

93. Guide to Magical Rocks, Stones, and Gems

This section lists those rocks, stones, and gems which are commonly considered to have special magical or chemical properties which make them useful in the performance of magic, manufacture of spells, or performance of alchemical rites. These items may, for the most part, only be used by Adepts of the College of Black Magics to create those amulets listed in T-3 (see 46.3, DragonQuest Book Two, page 60), by Adepts of the College of Shaping Magics as vessels for their magic, by astrologers to aid their arts, or by alchemists in preparing potions, elixirs and the like. If a player character acquires any of these items and is not himself an alchemist, astrologer, or Adept of either of these Colleges, he may wish to seek out such individuals and sell the item to them. On the average, a player character will be able to sell to Adepts such items as have value to non-magic oriented consumers (gemstones and related items) at top value while the price such items will fetch in the marketplace will be more uncertain. Usually, player characters will be able to dispose of most gemstones only to buyers interested in their magic properties. Each of the following items is listed in alphabetical order by its common name. The characteristics of the item are then given as follows:

Market Value: A span of numbers indicating the value of the item in Silver Pennies if sold in the open market.

Magic Value: A span of numbers indicating the value of the item in Silver Pennies if sold to magic-oriented buyers.

Description: A short description of the item in terms of color, cut (if a gemstone), and other physical characteristics.

Use: A description of the magical properties and uses of the item.

Generally, the value of an item will be unrelated to its weight, and most of the stones on this list would have to have their weight measured in grams. Accordingly, it is suggested that the GM assign a 1 ounce weight to a small bag of gems (a dozen or so stones) and increase the weight by about an ounce for each dozen additional stones. For non-gemstones, weight should be measured in ounces per stone.

AETITES

Market Value: None
Magic Value: 100-200

Description: A small yellowish stone found in the head, neck, or stomach of an eagle.

Use: Aetites are used to make the Amulet of Aquilaeus described in T-3 of the College of Black Magics, a powerful amulet which brings good fortune and courage to the bearer.

AGATE

Market Value: 1-100
Magic Value: 100-150

Description: A variety of Chalcedony characterized by colored bands cutting through the body of the stone. Usually cabochon-cut. Comes in six varieties characterized by color: Red (or Blood Agate), Brown (Tawny Agate), Green (Sea Agate), Black, Moss (Living Agate), and Grey (Dawn Agate).

Use: Agates are used to manufacture the Amulet of Chalcedony, described in T-3 of the College of Black Magics. Three stones are required for this purpose, and they must be set in the shape of a triangle. In

addition to the normal effects of this amulet, the wearer will be blessed, if the type of Chalcedony used is Agate, with the special eloquence and a general feeling of well-being. If a serpent is engraved on the Agate, the Base Chance of any poisonous insect or snake striking the bearer is reduced by 20. If the amulet is placed on the breast of a sleeping woman, she will talk in her sleep, truthfully answering all questions put to her.

ALECTORIUS

Market Value: None
Magic Value: 300-500

Description: Alectorius is a greenish stone found in black cocks. The stone inside the cock will only be found, however, if the cock is killed and cured on an anthill for three days. Use: The stone is used to manufacture the Amulet of Alectorius described in the College of Black Magics. In addition to the wealth-increasing properties of this amulet, it will prevent thirst if held in the mouth and tends to promote amicable feelings toward the wearer, especially as regards to the opposite gender.

AMBER

Market Value: 1-4
Magic Value: 1-4

Description: A translucent or cloudy yellow, green, or brownish fossil resin. Acquires a negative electrical charge when rubbed. Use: Both Yellow Amber and Red Amber (the brownish variety) may be fashioned into amulets by an Adept of the College of Shaping Magics. Red Amber makes the wearer immune to the Evil Eye Spell (S-9 of the College of Black Magics) and decreases the Base Chance of the wearer contracting a disease or infection (natural, or via magic or minor curse) by 5. Yellow Amber decreases the Base Chance of the wearer contracting a disease or infection by 10. Green Amber may be held against any Type A (puncture) wound to stop the bleeding. The bleeding will begin immediately if the Green Amber is removed from the wound. A special variety of Amber (called Living Amber) contains fossilized insects or animals. This type of Amber may be used as the heart of any type of golem except the flesh golem. Golems with hearts of Living Amber remain active for twice as long as similar golems without such hearts (multiply the total period of activation by two).

AMETHYST

Market Value: 30-500
Magic Value: 300-600

Description: A purple gem-quartz. Usually faceted, but sometimes cabochon-cut.

Use: May be used by an Adept of the College of Black Magics to make an Amulet of Amethyst as described in 46.3. Amethyst may also be ground and used in antidotes to poisons. Used in this manner by an alchemist, Amethyst doubles the efficiency of the potion versus magically created poisons. An Adept of the College of Shaping Magics may use Amethyst to fashion an Amulet of Sobriety which makes it impossible for the wearer to become drunk. The Amethyst must be incised with the symbols for the sun and moon and fastened about the neck with a necklace of peacock feathers.

ANTIMONY

Market Value: None
Magic Value: 100-700

Description: A white, metallic element usually found in powdered form or in small pebbles.

Use: Antimony may be fashioned into an amulet by an Adept of the College of Shaping Magics. The amulet increases the resistance of the wearer versus magic of the College of Black Magics, the College of Necromantic Conjurations, and the College of Ensorcelments and Enchantments by 5. It increases the resistance of the wearer versus any spell cast by a demon by 10 (15 if the demon is member of the College of Necromantic Conjurations, the College of Black Magics, or the College of Ensorcelments and Enchantments).

BERYL

Market Value: 3-2500
Magic Value: 400-2500

Description: There are 7 distinct types of Beryl, ranging in color from a pale, almost colorless green, yellow, or pink through a vibrant dark green or blue. Beryls are almost always faceted (though the Goshenite Beryl may be cabochon-cut). The types of Beryl, their color and relative value follow:

TYPE	COLOR	VALUE
Aquamarine	Blue-green	20-400
Black Star	Deep Brown	50-2,500
Emerald	Pale green/Vibrant green	10-1,500
Golden Beryl	Yellow	5-1,000
Goshenite	Opaque	3-100
Green Beryl	Pale green/Yellow	5-500
Morganite	Pink/Pink	30-1,300

Only those gems which have a market value of at least 400 may be used in magic, the others being too inferior in weight or quality to be of value.

Use: Beryls may be used by Adepts of the College of Black Magics to create an Amulet of Beryl as described in 46.3. The amulet has the side effect of making the wearer both impotent and totally uninterested in sexual activity. Beryl may be used by alchemists to create more powerful antidotes to poison, salves, and antipyretics (increase the potency of such creations by increasing their Base Chance of working by 10).

BEZOAR

Market Value: None
Magic Value: 300-500

Description: This stone originates in the stomach of a stag.

Use: May be powdered and mixed in a poison antidote. An antidote created with Bezoar functions as if it was created by an Alchemist of two Ranks higher (see 50.7).

BLOODSTONE

Market Value: 5-100
Magic Value: 50-125

Description: A dark green Chalcedony with red spherule. Also called Heliotrope. The Jasper spherules in the stone resemble drops of blood, and it is from these that the gem takes its name.

Use: Bloodstones may be used by an Adept of the College of Black Magics to create an Amulet of Bloodstone as described in 46.3. Five such stones set at the points of a pentagon are necessary to manufacture the amulet successfully.

CHALCEDONY

Market Value: 1-100
Magic Value: 50-100

Description: A type of milky Quartz, generally white. Cabochon-cut or carved.

Use: May be employed by an Adept of the College of Black Magics to form an Amulet of Chalcedony. A minimum of three stones are necessary to form the amulet. An Alchemist may grind the stone up and dissolve it in water blessed by a servant of the Powers of Light. The decoction will break all fevers within one hour of drinking. One ounce is required per dose.

CARBUNKLE

Market Value: 1-60
Magic Value: 30-70

Description: A deep red gemstone, often classed as a type of Garnet. Cabochon-cut. Often smoky.

Use: May be used by an Adept of the College of Black Magics to create an Amulet of Carbuncle as described in 46.3. Often believed to hinder lust, sadness, and dreams. Half a dozen stones should be set in the amulet to form a hexagon. If all of the stone used are of the highest possible quality, the amulet will take on the additional attribute of monitoring the wearer's life force, growing brighter as the wearer grows in strength and energy and dulling as he tires. It is often used by healers as monitor on seriously ill patients for this reason.

CARNELIAN

Market Value: 10-300
Magic Value: 100-350

Description: A deep red quartz often banded in white. Usually cabochon-cut, but sometimes carved.

Use: An Adept of the College of Shaping Magics may use this stone to manufacture an Amulet of Carnelian, which decreases the wearer's chances of contracting a disease or infection by 5%. Any craftsman may fashion Carnelian into a necklace which halves the rate at which the wearer loses fatigue or endurance as a result of having his blood drained by a vampire.

CHELIDONIUS

Market Value: None
Magic Value: 300-500

Description: A red or black stone taken from the craw of a swallow.

Use: The prime ingredient in all potions designed to cure madness or improve a failing memory. May be powdered and mixed by an alchemist into an antidote for senility.

CHRYSOLITE

Market Value: None
Magic Value: 100-200

Description: Greenish-yellow transparent type of magnesium iron silicate.

Use: Powdered and taken in large quantities, it is said to be a restorative and curative. An alchemist can make a dose out of three stones sufficient to temporarily check the progress of most diseases in a patient, but the manufacture of the medicine is wearisome and time consuming. An Adept of the College of Shaping Magics can use a piece of the stone to manufacture an Amulet of Chrysolite which will increase the wearer's resistance versus magic of the College of Sorceries of the Mind by 5.

CHRYSOPRASE

Market Value: 1-100
Magic Value: 30-100

Description: A bright green or greenish-yellow Quartz which is usually cabochon-cut.

Use: An Adept of the College of Shaping Magics may fashion this stone into an amulet which will increase the wearer's range of vision in the dark by 50%.

CORAL

Market Value: 1-250
Magic Value: 25-250

Description: A pink or red stone manufactured by the secretion of certain marine animals. Usually cabochon-cut or cut into polished sections.

Use: May be fashioned by a member of the College of Shaping Magics into an amulet which will increase the wearer's resistance versus the Evil Eye Spell (S-9) of the College of Black Magics by 10. This amulet may also be used in the same manner as an Amulet of Carbuncle to monitor patients under the care of healers. The coral loses its color as the patient wanes and becomes more vibrant as he heals. If this amulet is dipped into a substance containing poison, it will permanently lose color, the coral becoming bone white. An Alchemist may grind Red Coral into a powder useful in curing impotence. One ounce is required per dose, and the powder must be consumed in solution.

DIAMOND

Market Value: 20-20,000
Magic Value: 100-20,000

Description: A brilliant, super-hard gem, usually clear with touches of color ranging from pink or green-yellow through blue. Always faceted, if faceting has been discovered in the culture in which adventure occurs. There are actually 5 distinct type of diamonds, all of which may be used in magic. However, such stones are extremely expensive and generally a maximum of one or two cheap or flawed diamonds will be used in an amulet or talisman. Following is a list of diamonds by type which also gives color and value for each stone.

TYPE	COLOR	VALUE
Clear Diamond	Transparent	20-12,000
Pink	Clear Pink	40-14,000
Green	Bright greenish-yellow	40-14,000
Yellow	Bright yellow	40-14,000
Blue-White	Light blue/White	50-20,000

Use: An Adept of the College of Black Magics can fashion one or more diamonds into an Amulet of Diamonds as described in 46.3. In addition, Alchemists sometimes use water in which Diamonds have been washed as the solution in which other ingredients are dissolved when manufacturing medicines (increase the medicine's effectiveness by 20). Clear Diamonds worn in a ring may be used by the wearer

to increase his Base Chance of casting any spell by 2. The Diamond focuses mana and such rings may be made by any artisan.

EMERALD

Market Value: 10-1500
Magic Value: 10-1500

Description: A small Beryl ranging in color from pale green to vibrant green and always faceted. Use: This gemstone may be used to manufacture an Amulet of Beryl (see Beryl). It also repels insects when worn around the neck (10% chance that any insect landing on the wearer will fly away without attacking). Devils and Imps are also repelled by Emeralds, and there is a 5% chance that any Devil or Imp who approaches within 10 feet of anyone wearing an Emerald or bearing an object containing Emeralds (such as a jewel-studded sword hilt) will immediately retreat as far as possible from that individual and will have to roll on the Fright Table. Snakes are affected in the same way as Devils and Imps, but have a 20% chance of being repelled.

FELDSPAR

Market Value: 1-10
Magic Value: 1-10

Description: A milky-white green stone, highly brittle and characterized by a smooth texture. Use: When worn on a necklace, adds 10 to the wearer's resistance to all spells involving dazzling lights or blindness.

FLINT

Market Value: 1-2
Magic Value: 1-5

Description: A hard black stone used in conjunction with steel to strike fires. Use: Flint is a powerful ward against Incubi and Succubi. There is a 50% chance that no Incubus or Succubus will willingly approach within 5 feet of a piece of flint unless it is covered (e.g., secured in a bag or draped with cloth).

GALACTITE

Market Value: None
Magic Value: 50

Description: A stone composed of nitrate of lime and appearing chalky in composition.

Use: A prime ingredient in Love Philters as described in 46.3. Should be powdered and dissolved in water along with other ingredients.

GARNET

Market Value: 10-1,300
Magic Value: 500-1,300

Description: Small stone, usually milky. Faceted (though Almandite, Grossular, and Pyrope are often cabochon-cut). There are 6 distinct types of Garnet. They are listed along with their color and value. Only Andarite has magical properties.

TYPE	COLOR	VALUE
Almandite	Purple/Brown/Red	1-250
Andradite	Yellow-green	10-1,300
Grossular	Brown/Orange	1-100
Pyrope	Dark red	1-125
Rhodolite	Purple/Red	1-700
Spessartine	Red/Orange	1-500

Use: Powdered Garnet is used to cure skin diseases and an alchemist may use it to make medicines for this purpose. Such medicines will, in addition, arrest (but not cure) leprosy (which is a Major Curse). Any figure wearing a piece of Andradite on his person will be immune to the effects of nightmares.

GOLD NUGGETS

Market Value: 5-60
 Magic Value: 10-1,000

Description: Gold nuggets are usually small (less than an ounce) rough stones of a greenish-black color with golden metallic flecks.

Use: Gold nuggets are greatly prized by magicians far above their numismatic worth. The same nugget which might fetch 10 Silver Pennies on the money market would fetch three or four times that from almost any Adept. The larger the nugget, the greater the discrepancy between numismatic and magical value. It is said that a gold nugget worn about the neck will reduce the rapidity of aging, but such nuggets are primarily used by Adepts of the College of Shaping Magics to manufacture Amulets of the Sun (Gold is governed by the Sun). Such an amulet increases the luck of the bearer as follows: in all D100 dice rolls directly affecting the wearer, the dice roll number is adjusted by 3 in the wearer's favor. If the wearer is sun-aspected, the die roll number is adjusted by 8.

IRON

Market Value: 1-5
 Magic Value: 1-5

Description: Iron ore is found in large rocks (several pounds or more) of a reddish hue.

Use: Iron ore is primarily used to form objects of Cold Iron. The price of Iron Ore is governed by its quality (the actual iron contents in the ore) and the prices given are for a small wagon load. Iron may be fashioned, while in ore form, into an Amulet of Iron by an Adept of the College of Black Magics as described in 46.3. It may also be smelted and used by an Adept of the College of Shaping Magics to make magical vessels (weapons and the like).

JACINTH

Market Value: 200-400
 Magic Value: 300-400

Description: A red-orange Zircos, ruled by the sun. Jacinth will change color to reflect the weather, becoming paler and more orange when storms approach and becoming a more vibrant red in bright sunlight. Always faceted.

Use: Jacinth may be fashioned by an Adept of the College of Shaping Magics into an Amulet of Jacinth which will protect the wearer from fascination (+20 to resistance against magic of the College of Sorceries of the Mind and against all spells of binding, controlling, or summoning).

JADE

Market Value: 40-750
Magic Value: 40-100

Description: Green or black mineral, frequently mottled with white. Cabochon-cut or carved.

Use: Jade may be powdered and used in medicines to cure diseases or illnesses of the digestion, to help ward infection (decrease the Infection Chance by 10), and to increase stamina. It may also be fashioned by an Adept of the College of Black Magics into an Amulet of Jade as described in 46.3. Note that only small Jade stones (usually the less valuable Nephrite rather than Jadette) will be purchased for magical purposes and only in relatively small amounts. Jade is also a popular material for use in the manufacture of ceremonial weapons. When Black Jade is used for this purpose, it forms a weapon which affects demons, imps, incubi, and succubi in the same manner as a magical weapon.

JASPER

Market Value: 1-1,000
Magic Value: 1-1,000

Description: An opaque Quartz tinted green. Cabochon-cut. Use: Jasper may be fashioned by an Adept of the College of Shaping Magics into an Amulet of Jasper which increases the wearer's ability to disbelieve illusions by 10. Rare stones flecked with red have the side-effect of inflicting the wearer with lycanthropy if worn when the moon is full. The lycanthropy passes immediately when the Jasper is removed from the person of the wearer.

JET

Market Value: 1-10,000
Magic Value: 1-10,000

Description: Jet usually refers to a type of Agate, a deep black stone superficially resembles coal (but much harder). Can be polished to a sheen like marble. Cabochon-cut. Use: Breathing the vapors of Jet which has been powdered and burned in a censor increases the ability of an individual to disbelieve any illusion by 10 for eight hours thereafter. In addition, any Demon which breathes such vapors must make an immediate roll on the Fright Table. An Adept of the College of Black Magics can fashion the stone into an Amulet of Jet as described In 46.3. This Amulet will contain an inverted cross on one side and a heart on the other and will be disk-shaped.

LAPIS LAZULI

Market Value: 20-150
Magic Value: 20-30

Description: A deep blue stone veined with white or gold. May be cabochon-cut, but will usually be found as a form of inlay.

Use: Lapis Lazuli may be ground into a fine powder and burned in a censor. When breathed by an individual, the fumes will have a 20% chance of curing melancholia and a 3% chance of at least partially curing madness.

LEAD

Market Value: 1-5
Magic Value: 1-5

Description: A dark dense, soft slate-colored stone found in small veins or rocks. May be made into a soft alloy.

Use: Lead may be used to form a shield against Demonic Presidents. It may also be powdered and used as an ingredient in slow-acting, long-term poisons (see the Alchemist skill). However, Lead is quite common and has very little real value to either magicians or merchants. The values listed are for small wagon loads of the substance.

LODESTONE

Market Value: 5-20
Magic Value: 5-10

Description: A natural Magnetite which attracts iron.

Use: Lodestone is used by Rangers and Navigators as an aid to plotting a course across the water or through low visibility areas (wilderness and the like). It may also be used by any character (not necessarily an Adept) to indicate the direction of some desired goal or item. The individual should hold the Lodestone in his mouth for a moment and then suspend it from a string so that it can move freely. If asked the direction of a place or object, there is a 20% chance that the Lodestone will seem to turn and point in the direction of that place or object, or 10% chance that it will seem to do so but will, in fact, be pointing in the wrong direction, and a 70% chance that nothing will happen.

OBSIDIAN

Market Value: 5-1,000
Magic Value: 500-1,000

Description: A black, shiny volcanic glass. May have gold or white snowflake markings or a gold sheen. Sometimes used in jewelry in which case it is cabochon-cut, but it will be used to make stabbing or cutting tools or weapons.

Use: Obsidian is a favorite material for the manufacture of ceremonial and sacrificial knives. When Obsidian is used for this purpose, it is classed as a magical weapon, doing the same damage as a dagger, but having the capacity to wound or kill those entities normally harmed only by magical weapons. When used as a weapon outside of a ceremony, it is not classed a magical weapon. Only a designated sacrificial being which has been prepared for sacrifice may be harmed by the knife during a ritual of sacrifice. If an entity which can only be harmed by magical (or silvered) weapons and which has not been prepared for sacrifice during a ritual were to interrupt that ritual, for example, the Obsidian knife would not inflict any damage on that individual.

OLIVINE

Market Value: 10-25
Magic Value: 10-25

Description: A yellow-green, opaque stone, usually cabochon-cut.

Use: Olivine may be powdered and dissolved in liquid by an Alchemist as a (10% effective) cure for impotence.

OPAL

Market Value: 5-10,000
Magic Value: 300-12,000

Description: Small, fairly dense stone which comes in four types, each distinguished by a different color and internal "fire." Always cabochon-cut and highly polished. The four types include:

TYPE	COLOR	VALUE
White Opal	White background/Fire	10-500
Fire Opal	Yellow or red background/ Fire	10-400
Catseye	Yellow or green background/ Internal Fire	5-100
Black Opal	Grey or black background/ Large Internal Fire	100-10,000

Use: All type of Opals, except Catseye, may be set and polished into seeing rings or crystals by a competent jeweler or artisan. They may then be used by an Astrologer of Rank 5 or higher to foretell the future with 5-25% greater accuracy. The Astrologer looks into the "fire" present within the Opal and sees there an image in answer to the question asked by him. The image will appear with various amounts of clarity depending upon the quality of the Opal used. There is a 2% Chance that anyone using an Opal for this purpose will be cursed with Ill Luck as a result. See 86.4 for the operation of this curse.

PEARL

Market Value: 100-5,000
Magic Value: 100-5,000

Description: Small round or oval stones found inside shells. Characteristically, white or yellowish-white, with a minority of Black Pearls being highly prized. Never cut or formed by man. Use: Pearls may set in an Amulet of Luck manufactured by an Adept of the College of Shaping Magics and will work just like the Amulet of the same name of the College of Black Magics, except that Magical Resistance is increased by 5 instead of 3.

QUARTZ

Market Value: 1-2,000
Magic Value: 50-2,000

Description: Usually translucent stone, geometrically shaped. There are a score of types of this material, of which only those discussed elsewhere are discussed herein. The following list does not include enchantments on stones mentioned elsewhere (including stones aged or heated to give a different texture or hue). Each stone is followed by a description by color and an estimate of Market Value. Almost invariably, Quartzes are cabochon-cut, though some types may be faceted. Stones which have been cabochon-cut or faceted have no magical value unless they are large enough to be carved.

TYPE	COLOR	VALUE
Aquamarine	Blue-green/Yellow	1-20
Catseye Quartz	Green/Yellow/Red/Grey	5-60
Cacoxemite	Clear/Violet/Yellow	5-60
Citrine	Red/Yellow	1-2,500
Rock Quartz	Clear	1-500
Rutilated Quartz	Clear/Gold crisscrossed	10-150
Smokey Quartz	Grey	1-300
Star Quartz	Clear	5-100
Tiger-eye	Yellow-brown	1-100
Tourmalinated Quartz	Clear/Smokey/Black needles	10-50
Carnelian	Red/White bands	10-300
Moss Agate	Translucent/Green filaments	1-1,000

Use: Quartz may be formed by an artisan into a clear polished seeing crystal for use in fortune telling by either Adepts or Astrologers. Only non-smokey Quartzes may be used for this purpose. In addition, Quartz may be shaped into ceremonial or sacrificial daggers which operate in the same manner as Obsidian daggers. Only large Quartzes may be used for this purpose, and those interested in such things will pay three or four times normal Market Value for an appropriate-sized piece of otherwise relatively valueless Quartz.

RUBY

Market Value: 50-6,000
 Magic Value: 50-6,000

Description: A vivid crimson stone, faceted.

Use: May be fashioned by an Adept of the College of Shaping Magics into an Amulet of Protection, which will always glow more brightly as danger draws near.

SAPPHIRE

Market Value: 10-15,000
 Magic Value: 500-5,000

Description: A (generally) bluish type of Corundum which may be cabochon-cut are faceted. There are 7 varieties listed.

TYPE	COLOR	VALUE
Black Star	Black	100-15,000
Blue Sapphire	Blue/Violet	10-2000
Green Sapphire	Green/Yellow-green	1-250
Orange Sapphire	Red/Orange	10-500
Purple Sapphire	Red/Purple	20-300
Star Sapphire	Red/Blue/Purple/Green	100-10,000
	Yellow/Orange/Black	
Yellow Sapphire	Yellow/Gold/Orange	10-300

Use: Sapphires permanently fade to dead black when immersed in most poisons. Star Sapphires glow in the presence of treachery. Their brightness increases as such treachery approaches and dims as it recedes.

TOPAZ

Market Value: 1-1,000
Magic Value: 1-20

Description: A gemstone composed of silicate of aluminum. Always faceted. May be purple, red, orange, bright yellow, blue, pale yellow, brown, or clear (in descending order of Market Value). Brown Topaz always fades with time, becoming almost eventually. All Topazes have the same Magic Value, which is more or less minuscule in comparison with Market Value.

Use: Topaz may be used in potions designed to stifle lust, make one generous, or cure insanity (5% chance). When used in potions, the Topaz is ground into powder and dissolved in liquid by the Alchemist. Topazes will increase the chance of a potion being created successfully by 10.

TOURMALINE

Market Value: 1-500
Magic Value: 1-500

Description: Tourmalines may be one of half a dozen colors or may be bi-colored or multi-colored. They are usually faceted, but may be cabochon-cut on occasion (especially Rubellites, Indicolites, and Tourmalines proper). There are five types of Tourmalines which are listed together with their color and Market Value.

TYPE	COLOR	VALUE
Achroite	Clear	3-20
Dravite	Brown	1-50
Indicolite	Blue/Blue-green	5-100
Rubellite	Violet/Red/Purple	5-500
Tourmaline Proper	Bi-colored/Multi-colored	1-70

Use: Tourmalines always shine with a brightness in direct proportion to perturbations in the flow of mana. The greater the concentration of mana in an area, the greater the flow of magical energy around the surface of the Tourmaline and the brighter it will shine. In Low Mana areas, the Tourmaline becomes dull and lifeless. When in the presence of potent spells (and always during the casting of a spell by the wearer), the Tourmaline also shines exceedingly bright. For this reason, it is a great and valuable indicator of magic, but is not altogether reliable in that it does not distinguish between the presence of powerful magical spells, magical (fantastical) beings, and concentrations of unused mana. The higher the quality of the Tourmaline (and the more expensive it is), the greater the likelihood (from 5% to 40%) that an individual will notice (or be able to differentiate and read) changes in the Tourmaline when not specifically searching for such changes by scrutinizing the stone.

TURQUOISE

Market Value: 10-600
Magic Value: 10-600

Description: A light, medium-blue stone spider-webbed with fine black lines. Cabochon-cut in all cases.

Use: Turquoise may be fashioned into an Amulet of Turquoise by an Adept of the College of Shaping Magics. This Amulet will make the wearer immune to the Evil Eye Spell (S-9) of the College of Black Magics.

Notes: Amulets prepared by a member of the College of Shaping Magics may be of any material, and the "vessel" prepared for use could conceivably be prepared to receive almost any spell. All such amulets have a Shaping Index of 50. However, whenever a precious stone, rock, or gem from this list is

used in an amulet for which it is specially suited, the Cost Factor for the ritual used to fashion the amulet is reduced by 30% (round up). This same percentage decrease is used whenever one of the items on this list is prepared for use as a vessel for a type of spell that is particularly appropriate to it, even when the stone's use in the manufacture of such an item is not explicitly mentioned on this list. Amulets manufactured by Adepts of the College of Black Magics (and produced with infernal aid) are not subject to this benefit, but neither are they governed by the variations in cost which are built into the arts of Shaping Magics. Items on this list which need not be made into amulets or potions, medicine, or other compositions in order to have a particular effect may be employed by anyone (including non-Adepts) to achieve that effect.