystical gems to weapons, armor, and gear for any OSR game.***

***Included, you will find 50 types of gems or metals to modify your character's equipment, their value in both gold and experience points, and one new class to help you and your group make the most of this new addition to your OSR games.***



**Giant  
Dragons**