

# The Fantasy Trip Fan Based **Awakened Gemstones Part 3**

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## **Iron**

Iron does not affect the Awakened Gemstone. The owner can *activate* it even when embedded in Steel Armor. The reason is not known; it appears to have something to do with Spiritual Polarity of the Awakening.

## **The Rule of Five**

The Rule of Five ITL (p148) still applies. However, the Gemstone will take over upon activation and one of the other magic items will power down for the duration of the spell.

## **Gem dust (or powder)**

An Awakener may create or energize up to 10 ounces of Awakened gemstone dust that can be used for medicines or other things.

(Note: if you split up an ounce of gem dust before it is activated, that disrupts its polarities and will no longer be Awakened. You can make one large 10 ounce Awakened mass, pour it into 10 small containers and it will work. If you spill one of the container contents on a spread out pile on the floor, then put it back in the container, it will work. If you spill one container content on the floor where you have to sweep it up, it will be ruined. The content has to be nearly pure dust or powder, not mixed with other powders. If mixing is done with another Awakened dust, it nullifies both powers.)

Awakened Gemstone Dust usually gets 'used up' in the casting and can't be re-energized.

Gem dust can be ground into a powder. This powder can be sprinkled on food or drink, or made into a paste, etc. It has bit of crunch and no taste and can be eaten without notice by unobservant people.

Powders can even be burned as incense.

## **Gem Costs**

Note: Gems of Cidri cost less than they do on Earth.

Cidri's Gem-Cutter Guild's traditional standard gem size = 22 carat that is often favored by Wizards. This is about the size of a US quarter. That comes to about 100 gems to 1 pound. They also tend to price their gems of various sizes into about 8 price categories: the Guild Suggested Retail price for cut gems. Raw gems are about ¼ of the price. Traditional amount of jewel dust in spells is 1 ounce and is about 1/10<sup>th</sup> the cost of a stone on the gemstone list.

### **Cost of Awakened Gemstone**

Guild Suggested Retail Price of gemstones are listed in the charts. A known Awakened Gemstone will be the cost of the gemstone plus an additional amount to be negotiated. A gemstone with a known Power will cost even more.

Witches seldom have gems in their domiciles. They are too poor to have a collection. Usually someone brings them gems and the witch will take a week to Awaken them and negotiates a price between \$50 and \$500 depending on the witch's circumstances. The witch may have one or two Awakened Gems, either energized or not, hidden away. They may even be using them as they can energize them when they want.

Alchemists may have several gems in their domicile waiting for use in alchemical formulas. They may even have a few Awakened Gems for sale. Alchemists charge a lot for their Awakened Gems. The Wizard's Guild has established rates for Awakened Gems, but it doesn't seem to enforce it.

Priests probably won't have any Spiritual Awakened Gems in their possession. These would be rare and usually restricted to Theologians or Church Hierarchy. Spiritual Gems held by a Religious institution would not be for sale except for when a church has fallen onto hard times. Spiritual Gems may be given to a follower for a special mission to be returned when done Or as a reward for some special triumph.

The cost of the Gemstone does not relate to the Power of the gemstone. Cheap gems could be powerful and some expensive gemstones could have relatively poor powers.

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## **Black Magic Awakened Gemstones**

Black Magic Witches & Dark Arts can also attune gemstones with negative energies and curses. Among these are Black Diamond for dark arts and Red Diamonds called Blood Diamonds for those involving blood rituals. You can make up your own rules for these.

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If you wish to have Awakened Stones be a bit more powerful:

- 1) have the character decide when to use it and not the GM.
- 2) have the gemstones not need recharging.
- 3) Once the Figure activates the stone, he takes an additional Fatigue at that time as noted.

**OR if you want to do it through the game rather than arbitrarily:**

### **Witches only**

IQ 15 SPELL

#### Mana Energizer (S) Cost 3 to Learn

Lets the Witch take an Awakened gemstone that she knows the Power of, and make it so the figure can now activate the gemstone when it is energized instead of the GM. The witch causes the polarities to reverse 60 times per second.

This allows an already awakened stone to receive the mana energies from a wizard as per staff spell.

A witch who has learned the IQ 8 Awaken / Energize Gemstones (S) spell when she was below IQ11, then lost the ability to use it due to polarity interference when she got smarter (at IQ 11 and above) may learn *Mana Energizer* at IQ15. The witch was still able to detect when an Awakened Gem was in her area. Note: witches at IQ 11+ cannot create Awakened stones.

Once the Witch has Mana Energized that gemstone:

From now on any Wizard with Drain Strength spell may energize the gemstone.

Once energized, any character that knows that gemstone is awakened may utilize the stone. (if there are no gemstone restrictions.)

How is the stone identified as Awakened?

How do they know the Power?

How do they know it is not dormant?

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### Terms for Gemstones

**Wearer** = one actively wearing gemstone (though in certain cases could also represent a Holder as well)

**Holder** = one actively holding gemstone in hand or cradled in arms

**Owner** = one who actually owns the gemstone. This rarely comes up.

**Device** = gemstone that is positioned in such a way as to function (not on body)

**The Caster** = one who casts a spell

**Victim** = One who is receiving the spell effects

**Target** = One who is receiving the spell effects

**Powers** = The equivalent of a magic spell.

**Activation** = the moment when the energies are released and the spell goes off.

**Energize** = Storing the energy (mana) into the gem, waiting for activation.

**Dormant** = An Awakened Gemstone with no energy in it.

**ReCharge, Re-Energize** = putting new energy into a depleted Awakened Gemstone.

**Incident, instance** = the encounter, a span of time that the power is working, the current action phase.

**Gem, Gemstone, Raw State Gem, Jewel, Jewelry, Dust, Powder** = See Gemstones chart for their physical forms.

**Aligned, Polarity** = Configuring the gem receptacle so that the spiritual/psychic energies can be placed.

**Amberize** = Early term for creating static electricity.

**Harmonize** = make those affected friendly to each other.

**Tactical** = in reference to placing a figure on a hex map and playing the scene in turns rather than off-board roleplaying the scene.

## Forms of jewelry

Ring  
Bracelet  
Necklace  
Pendent  
Rosary Beads  
Pin  
Badge  
Clasp  
Cufflinks  
Belt buckle  
Earrings  
Body piercing ring, stud  
Phylactery  
Sequin  
Sewn in clothing  
Fixed into shield or armor  
Placed in scabbard or sheath

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Suggest you put these Awakened Gemstones on a 3x5 card. When a character picks one up unknowingly or by purchase, you can pull the card and hold it in his file until used. Keep it afterwards and the Gemstone can be re-energized.