



Avalon Magic

Gemstone Magic

By
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New Feat Myhtuner

The caster can automatically attune gemstones and other items without making a spellcraft roll.

Therefore, he or she no longer has to worry about their gemstone potentially being disintegrated or losing time due to failure.

Gemstone Types

Garnet – Garnets are said to protect its wearer against evil by forcing entities to remember that good exists everywhere. In addition, garnet is said to help with memory and passion. Wizards/Sorcerers can use an attuned garnet to aid with the casting of *protection from evil* by increasing the listed bonuses from +2 to +3. In addition, if used with a *legend lore*, the caster can subtract one from the randomly generated casting time (the minimum result is still one, not zero).

Amethyst – When held or worn close to the heart, the amethyst helps balance mental energy, keeping the wearer safe from enchantment spells. Specially, the wearer gains a +1 bonus to resist spells from the enchantment school.

Aquamarine – This stone helps to calm the mind of the wearer and protect them against phobias. As a result, the wearer gains a +2 bonus to resist fear spells or effects.

The idea of gemstone magic comes from the folklore and myths which surrounding these precious stones. The caster is able to take advantage of these stories and attune a gemstone. As a result of this magic, the caster gains potential bonuses to certain spells and magic. Once crafted and attuned, the caster cannot give these stones to anyone else without the stones lose their attunement. The following are a few gemstones and the possible bonuses tied to them. Feel free to change them if they do not fit within the campaign mythos.

New use of Spellcraft skill

Gem Attuning: $DC = 15 + (\text{value of gemstone}/50)$
minimum DC is 16.

Note that if the Spellcraft roll fails, then any gemstone with a worth of 100 gps. or less is destroyed. If the roll fails with a gemstone worth more than 100 gps, then the caster cannot attempt any gem attunement for one day but the stone itself is unaffected. The time to attune a gem takes one hour per 50 gps. in value. Five 10 gps. gemstones take one hour to attune and one roll can be made



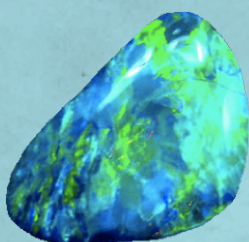
Aquamarine



Bloodstone



Garnet



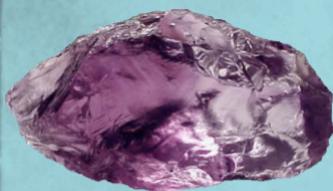
Opal



Topaz



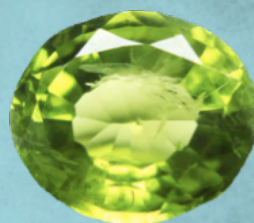
Emerald



Amethyst



Moonstone



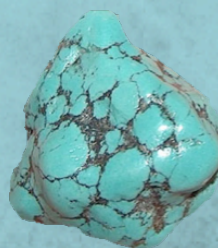
Peridot



Ruby



Sapphire



Turquoise