

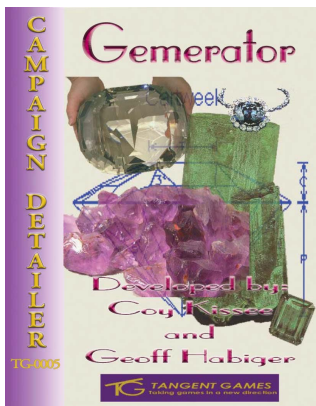
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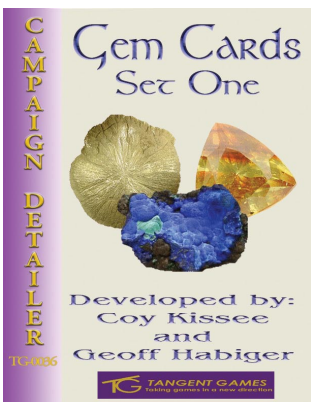
The image used for moissanite was photographed by Steve Karg and is used with permission.

Author's Dedication: Special thanks must go out to my intrepid band of adventurers who were mostly delighted and sometimes baffled by my alchemical creations: Tony Chambers, Sue "I Hate Undead" Chambers, Eric Doetzel, Chris Miracle, and Fred and Christeina Sinkovich.



Gerator (TG-0005): The rulebooks usually say a defeated monster has so many coins, gems, and magic in its treasure. But being faced with determined 1d8 gems for a monster's treasure can be a daunting task. What kind of gems are they? How valuable are they? What do they look like?

With the Gerator, you can create gems of **75 different types**, each with its own elements of size, cut, color and value. This allows you to **create millions of different gems**. Also included are sample images of each gem type so that you can get an idea of what the gems look like and show them to your players! The Gerator will allow you to create detailed gems for use with ANY setting or game system!



Gem Cards Set One (TG-0036): Gem Cards were created for use with any RPG, in any setting. Gem Cards: Set One contains **96 different gems** that you can print out to give to your players. Each Gem Card includes an image of a **unique gemstone**, a **full description**, and a **base value**. Just print them out and when your players find a gem you can hand them a card detailing the exact gem that they have found.

Fans of the Gerator will instantly recognize the format of the description provided for each gem and, for fans of the Mineral Magic Series, we have also included a notation on the Gem Cards for gems that can be harnessed into a mineral magic item. In addition, rules have been provided for those GMs who would prefer to randomly roll for a gemstone.

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Lorenna cautiously moves across the dark hall, her Elven eyes adjusting to the limited light cascading down from the cracks and holes in the roof of the ancient temple. Ahead, her companions are fanned out across the large room; Braedon checking the strange text at the base of the massive marble statue that stands in the middle of the room, Bodin examining the small alcoves to the left for unwelcome guests, and Fallon cautiously checking the floor for hidden traps.

"This place gives me the creeps already," Fallon says as he checks another section of floor.

"Dreenist Temples are not known for their cheery décor," quips Braedon as he moves around the base of the statue.

Lorenna takes a few tentative steps toward the back of the hall where she can make out five doors along the back wall. Suddenly, the nightglow gem hanging about her neck glows with an alarming brightness in the dimly lit hall. "Menroa," the Elven curse is loud and draws the attention of her companions. They all can see the light coming from the nightglow gem. "I really hate undead," she says as she pulls her scimitar from its scabbard.

Her companions ready their weapons and Braedon casts his favorite spell for self-preservation. Bodin advances toward the back of the hall, axe at the ready and a few choice Dwarven curses and challenges bursting from his throat.

From behind four of the doors advance eight wights, their pallid grey skin blending into the shadows of the hall. If they had an intelligence Lorenna would swear that they seemed a bit upset at not being able to surprise their lunch as they usually do.

"Best investment I've ever made," Lorenna says as she and her companions begin the battle.



The Mineral Alchemist

Fancy gems, precious metals, and perfectly formed crystals; the wealth found deep in the earth has funded many an adventurer in his or her career. A well-cut diamond is certainly worth more than its weight in gold and platinum and Dwarven smithies would gather cobwebs without the iron, silver, and mithral mined from the earth, but should gems and minerals merely be coveted for their value and rarity? Nay! While a rare gem will allow the greediest of people to retire to a life of leisure (or at least self-sufficiency) it can't do more than that, and once the gold is spent, then what? What if the gems and minerals of the earth had other uses? That was the thought of many mages and alchemists that had the foresight to see beyond the mundane aspects of gems and minerals. Learned sages across the world have discovered the secrets locked within the gems and minerals foolishly pawned for a few gold coins or overlooked in the earth.

Legends talk about the alchemists' search for the famed Philosopher's Stone, the rare artifact that turns lead into gold. The legend of the Philosopher's Stone may or may not be true, depending on the sage you speak to, but why, ask some alchemists, should you bother with something as plain as gold? A few well-gifted alchemists have long held the secrets needed to bring out near-magical properties from common minerals and gems. These craftsmen call themselves mineral alchemists, and to them, the pursuit of alchemical knowledge into the world of minerals is vastly more rewarding than creating piles of gold.

The discipline of mineral alchemy is very different from the pursuits of a normal alchemist. Most laypeople have difficulty in understanding a 'normal' alchemist when she speaks of her craft, but even the most highly trained and skilled alchemist struggles to follow the discussions held among mineral alchemists. Mineral alchemists spend years in study as they delve into the crystal structure of minerals to unlock their secrets. A mineral alchemist has skills similar to that of a master jeweler and a master alchemist, finding the perfect way to cut, polish, and alter the mineral to reveal its alchemical properties. Critics and skeptics have argued that the abilities of the mineral alchemist can easily be mimicked; all they do is cut the stones in a special manner, they say, yet even the most skilled master jeweler has never been able to recreate these alchemical treasures even when the gem is cut in a manner identical to its alchemical cousin.

The Mineral Alchemist in Your Campaign:

Mineral alchemists use only the most perfectly formed minerals and gems to create their alchemical treasures. These 'perfect' mineral specimens are often found only in the deepest caves, the highest mountains, or are guarded by the most covetous dragons. The mineral alchemist is not the adventuring type. They spend so much of their time in their labs that they would not survive their first adventuring foray if they tried to collect their own minerals and gems. For this reason, mineral alchemists often hire adventurers to retrieve rare gems and minerals, especially those that are jealously guarded. The mineral alchemist, and his strange creations, can be introduced to a party through a simple adventure, where the mineral alchemist hires the party to collect the mineral specimens he needs. The reward for the party could be one of the mineral alchemy items crafted by the mineral alchemist.

Additionally, the party might encounter a mineral alchemist when they attempt to sell gems and minerals they have found adventuring. Many of the materials that the mineral alchemist works with are of a mundane and non-gem quality nature. This means that they will readily buy a mineral sample that a normal jeweler would not even touch. Providing the party with treasure in the form of calcite crystals or talc is a way to introduce them to the wares of the mineral alchemist.

New Skills

Knowledge (mineralogy) (Int, Trained Only)

Mineralogy is the study of the compositions, crystal habits, and families that make up minerals. An understanding of mineralogy is useful in different areas of craftsmanship and knowledge.

Check: Characters with a knowledge (mineralogy) skill can use their skill to identify unknown gems and minerals or assist in the crafting of special items and the manufacture of metal objects. Answering a question pertaining to mineralogy (like identifying a gem) has a DC of 10 for easy questions, 15 for moderate questions, and 20 to 30 for hard questions.

Action: Generally none. Typically making a knowledge (mineralogy) check doesn't take an action, you simply know the answer or you don't.

Try Again: No. The check reflects what you know about minerals and thinking about the question a second time doesn't let you know something you have never learned.

Special: A character with at least 12 ranks in Knowledge (mineralogy) can reduce the cost of crafting magical arms, armor, rings, wondrous items and other magical items made from metal by 10%.

Synergy: A character with 5 or more ranks in Knowledge (mineralogy) receives a +2 synergy bonus to creating alchemical items with the mineral alchemy skill. They also receive a +2 synergy bonus to any appraise check involving gemstones. Armor and weapon smiths receive a +2 synergy bonus to crafting arms and armor out of metal due to their skill in identifying the purist metals for their craft.

Craft (Mineral Alchemy) (Int, Trained Only)

Craft (Mineral Alchemy) combines intense study into the structure and composition of minerals and the craftsmanship of a master jeweler. This makes it measurably different from normal alchemy, which is usually only interested in chemistry, and thus makes it necessary for practitioners of mineral alchemy to learn different skills than a normal alchemist might need. Using special techniques to cut, polish, and alter a mineral, the mineral alchemist can reveal hidden alchemical properties in seemingly mundane gems and minerals.

Check: You can make mineral alchemy items. The GM may allow a mineral alchemist to perform other tasks related to gems and minerals, such as appraising a gem's quality or identify unknown gems or minerals.

Action: Does not apply. Craft (Mineral Alchemy) checks are a craft skill check. The craft check determines the amount of time needed to complete the item.

Try Again: Yes, but when making items, each failure ruins the mineral needed and you must pay the full material cost to make the item again.

Special: You must have special tools, similar to those of a master jeweler and alchemical equipment to make an item. Purchasing masterwork jewelers tools and having access to an alchemist's lab grants a +2 equipment bonus to Craft (Mineral Alchemy) checks. Dwarves receive a +2 racial bonus to Craft (Mineral Alchemy) checks because of their intimate knowledge of gems and minerals and stone-cunning ability.

Optional Rule:

Craft (Mineral Alchemy) is a subset of the Craft skill. Some people may not want to add another new skill just to allow for the creation of specific mineral alchemy items. In these cases, feel free to consider mineral alchemy as part of the general Craft (Alchemy) skill set. You may choose to equally substitute the Craft (Mineral Alchemy) skill with the Craft (Alchemy) skill. Or, we recommend that if using the Craft (Alchemy) skill to try and create a mineral alchemy item that you apply a -2 penalty to the craft attempt to account for the more difficult nature of creating a mineral alchemy item.

New Spell

Although this is a book about alchemy, one new spell is provided as it is often used by mineral alchemists (either cast by themselves or from a hired spell caster) to help in their identification of gems and minerals.

Detect Gems and Minerals

Divination

Level: Clr 1, Drd1, Sor/Wiz1

Components: V, S

Casting Time: 1 Standard Action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect the presence of gems and minerals. The spell specifically picks out gems and mineral specimens and will not detect more mundane rock such as limestone, sandstone, granite, basalt, etc. Generally, the spell functions to detect the presence of cut or uncut gemstones or mineral specimens, whether loose (such as found in most treasure or set in jewelry) or held within a rock matrix, but only if within 1 foot of the rock's surface.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of gems or minerals.

2nd Round: Number of gems or minerals, and the location of each. If the gem or mineral is out of your line of sight, then you discern its direction but not its exact location.

Each Subsequent Round: The specific type of gem or mineral for a single specimen within the area. If the specimen has more than 1 type, such as pyrite with quartz crystals or a geode or similar concretion, the spell will reveal the most valuable type of gem or mineral. (For example, using the spell on a thunder egg will reveal whether the mineral within the egg is agate or jasper and not return information about the rock encasing the mineral.)

Each round you can turn to detect gems or minerals in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Mineral Alchemy Items

Many different alchemical items can be created from common gems and minerals. The following entries describe several different items. Each entry lists the following details about the item:

- ❖ **Mineral Name:** The first part of each item describes the appearance of the gem or mineral and the typical places where it may be found. The rest of the description includes general notes about the item and any common uses for the gem or mineral.
- ❖ **Alchemical Item:** This section describes the alchemical item that can be created from the mineral.
- ❖ **Craft (Mineral Alchemy) DC to Create:** This is the DC value of the Craft (Mineral Alchemy) skill check needed to successfully create the alchemical item. Mineral alchemy does not require the crafter to be a spellcaster; anyone with the Craft (Mineral Alchemy) skill can attempt to make these items.
- ❖ **Craft DC to Create:** The DC value for any other applicable craft skills to be able to craft the final shape or form of the alchemical item.
- ❖ **Cost to Create:** The price, in silver pieces, to craft the item, the value of the gem or mineral needed to create the item, and any other components that are required.
- ❖ **Market Value:** The appropriate market value for the alchemical item.