



The Fantasy Trip Fan Based **Awakened Gemstones Part 2**


By John Paul Bakshoian Version 1 1/20/19

Most gem photos come from <https://olddungeonmaster.com/2012/06/10/gems/> whose site was an influence.


Pyrite		Fool's Gold	Cost of cut stone (regular, not Awakened) in Silver \$2	Cost in Gold 0G	1 ounce of gem dust 2C
What it is		How it works			
Power #1	Fools victim into thinking item is the real thing.	Talisman - Victims are at -3 IQ to disbelieve Illusion that wearer has just cast. †* Cost 1.			
Power #2	Pass off something for better than it is. (not necessarily magic, could be an action.)	Talisman - Wearer's victims are at -2 IQ for purposes of seeing through this deception. This gemstone can also be placed on a thing to give that thing difficulty in seeing it as false. †* No Cost.			
Notes		Goldsmith & Geologists will recognize Fool's Gold when they see it.			


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Agate			Cost of cut stone (regular, not Awakened) in Silver \$5	Cost in Gold 1/2G	1 ounce of gem dust 5C
What it is		How it works			
Power #1	Workplace – draws in new business and gradual expansion; increase prosperity over time.	Charm – Merchant rolls on the Job Table each week at 4/18 instead of 3/18. Lasts for 3 months. †*♦ No Cost.			
Power #2	Protect from bad dreams.	Amulet – This gemstone prevents horrific dreams from happening. It protects one from spirits or spells that would penetrate into wearer's dreams. It is placed on the head while sleeping. Lasts 1 week. †*♦ Cost 1 the first night.			
Notes					


Agate (Moss)			Cost of cut stone (regular, not Awakened) in Silver \$5	Cost in Gold 1/2G	1 ounce of gem dust 5C
What it is		How it works			
Power #1	Promotes Growth of New Crops	Charm for Farming – Farmer rolls on the Job Table each week at 3/- instead of none. Roll against highest Attribute. Add up the number of success; when the harvest comes in, the farmer gets \$10 per success for quality crop. Worn by farmer. Covers 1 acre; Lasts one growing season. †*♦ No Cost.			
Power #2	Pacify Plant	Talisman - The wearer Harmonizes any plant that would attack him: Ambush, Bloodtrees, Maulers, Net Algae, Pit Trap Plants. These plants will not attack wearer and will attack others in the party at -2DX. †* Cost 1.			
Other	Planter Plus	Talisman – When this gemstone is planted in a pot or flowerbed, it increases the overall health of the plants. Covers shape of container or a Megahex of open ground. Plants gain +1 vs any natural hazards like weather, disease, pests, etc. for 1 growing season. The plants also thrive. †*♦ No Cost.			
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Hawk's Eye		The Stone of Wisdom	Cost of cut stone (regular, not Awakened) in Silver \$10	Cost in Gold 1G	1 ounce of gem dust \$1
What it is		How it works			
Power #1	Clair-cognizance - Intuitive Knowledge	Talisman – The ability to ‘just know’ information. The knowledge often comes to the wearer spontaneously, but the character knows in his soul that it is accurate. Sometimes this information can come in the form of facts and figures, at other times it comes in the form of simply knowing the truth of a situation, a career path or an enemy. GM determines what this revelation is and it should be between 90% and 100% accurate. †* Cost 2.			
Power #2	Objective History	Talisman - When wearer touches object he gets an impression of some important piece of its past history: purpose, usage, important owners, how it came to be here... whatever the GM feels would help the plot. †* Cost 3.			
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Hematite			Cost of cut stone (regular, not Awakened) in Silver \$10	Cost in Gold 1G	1 ounce of gem dust \$1
What it is		How it works			
Power #1	Enables the student of psychic energies to unfocus from the physical world, the better to attune to the occult.	Talisman – Spellcaster’s next New Spell costs 20% less XP. Can be used by Wizard or Hero. †* × No Cost.			
Power #2	Stone of Tangible Truth	Talisman - When someone lies w/in a mega-megahex of the wearer, the liar will start mildly coughing in 3 turns. This lasts for 5 turns then the coughing becomes bronchial for 3 turns, then stops. At the moment it stops, the liar feels that if he lies about this thing again, he will start hacking. (he won't though). †* Costs 1.			
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Lapis Lazuli		The Stone of the Starry Night	Cost of cut stone (regular, not Awakened) in Silver \$10	Cost in Gold 1G	1 ounce of gem dust \$1
What it is		How it works			
Power #1	Enhances sixth sense abilities of gaining knowledge	Talisman – The next IQ oriented Talent (Talents that you roll vs IQ) costs 20% less for Wizard or Hero. †* No Cost.			
Power #2	Protects against Evil Eye (curse).	Amulet – Allows wearer to make a Savings Roll vs Curse spell at +2IQ. †* Cost 1.			
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Petrified Wood			Cost of cut stone (regular, not Awakened) in Silver \$10	Cost in Gold 1G	1 ounce of gem dust \$1
What it is		How it works			
Power #1	Petrified Shield	Amulet - When a wearer with a wooden shield that receives a total of 8+ hits of damage in one turn (physical weapon, missile weapon, spell attack part of which the shield absorbed) and the figure would normally fall down, will have its last attack damage negated and the shield will shatter instead. †* Cost 1.			
Power #2	Prevents Petrification	Amulet - The Gemstone cancels the affect of one attack from a petrification beast (or one that Freezes) on the wearer. †* Cost 2.			
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Quartz (smoky)			Cost of cut stone (regular, not Awakened) in Silver \$10	Cost in Gold 1G	1 ounce of gem dust \$1
What it is		How it works			
Power #1	Endurance	Talisman - Wearer halves fatigue received from heavy loads; halves damage from starvation/bad food; can receive twice as much torture before he breaks (though he must still be wearing the gemstone). Lasts one sequence of this activity: two hours of moving treasure chest from castle, a week in the wilderness, one prolonged session with the inquisitor, etc. †*❖ No Cost.			
Power #2	Promote Learning	Talisman - Learning Talents/Spells: Starting* Cost for Hero = 2 Hero Talent at 1 Point or 1 Spell that cost 2 points. Starting* Cost for Wizard = 2 Spells at 1 point or Talent that costs regular points (not doubled). *Justify to GM why the character has an Occult Smoky Quartz at character creation or GM will disapprove it. XP Purchased Cost for Hero or Wizard = 1 spell or talent at 20% off. †* × No Cost.			
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Rhodochrosite		The Stone of the Compassionate Heart	Cost of cut stone (regular, not Awakened) in Silver \$10	Cost in Gold 1G	1 ounce of gem dust \$1
What it is		How it works			
Power #1	Compassion and Harmony	Talisman - Allows wearer to command that any hostility of those present will be "harmonized". All involved roll their IQ at +3 (+2 if don't know the language). All successes have calming affect on the individual so that he is "neutral" on reaction rolls the rest of this session. The degree of individual failure is the degree of continuing individual hostility. Those that are harmonized may join to subdue those still hostile. †* Cost 1.			
Power #2	Compassionate Heart	Talisman - Wearer can plead a case for someone to be compassionate towards a victim(s). The characters make Contest rolls (ITL p8) with wearer rolling 1 less die. The amount the wearer wins by is the amount of compassion those individuals involved show toward victim. This could be anything from just giving victim a sock in the jaw instead of mace, to an apology, to awarding him a few coins, to taking him to the hospital and paying the bill. If the wearer fails, the winners will be upset towards the wearer and continue as normal to the victim. †* Cost 1.			
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Apatite			Cost of cut stone (regular, not Awakened) in Silver	\$50	Cost in Gold	5G	1 ounce of gem dust	\$5
What it is		How it works						
Power #1	Animal Empathy	Talisman – Owner receives Animal Handler Talent for this one instance. Lasts 30 minutes. †*♦ Cost 1.						
Power #2	Overcoming verbal communication problems	Talisman – The wearer overcomes a problem that impedes talking or whistling; such as laryngitis, stuttering, swollen tongue, broken jaw, etc. The wearer makes a Savings Roll at +1 ST to overcome the handicap for 30 minutes. †* Cost 1.						
Other	Device: Animal Calm	Talisman - A powder bomb (like gas bomb, but covers only 1 hex) is made of Awakened Apatite. It calms small mammals and some beasts and they become docile for 10 minutes. Only an alchemist can make this bomb. This is used up once released. GM decides if bomb actually activates. † No Cost.						
Notes								


Jet			Cost of cut stone (regular, not Awakened) in Silver	\$50	Cost in Gold	5G	1 ounce of gem dust	\$5
What it is		How it works						
Power #1	Demon Avert	Amulet – Any demon must stay away as per Avert Spell. Lasts 30 minutes. †* ‡ Cost 3.						
Power #2	Protect against Magical Creatures	Amulet – Any Magical Creature except Elementals, Skeletons & Zombies must stay away as per Avert Spell. †* Cost 3.						
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Malachite		The Stone of Peacock	Cost of cut stone (regular, not Awakened) in Silver	\$50	Cost in Gold	5G	1 ounce of gem dust	\$5
What it is		How it works						
Power #1	Enable one to understand the thoughts of the animals.	Talisman – The wearer can understand what one animal is thinking at that moment. The GM may switch it to another animal at the player's request. This is not a conversation; the figure cannot talk to the creature. The player can suggest to the GM what he would like to know, but its up to the GM to respond in a likely animal way. The ability lasts 30 minutes. The affect on the character can be subtle as in <i>the figure wonders if he is really imagining what the creature is thinking</i> or a full on <i>knows it is happening</i> . Most of these Talisman resemble in color and markings a Peacock's Tail; the stone is triangular and mounted in silver. †* Cost 1.						
Power #2	Protection from Evil Spirits	Amulet – Any Shadowwights, Wights, Wraiths or Nightguants that attack the wearer are at -2. †* Cost 3.						
Other	Device: Bowl of Malachite	Talismanic water dish – When animal drinks from bowl it can understand what the bowl owner (only) says for 10 minutes. It will only understand simple concepts, so anything complex will confuse it. The bowl owner is not sure why the beast seems to know what he is saying (why now?) & the beast itself takes understanding the two-legger as natural. GM determines how the beast will react. The beast cannot talk, though. †* No Cost.						
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Obsidian		The Mirror Stone	Cost of cut stone (regular, not Awakened) in Silver \$50	Cost in Gold 5G	1 ounce of gem dust \$5
What it is		How it works			
Power #1	Srying by Actively rubbing	Talisman - If the GM decides that this particular rubbing will activate the stone, then sometime that day (perhaps even immediately) a 30 second video daydream of a past or future event (relating to that location) will occur; it is true (1-5 on a d6 roll) of the time. Caster will realize if it is past or future. GM to determine how much is revealed. †* Cost 3.			
Power #2	Conduit to Supernatural Forces; communicate with otherworld entities.	Talisman - A Demon appears in a non-threatening way and wants to chat with figure. The owner senses that there is no hostility intended, though if attacked, demon will combat. Maybe Demon is lonely. This also can be Ghosts, Wights and Revenants. It stays for 5 minutes then leaves. The GM decides why it is here and roleplays out the situation. †* Cost 1.			
Other	Device: Obsidian Blade	Talisman - Awakened obsidian blades can be used in rituals to cut the astral link of an astral walker to his body by scraping the scalp off. The body becomes comatose & will starve if not fed. Anything that would normally be able to haunt or possess figures may occupy the body and run it per Possession spell. The original owner's soul is left wandering the Astral plane forever unless it can arrive at the body's location and attempt to draw out the interloper. [Blade may be used in other ceremonies also.] [see Prehnite for more details.] †*♦ Cost 5.			
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Pearl Freshwater		Woman's Stone	Cost of cut stone (regular, not Awakened) in Silver \$50	Cost in Gold 5G	1 ounce of gem dust \$5
What it is		How it works			
Power #1	Womanly Ills	Amulet/Talisman - Aids in treatment of many female specific ailments, such as cramps, aid infertility & easing the discomfort and pain of childbirth. Duration 6 months. †*♦ No Cost.			
Power #2	Enduring Pride	Talisman - When female figure would normally despair at the extraordinary hardships she is going through, the gemstone gives her the resolve to endure it and 'stand with dignity.' Last for the duration of the hardship or 6 months. †* ♦ No Cost.			
Power #3	Mother Nurture	Talisman - The Wearer gets Children Handler talent: The ability to make friends with (and, in time, train) all "same race" (-1 for different race, -1 for not speaking same language) children (newborn to 15 years old). To make friends with a youth, the wearer must be at least 1 MH away from other members in its party, and act & talk in a friendly manner. If the wearer makes her roll (3/IQ), the youth will be calm and interested in what the wearer suggests, and may even befriend her for a while (GM makes a reaction roll). If wearer misses the saving roll, the youth will behave as it would toward anything else- up to and including tantrums. For a 17 or 18 failure, the youth attacks the wearer. Lasts for duration of encounter. †* Cost 2.			
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Prehnite		The Stone of Astralia	Cost of cut stone (regular, not Awakened) in Silver \$50	Cost in Gold 5G	1 ounce of gem dust \$5
What it is		How it works			
Power #1	Astral Walking in Dream Work	Talisman - Gives a <u>Hero</u> the ability to Astral Project (ITL p28) for one instance of one hour. The figure is comatose in the real world for that time. If the real world body is injured or the Prehnite Gemstone removed, the hero returns disoriented (IQ-5) for 5 minutes. The GM can activate this when the hero is expecting it or it could happen without his knowing it was going to happen, or even when he is sleeping. When the Hero returns to body, the GM will tell him if he has full clarity of what happened or if it is a foggy, unreal dream. Once used by this hero, it will not work on him again. †* × Cost 5.			
Power #2	Astral Guardian	Talisman - Provides the wearer with an Astral WIGHT (ST, DX, IQ as had in Life) that will protect him in the Astral Plane. As per Wight ILT p84 except that any physical weapons do half damage to it. Astral Wights speak the language they did in life. It is not summoned, so will stay with wearer until it decides to wander off. However, the wearer is perhaps the most interesting thing to come along in ages, and perhaps the wearer can help in its mission. Lasts 1 Hour †* Cost 1.			
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Quartz (rose)		The Stone of Beauty and Love	Cost of cut stone (regular, not Awakened) in Silver \$50	Cost in Gold 5G	1 ounce of gem dust \$5
What it is		How it works			
Power #1	Puts into mind of loved one the image of the owner.	Talisman – Place the gemstone next to a painting, carving, etc. of the absent person and place hands on either side of the stone. The character visualizes where and when the missing person were last together, saying the person’s name softly three times and asks them to get in touch or send news. The loved one will get an image of the requestor and mild curiosity on how they are doing. “Caster” rolls IQ+2 for loved ones; Rolls IQ for friends; Rolls -2 for unknowns or enemies. Can be used by wizard and non-wizard. Talisman – For contacting a pet, go to the location where it should normally be (its cage, pillow, area by the campfire), imagine it back in its place and leave the gemstone at that spot. The animal will get an image of its master and pine to be with them. If lost, it will try to track the master down. “Caster” rolls IQ+2 for pet. Can be used by wizard and non-wizard. †* Cost 3.			
Power #2	Ease of language	Talisman - Starting cost: Heroes can learn 2 languages for cost of one; Wizard can learn 1 language at 1 point. *Justify to GM why you have an Awakened Rose Quartz at character creation or he will disapprove it. XP Purchased Cost for Hero or Wizard = 1 language at 50% off. †* ×♦ No Cost.			
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Tiger Eye		The Stone of the Golden Ray	Cost of cut stone (regular, not Awakened) in Silver \$50	Cost in Gold 5G	1 ounce of gem dust \$5
What it is		How it works			
Power #1	Good Fortune	Charm - GM will point out to the player of the wearer where a good opportunity is to make some money, be it a 'mark', a 'Buy Low, Sell High' item, a stock market hunch, a <i>Save that Drowning Goblin</i> , etc. This might be an immediate profit or it might take some time to develop. †* Cost 1.			
Power #2	Decision Making	Talisman - If the wearer or other characters are waffling about what to do, the GM demands a decision to be made in 1 minute. GM has the player list out his options for this one and if he can't the GM can suggest one. If there is no decision in 1 minute, the figure is indecisive about everything for half an hour real time. †* No Cost.			
Notes					

Turquoise		The Stone of the Sky	Cost of cut stone (regular, not Awakened) in Silver \$50	Cost in Gold 5G	1 ounce of gem dust \$5
What it is		How it works			
Power #1	Keep away evil spirits	Amulet - Evil spirits keep away from the wearer as per Avert Spell. These are Shadowwights, Wights, Wraiths and Nightguants. †* Cost 2.			
Power #2	Good Fortune	Charm - Raises the low number by 1 on the Job Risk Table. Can be worn by the person or placed in the business/work room. Lasts 4 months. †** No Cost.			
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Bloodstone			Cost of cut stone (regular, not Awakened) in Silver \$100	Cost in Gold 10G	1 ounce of gem dust \$10
What it is		How it works			
Power #1	Prevents Infection	Amulet - The wearer doubles the normal healing rate for several days (roll 1d6) as the figure's body demolishes anything that would infect it. †* Cost 2.			
Power #2	Prevents Miscarriages	Amulet - The wearer's fetus will go full term and be born alive. There will be no complications with the pregnant mother. Can be on a statue or other items next to the bed or worn daily. †** No Cost.			
Notes					


Moonstone		The Traveler's Stone	Cost of cut stone (regular, not Awakened) in Silver \$100	Cost in Gold 10G	1 ounce of gem dust \$10
What it is		How it works			
Power #1	Protects Travelers at night	Amulet - This gemstone aids the itinerant wearer and those around him who are traveling at night. Doesn't work for those only a few miles from home or hotel room... Robbers will lose interest in ambushing wearer, wolves will be too full to track him, the path that wearer chooses through the marsh is not bad in this area, the rain does not seem to put out the fire, etc. This lasts 1 whole journey or 1 week. †*♦ No Cost.			
Power #2	"NO!"	Amulet / Talisman - Gives female wearer +3 when resisting Sex Appeal or gives Unarmed Combat II when in a potential rape situation. †* Cost 1.			
Notes					


Rock Crystal (clear Quartz)			Cost of cut stone (regular, not Awakened) in Silver \$100	Cost in Gold 10G	1 ounce of gem dust \$10
What it is		How it works			
Power #1	Healing Crystal	Talisman - It allows injured wearer to be healed by more than one physicker for the next hour. If this gemstone is owned by the physicker, he may place it on the injured and GM can decide if it works. If worn by injured, he can request a second Physicker to also work on him. The same physicker cannot heal the same person twice on this healing session. †* Cost 1.			
Power #2	Meditation	Talisman - The Meditator wearing the gemstone clears his mind, does mantras, whatever for at least 5 minutes and this transitions into "resting fatigue". It takes 8 minutes to recover while meditating instead of 15 minutes. Lasts one resting period of whatever length. †*♦ Cost 1.			
Other	FarTalk	Talisman Devise - A wizard with telepathy can hold a 4"+ straight bar of Awakened Rock Crystal and attempt to connect to another person (Wizard or Hero, with or w/o telepathy) who is holding an identical Awakened rock crystal. The Power of the gemstone gives Long-Distance Telepathy for 30 seconds. †* Cost 2.			
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Amber			Cost of cut stone (regular, not Awakened) in Silver \$250	Cost in Gold 25G	1 ounce of gem dust \$25
What it is		How it works			
Power #1	Powerful Healer	Talisman - Allows a Physicker wearer to heal 1 point without a physicker kit; Master Physicker wearer can heal additional point without a physicker kit. GM lets physicker get a feeling it will work this time. †* No Cost.			
Power #2	Dampens Insect Phobia	Talisman - Wearer sets aside any phobias about insects for the duration of the encounter. No penalties, etc. †* Cost 1.			
Other	Device: Preservation Tool	Talisman - Amber (with insect in it) necklace preserves a wearer "Just Barely Dead" figure for 1 hour. †* Cost 1.			
Other	Device: Amberizer	Talisman Device - Mechanics & Scholars have known that silk rubbing amber and sulfur balls spun on its axis made things amberized (electrified), attracting bits of paper & shocks. These experimenters have now done the same with fist-sized spinning Awakened Amber which increases its amberizing until occasionally it has enough for energy for a Lightning Spell. †* Cost 1.			
Notes					


Carnelian		The Stone of the Master	Cost of cut stone (regular, not Awakened) in Silver \$250	Cost in Gold 25G	1 ounce of gem dust \$25
What it is		How it works			
Power #1	Aids in creation of building a masterwork.	Talisman - Overcomes some obstacle that impedes the progress of the owner from achieving the pinnacle activity/creation for the next level in their career. Player and GM determine what the character is trying for, usually a creation that elevates the character to the next level in the Guild. Can be worn or placed in work place. Can only be used once by this owner. †* ✕ ❖ No Cost.			
Power #2	Performance confidence	Talisman - Wearer is so sure of itself that it rolls 1 die less on any Contest (ITL P8) for any type of performance: Musical instrument, singing, dancing, acrobatics, mimic, mime, ventriloquist, comedy, dramatic reading, etc. †* Cost 1.			
Notes					


Chalcedony		The Speaker's Stone	Cost of cut stone (regular, not Awakened) in Silver \$250	Cost in Gold 25G	1 ounce of gem dust \$25
What it is		How it works			
Power #1	Public Speaking and Law	Talisman - Allows wearer to make a logical or impassioned case which acts like Persuasive Spells (ITLp22) with hints of Great Voice thrown in. The Logical part also helps in any after-argument analysis; its just makes too much sense to be disbelieved. Lasts for 1 speech. †* Cost 1.			
Power #2	Overcome fear of the dark and dispel night terrors. (worn around the neck.)	Talisman - Gives the wearer Dark Vision spell for 15 minutes along with Soothe spell on self. Soothe will continue to work for an hour afterwards, unless a new fear pops up. †* Cost 3.			
Other	Necklace negate stage fright	Amulet device - Wearing an Awakened Chalcedony crystal around the neck helps overcome stage fright and the fear of public speaking for the duration of the performance. †* Cost 1.			
Notes					


Rock Crystal (Herkimer "Diamond")		The Stone of Attunement	Cost of cut stone (regular, not Awakened) in Silver \$250	Cost in Gold 25G	1 ounce of gem dust \$25
What it is		How it works			
Power #1	Super Healing Crystal	Talisman - Wearer doubles the regular healing value for this five minutes (up to full ST). This works for Physicker or Healing Potions. †* Cost 1.			
Power #2	Super Meditation	Talisman - The wearer takes 8 minutes to recover while meditating instead of 15 minutes. The <u>first time</u> it is utilized it is <u>automatic</u> for one span of meditating. (Wearer can Super Meditate for several hours for free.) Each time thereafter (a different period of rest) the wearer rolls IQ in an attempt to utilize the Herkimer until the wearer fails. (If wearer fails, he can no longer benefit from Super Meditation.) The gemstone can be utilized additional times after the first time at a -1 IQ each time it is used, thus 3rd time is -2 IQ, on and on, until he fails. †* ❖ Cost 1.			
Other	Device: Scryball	Talisman - Awakened Herkimer Scryball or Skull gives boost to scrying. Roll one less die when Wizard makes his scry roll. †* Cost 2.			
Other	Device - Crystal Skulls of Power	Talisman - Herkimer Crystal Skulls - An ancient Mnoren legend claims there were thirteen sacred crystal skulls hidden in different places and must all be found and brought together so the untold power is released. 5 Awakened Herkimer Crystal Skulls, arranged in a pentagram filled in with 7 other Herkimer Crystal Skulls will bring about a unique GM creation. † No Cost.			
Notes					


Jasper			Cost of cut stone (regular, not Awakened) in Silver	\$250	Cost in Gold	25G	1 ounce of gem dust	\$25
What it is		How it works						
Power #1	Make Astral Travel Easier	Talisman - For the Wizard wearer Astral Projection costs 4 points instead of 10. †*						
Power #2	Fasting Stone (helps when fasting)	Talisman - The wearer can go up to fortnight eating 1 ounce of food per day and not have the lack of nutrition affect him. Can drink half as much water as normally required. Lasts for 14 days. Can go a month if you only drink water and do nothing but sit. †*❖ No Cost.						
Notes								

Onyx			Cost of cut stone (regular, not Awakened) in Silver	\$250	Cost in Gold	25G	1 ounce of gem dust	\$25
What it is		How it works						
Power #1	Protection against ambush	Amulet - GM lets wearer know that an ambush will happen within 4 turns. The GM does not say from who or where or how. This could be brigands, wraith, Ambush Plant, process server or even urchins. †* Cost 2.						
Power #2	Protection against black magic	Amulet - If the GM has Black Magic in his game, this gem would protect the wearer by allowing a Savings Roll at +2. If he doesn't have Black Magic, then this protects against Curses, Savings Roll at +2. †* Cost 2.						
Power #3	Banish grief	Amulet - When a figure would severely grieve over some misfortune, this gem converts that grief to a determination to avenge or exalt the misfortune. †* Cost 1.						
Notes								


pearl (white, pink)		The Tears of the Gods	Cost of cut stone (regular, not Awakened) in Silver	\$250	Cost in Gold	25G	1 ounce of gem dust	\$25
What it is		How it works						
Power #1	Purity	Talisman - Wearer literally radiates its purity (if the GM thinks that is appropriate). Wearer gains +1 on reactions for those inclined to honor purity, or -1 for those with antipathy towards purity. Or if the GM is not inclined to Radiated Purity, he can do this: Wearer can identify a thing as free from adulteration or contamination; free from immorality, or free from guilt or evil (innocence.) Lasts 30 minutes. †* ‡ Cost 1.						
Power #2	Moon and Water gem	Talisman - Wearer amplifies casting of one spell that is used at night during a (three days of) full moon. This amplification gives either +1 to cast, +1 effect, or 1/2 fatigue cost. The GM chooses which benefit occurs. †* Costs 1.						
Other	Device: Skin Potion	Talisman Potion - An alchemist can make " <i>Water of Pearl</i> " by dissolving an Awakened Pearl in white vinegar & other ingredients. Cooked with aloe, rose buds and Scum Bunnies, it makes a thick lotion that when covering a portion of a body hardens in 3 hours to a smooth shell. Let set for 2 day, then the shell needs to be cracked open and peeled like a hardboiled egg. <i>Water of Pearl</i> is used to heal burns and flayed skin and skin disease. After three treatments, the skin is rough, but able to heal naturally. 1 dose covers an entire leg. Lotion for <i>Water of Pearl</i> can be stored in a sealed ceramic jar. Must be kept cool. † Cost 1						
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Peridot		The Stone of Health	Cost of cut stone (regular, not Awakened) in Silver \$250	Cost in Gold 25G	1 ounce of gem dust \$25
What it is		How it works			
Power #1	Good Health	Amulet - The wearer radiates good health. Coming down with any disease or sickness is at -2. Duration 6 months. †*♦ No Cost.			
Power #2	Dispels Melancholy or Madness	Talisman - Gem placed on Victim. This allows Physicker or Priest to attempt to alleviate Madness after 1 week of daily treatment (the Priest by confessions and other methods): Madness abated if the treater wins Roll contest vs. IQ; If not, madness continues. If not using a Physicker or Priest, the GM decides if only using a gem on Victim's body will lessen madness. †*♦ Cost 2.			
Notes					


Black Tourmaline			Cost of cut stone (regular, not Awakened) in Silver \$250	Cost in Gold 25G	1 ounce of gem dust \$25
What it is		How it works			
Power #1	Promoting a clear view of reality -[See-Through Illusions]	Talisman - The wearer can identify Illusions & Images without having them unknot. They will have a slight transparency and glow about them for the wearer. The wearer may let the Illusion or Image be or he may disbelieve Illusion at +2 bonus. This ability lasts 10 minutes. †* Cost 1.			
Power #2	Demon Avert	Amulet - Any demon ignores the wearer as if he were Unnoticeable. This lasts 10 minutes. †*‡ Cost 2.			
Other	Demon protector	Amulet - Demons attack the wearer at 5 dice vs DX. †*‡ Cost 2.			
Other	The Sealowneze Magnet	Talisman Device - a 6" crystal of regular Black Tourmaline, when rubbed or heated, will become mildly electrically charge and magnetic. An Awakened Sealowneze when activated is strong enough magnet to suspend a knight in full armor from the ceiling if hoisted up there. This lasts 10 minutes. †* No Cost.			
Notes					

Zircon		The Stone of Spiritual Balance	Cost of cut stone (regular, not Awakened) in Silver \$250	Cost in Gold 25G	1 ounce of gem dust \$25
What it is		How it works			
Power #1	Encourage spiritual growth	Talisman - For Wizard or Hero wearer, purchasing Priest and Theologian Talent cost half as much. This particular Awakened Power is always energized. Note: If the wearer does not belong to an Organized Religion, this becomes his search for Spirit. †*♦ No Cost.			
Power #2	Spiritual Protection	Amulet - When wearer is leading a religious ritual, no demon or other evil entity may come within a megahex of the gathered faithful. †*‡ Cost 2.			
Notes					


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Amethyst		The Stone of Sobriety	Cost of cut stone (regular, not Awakened) in Silver \$500	Cost in Gold 50G	1 ounce of gem dust \$50
What it is		How it works			
Power #1	Prevents Drunkenness	Amulet - Lets its wearer drink any quantity of liquor without ill effects. Must place Amethyst in mouth while drinking. Lasts one drinking engagement. †* Cost 1.			
Power #2	Device: Sober Powder	Talisman - A thimble full of this Awakened Amethyst Powder will reduce intoxication by one drink worth of beer. It may take several helpings to completely sober a party animal on tequilas. Often used to aid in hangovers too. Powder sediment settles at bottom of glass if not taken in gulps. Comes in sealed 1 dose vials. † No Cost.			
Other	Device: Studded Amethyst Sober Goblet	Amulet - Prevents drunkenness of any alcohol drunk from the goblet. This Goblet activates randomly (1 or 2 of d6). When it activates, the figure may drink as much as he wants and not be affected. Device contains at least three Awakened Amethysts. This is always on as the gems rotate their re-energizing. †*■ No Cost.			
Notes					


Citrine		The Merchant's Stone	Cost of cut stone (regular, not Awakened) in Silver \$500	Cost in Gold 50G	1 ounce of gem dust \$50
What it is		How it works			
Power #1	Improve Business	Charm - A] The wearer gains Business Sense for this instance (or another +1 if he already has it.) OR B] The merchant who wears this or places it in his cashbox gains 10% more profits for one month. †*♦ No Cost.			
Power #2	Creates wealth and abundance	Charm - For every \$50 owner shares (tips, donations, generosity) with others in a week, some benevolence comes back to him, but not as a direct exchange (grateful customers, favors, etc.) GM determines outcome. †*♦ No Cost.			
Notes					

Coral		The Safe Water Stone	Cost of cut stone (regular, not Awakened) in Silver \$500	Cost in Gold 50G	1 ounce of gem dust \$50
What it is		How it works			
Power #1	Travel protection while on the waters	Amulet - The wearer gives entire crew +1 for guarding against shipwrecks for the duration of the trip. (if figure is a member of the crew, then they get this plus Captain has a savings roll if it does wreck.) †*♦ No Cost.			
Power #2	Protection against fish attack	Amulet - The wearer gets Avert spell on any underwater beast attacks. †* Cost 1.			
Power #3	Swimming	Talisman - The figure gains Swimming talent for this instance. If he already has Swimming talent, he has Diving Talent. Last for duration of swim. †* Cost 1.			
Notes					


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Garnet			Cost of cut stone (regular, not Awakened) in \$ilver	\$500	Cost in Gold	50G	1 ounce of gem dust	\$50
What it is		How it works						
Power #1	Near Death Experience	<p>Talisman - A 'Just Barely Dead' wearer may go on an Out-of-Body spiritual quest (possibly to Astral Plane or similar) instead of dying. This quest takes as long as is needed to finish, however only 1 second passes on Cidri. The wearer is at full ST, but he is a Ghost among other Ghosts and Wights of the spirit world. The GM creates a story for this. If he succeeds in this quest, he is at 0 hit points upon his return. He will heal as normal and gains some insight from his spirit world encounter. If he fails, he will be in a coma for 24 hours and wakes demoralized.</p> <p>A 'Heroic -5 or more Death' wearer may go on an Out-of-Body spiritual quest before he truly dies. This quest takes as long as is needed to finish, however only 1 second passes on Cidri. The wearer is at full ST, but he is a Ghost among other Ghosts and Wights of the spirit world. The GM creates the story. If he succeeds in this quest, he is at -4 hit points upon his return and will need to be healed up to 0 or he still dies. His experience will be like a fevered dream. If he fails, he is dead. †* No Cost.</p>						
Power #2	Attracts Passion and Love	<p>Talisman - Amorous: The quality of being attractive in a sexual way. The wearer may use this talent when 'negotiating' with those who find the wearer sexually attractive. Make a 3 dice savings roll against the attribute the wearer is using for this encounter. It could be DX for dancing, ST for lifting other bodies up, or it could be IQ for vixening. If the wearer makes it, the GM adds 1 to the reaction die roll for the target. If figure fails, the GM subtracts 1 for figure's clumsiness. A "4" Success might have them fawning all over the wearer. A "3" Success has created a stalker because the victim is soooo in love with the wearer. On a "17" Failure the person will slap wearer and make a scene. An "18" the person (or those nearby) has wearer arrested (or attack) for indecency. †* Cost 2.</p>						
Notes								


Jade		The Stone of Prosperity	Cost of cut stone (regular, not Awakened) in \$ilver	\$500	Cost in Gold	50G	1 ounce of gem dust	\$50
What it is		How it works						
Power #1	Prosperity Luck	<p>Charm - The wearer gets Charm Spell, but only for things dealing with Money (including Swag). Works 3 times before needs recharging. †* Cost 2.</p>						
Power #2	Health	<p>Talisman - The wearer can heal 1 hit point every day for one week. †*♦ Cost 1.</p>						
Notes								

Tourmaline			Cost of cut stone (regular, not Awakened) in Silver	\$500	Cost in Gold	50 G	1 ounce of gem dust	\$50
What it is		How it works						
Power #1	Healing Crystal	Amulet - The wearer gets a Savings Roll when confronted with illness or mental problems. †* Cost 2.						
Power #2	Plant awareness	Talisman - The wearer can commune with a plant spirit (Perhaps a form of Elemental?). The spirit will reveal information or co-operate to the best of its ability (GM figures out what that it can do.) The Spirit may want something in exchange. †* Cost 2.						
Other	Aids Plants	Talisman - This gem helps gardens flourish, heals plants, prevents pests. When buried in the soil, Awakened Tourmaline may encourage growth in plants (energized for one growing season). When it is crushed into a powder, mixed with water and sprayed into the air, it is a natural insecticide for 1 week. The dust makes enough for one dose to cover 3 megahexes. †♦ No Cost.						
Notes								


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Aquamarine		Water of the Sea	Cost of cut stone (regular, not Awakened) in Silver	\$1000	Cost in Gold	100G	1 ounce of gem dust	\$100
What it is		How it works						
Power #1	Prevent Seasickness & Drowning	Amulet - The wearer will not get seasick & has sea legs (as if he was on land). Last for the sea journey. †*♦ No Cost.						
Power #2	Prevent Drowning	Amulet - The wearer can make his roll against drowning at 3-die for nonswimmer, automatic for swimmer and Diver can help rescue others at 1 die less. †* Cost 1.						
Power #3	Purify Water	Talisman - The Cleanse Poison spell for one instance. †* Cost 1.						
Other	Purify Goblet	Talisman Device - This goblet studded with Awakened Aquamarine can purify liquid as per Cleanse Spell. Re-energizes itself once per week if used. † ■♦ No Cost.						
Notes								


Black Pearl			Cost of cut stone (regular, not Awakened) in Silver	\$1000	Cost in Gold	100G	1 ounce of gem dust	\$100
What it is		How it works						
Power #1	For Protection	Amulet - This general protection is against anything that would harm the wearer. The GM decides what situation would trigger this Protection Gemstone. This could be light protection from an attacking swing, protection from eating those poison mushrooms, protection from being scammed. GM either lets character know that something bad will happen if they do or don't do something. †* Cost 2.						
Power #2	Prosperity	Charm - Gives wearer greater profit from illegal activities by 20% this one game. †* Cost 2.						
Notes								

Topaz		The Stone of Truth	Cost of cut stone (regular, not Awakened) in Silver \$1000	Cost in Gold 100G	1 ounce of gem dust \$100
What it is		How it works			
Power #1	Detect Fraud, reveal secrets, uncover lies	Talisman – Wearer gets Detect Lies Talent on people OR Events (roll 4 dice against Detect Lies) this one instance. “Events” would be passing glass for diamonds, that the magistrate has a mistress, that the charter for the town was never ratified, uncover a general data that was hidden from others on purpose or lost over time. †* Cost 2.			
Power #2	Awareness of the Divine	Talisman - Gives wearer a bit of cosmic awareness and understanding of the “big “picture” and how the wearer fits into it all. GM describes as much as he wants, as subtle thoughts of the wearer or as someone loudly expounding to the wearer. †*‡ Cost 3.			
Notes					


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Emerald			Cost of cut stone (regular, not Awakened) in Silver \$2500	Cost in Gold 250G	1 ounce of gem dust \$250
What it is		How it works			
Power #1	Psychic	Talisman – The wearer is able to detect that there is magic in the megamegahex area he is in. “There seems to be magic here.” But not what or where. Works for this one instance. †* Cost 2.			
Power #2	Foresee Future	Talisman – The wearer gets a Quick Glimpse photomontage of potential event that will happen w/in a week. The wearer must place the gem on the tongue. The foresee could be subtle ‘as the event unfolds’, or ‘the aftermath of the event.’ Works for this one instance. †* Cost 2.			
Notes					

Opal		The Eye Stone	Cost of cut stone (regular, not Awakened) in Silver \$2500	Cost in Gold 250G	1 ounce of gem dust \$250
What it is		How it works			
Power #1	Mental Clarity	Talisman – Wearer gets temporary +1 to IQ as things seem so much clearer to him. Lasts 1 hour. †* Cost 2.			
Power #2	Appear ‘invisible’ in situations where one does not wish to be noticed/seen	Talisman - Gives the wearer Unnoticeability Spell for 1 minute at no ST cost. Wearer is aware that he is unnoticeable. †* Cost 1.			
Power #3	Good Luck	Charm - Gives the wearer of <u>Black Opal</u> the Charm spell. †* Cost 3			
Notes					


Sapphire (black)			Cost of cut stone (regular, not Awakened) in \$ilver	\$2500	Cost in Gold	250G	1 ounce of gem dust	\$250
What it is		How it works						
Power #1	Protect from magic	Amulet - The wearer gets a Savings Roll on any magic that would negatively impact him. If the wearer would normally get a Savings Roll on that magic, the figure now gets a bonus of 2. †* Cost 2						
Power #2	Seek and Maintain Employment	Charm - The owner gets Seek job at +2 IQ (See Finding a Job ITL p 57); Maintain job - Job Chart Trouble is one higher, thus 17 becomes 18. The owner also has a better chance of getting time off or can come back late or injured and the position will be held for him. Lasts 6 months. †*♦ No Cost.						
Notes								


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Diamond		King of Gemstones	Cost of cut stone (regular, not Awakened) in \$ilver	\$5000	Cost in Gold	500G	1 ounce of gem dust	\$500
What it is		How it works						
Power #1	Healing	Talisman - Physicker or Master Physicker can heal one additional point for the day, then stone recharges itself and is available again in one week. †*■ Cost 2.						
Power #2	Protection	Amulet - This general protection is against anything that would harm the wearer. The GM decides what situation would trigger this Protection Gemstone. This could be light protection from an attacking swing, protection from eating those poison mushrooms, protection from being scammed. GM lets character know that something bad will happen if they do or don't do something. †*■ Cost 2.						
Notes		Ever-ready - Diamonds do not need recharging. They keep recharging from the environment. ■						


Emerald (clearest bright green)		The Stone of Successful Love	Cost of cut stone (regular, not Awakened) in \$ilver	\$5000	Cost in Gold	500G	1 ounce of gem dust	\$500
What it is		How it works						
Power #1	Power of Love	Talisman / Charm - The wearer, in desperate situations involving loved one, allows for one HEROIC effort to save them, whether that is going across the sea to obtain medicine, vanquishing the beast to rescue loved one, giving up drinking & carousing or adventuring, or even marrying the loved one. GM determines the story arc. This power gives Charm to the wearer in situations that would tempt him to end mission. Once activated, it acts like an easily broken GEAS. However, if broken or quest fails, GUILT will follow. Owner may take talisman off and still be affected by it. †*♦ Cost 2.						
Power #2	Unconditional Love	Talisman - A collar with Awakened Emerald Gemstone on it. Feed the animal from the hand with Awakened Apatite El TriptoFame powdered in its food. It will imprint on the feeder (not necessarily the owner). The owner or feeder may now put the collar on the animal. Roll <i>Opposed Contest</i> the first time Imprinting. If animal wins, the animal cannot be imprinted. Some collars need to be custom made for the animal's neck. The animal now trusts and loves its new master as long as the collar is on. Collar can be taken off for a day without impairment to spell. It may even love him after it is off, depending on how long the relationship has been established. Makes Animal Training easier. It is difficult to re-imprint an						

		animal. Use the same process but with the <i>Opposed Contest</i> the animal is at +3. †*❖ Cost 4 at imprinting.
Notes		

Ruby		The Gem of Kings	Cost of cut stone (regular, not Awakened) in Silver \$5000	Cost in Gold 500G	1 ounce of gem dust \$500
What it is		How it works			
Power #1	Remove toxins from blood - after the poison does its first damage any continuing poison is 1/2 (or every other turn).	Talisman - If your game system has poison affect over a long duration rather than an acute delivery, then it does the first damage normally and any continuing poison is at 1/2 damage or every other turn. If it has to be delivered all at once, then the poison is at 1/2 damage. †*❖ Cost 1.			
Power #2	Worn close to the heart, rubies are said to attract love.	Talisman - Makes wearer aware of character's SOULMATE and enhances efforts to fulfill his destiny. The Soulmate will complete and compliment the character and the character will do what he must to contact, woo and win them. GM works with Player to create the Soulmate. GM runs new character until he feels he can allow it to be a PC. †*❖ Cost 1.			
Power #3	Protector from misfortune	Amulet - This gem allows a 'just happened' negative outcome event on the wearer to be re-rolled. What follows will be the new outcome. †* Cost 3.			
Notes					

Sapphire (blue)			Cost of cut stone (regular, not Awakened) in Silver \$5000	Cost in Gold 500G	1 ounce of gem dust \$500
What it is		How it works			
Power #1	Health	Talisman - For non-combat injuries, heals the wearer an additional one point every three days. Duration 1 month. †*❖ No Cost.			
Power #2	Intuition about prophecy	Talisman - Wearer's player gets hint by GM about what a specific prophesy might mean. Can be subtle, in riddle or direct. This can happen only once for this figure. †* Cost 2.			
Power #3	Divine Favor	Charm - If Gods are effective, this gives wearer +1 for Divine favor. Can be subtle or direct. †*‡ Cost 2.			
Other	Device: Ecclesiastical ring of Divine Message.	Talisman - Wearer may receive Heavenly messages. Only Priests may re-energize them. †*‡ Cost 3.			
Notes					

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Diamond (blue-white)			Cost of cut stone (regular, not Awakened) in Silver \$7500	Cost in Gold 750G	1 ounce of gem dust \$750
What it is		How it works			
Power #1	Purity of Soul	Talisman - The wearer qualifies for this bonus if he has High Moral Standing; piety; honor; honesty; integrity; decency; uncorrupted by dishonest, unethical or wicked thoughts or actions. The wearer Save vs. Persuasiveness, Control Person or Geas when it is related to the above situations. Curses don't work on the wearer while the wearer is attempting to do any actions involving the above. It can Blocks Telepathy from relaying any suggestions to do the above. And gets Savings throw vs. Possession spells. Lasts 1 hour. †*‡❖■ Cost 1.			
Power #2	Courage/No Fear	Amulet/Talisman - The wearer, when faced by something it should fear, becomes courageous and confronts the thing. †*■ No Cost.			
Notes	Ever-ready - Diamonds do not need recharging. They keep recharging from the environment. ■				

- † The GM decides when to utilize (activate) the gem's power. He does this secretly and might or might not let the player know what is happening.
- * The gem then goes dormant once used and will have to be re-energized by a Gem Awakener.
- Certain gemstones have Powers that are constantly on and self-energizing. Those rare times are noted with the Power.
- ✕ Once this gemstone is used, it cannot be used again by the same caster.
- ‡ These stones have Spiritual essence which those religious orientation (including those not of organized religion) are attuned to.
- ❖ Sometimes Gemstones will list the duration of the power; i.e. one growing season or 6 months.

A lot of these gemstones have No Cost because they are Strategic affect, (long term) and the energy is being recouped during in-between game times.

Certain Gem Powers are designed for use during Tactical situations. Some of these rules might have the spell last longer than the GM would like. By all means, GMs can alter the power to fit their views, including shortening the duration of the spells.