

# Alchemist Product List

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Agate, Banded</b>	<u>Mineral</u>	Terrene	7	23	10	Protection	Dust

Where Found It is a fiercely hard stone with a seemingly limitless colour range, with the opaque to translucent coloured bands typically alternating with transparent or translucent clear or white bands. It has no crystalline structure, since it is actually a cryptocrystalline form of quartz.

Common Abilities

Witch Abilities If you are bit by a wear creature, it prevents you from becoming a wear creature from a bite.

- |   |                                   |  |   |                                     |
|---|-----------------------------------|--|---|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Agate, Cats Eye</b>	<u>Mineral</u>	Terrene	7	46	10	Protection	As Element
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Where Found TP; Ovals of gray white, brown, blue and or green gold center.

Common Abilities

Witch Abilities This protects you from spirits natural abilities to charm you. You gain a bonus to resist such charms, the base is 7 and you can when enchanting the gem add mana to increase the SC. You add 3 mana to increase the resist SC by 1.

- |   |                                   |  |   |  |
|---|-----------------------------------|--|---|--|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts                    | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Agate, Eye</b>	<u>Mineral</u>	Terrene	4	24	10	Curse	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Agate, Fire</b>	<u>Mineral</u>	Terrene	7	31	1,000	Protection	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Agate, Frost</b>	<u>Mineral</u>	Terrene	7	24	1,000	Protection	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Agate, Iris</b>	<u>Mineral</u>	Terrene	##	41	10,000	Summon	As Element
Where Found	TL; Fragile lavender and flakey.						
Common Abilities							
Witch Abilities	This gem can summon anyone known by you. The person at the other end must be willing. It takes 1 round to establish the link and 1 round for the willing party to arrive. Those 2 rounds must be completed within one minute of each other. You can use this once per \$5,000gc of value. After that the gem's innate magic is spent, it cannot be re-enchanted. The gems's value drops to 4,000gc.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input checked="" type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Agate, Moss</b>	<u>Mineral</u>	Terrene	5	51	10	Divination	As Element
Where Found	TL; Pink or yellow white, w/grayish or greenish "moss markings. As banded and eye agate above, but instead varying in base colour from transparent colorless to semi-opaque white with mossy inclusions or dendrites (tree-like growths) spread through itself. It lacks any banding whatsoever.						
Common Abilities							
Witch Abilities	You can look through it and anyone infected with lycanthropy will have a red glow around them.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input checked="" type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Agate, White</b>	<u>Mineral</u>	Terrene	8	34	1,000	Divination	As Element
Where Found	Icy areas under the ground.						
Common Abilities							
Witch Abilities	This gem when placed on the targets head in some fashion forces them to tell the truth. They know they can't lie but not the source of the compulsion, unless it is obvious. It does not compel them to speak. When the time runs out it turns to dust.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input checked="" type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Agni Mani</b>	<u>Mineral</u>	Terrene	9	77	10,000	Divine	As Element

Where Found The ornamental version of the tektite, these stones are technically transparent, but of such a deep hue that they are mostly light-impenetrable. They occur as streak- or lens-shaped fragments in regions that have suffered meteoric impacts, and have a glassy luster about them. This is also called Celestial Glass.

Common Abilities

Witch Abilities It grants a sight into the heavens and you can see the Tree of Life, and its translucent stems that hold the worlds. Witches never share these gems with anyone but druids.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Alestone</b>	<u>Mineral</u>	Terrene	3	19	10	Protection	As Element
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Where Found Found as transparent rhomboid crystals in many mines, these stones are appreciated for their delicate, ale-like brown to yellowish-brown coloration.

Common Abilities

Witch Abilities This Alestone placed in a cup with an alcoholic beverage it removes the intoxicating effects. It removes any poisons in the drink. It only works on poisons from the world the alestone is from. . There is a 1% per use that the gem turns to dust after a ues. Roll 13 on percentile dice and it turns to dust.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Alexandrite</b>	<u>Mineral</u>	Terrene	7	41	100	Divine	As Element

Where Found: An unusual stone, this jewel is possessed of a remarkable dichroism: it appears dark green in daylight and the effects of light-based spells, but raspberry-red when viewed in the light of a fire, such as that thrown by a candle, torch, campfire or fire-based spell.

Common Abilities

Witch Abilities: This gem when enchanted will allow you to spend 2 Action Dice and avoid an encounter. If the encounter is a special, this forces the Dm to spend 2 Action dice to force the encounter upon you and your party.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Aloe Roots</b>	<u>Plant</u>	Terrene	3	1	31	Heal	ointment
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Where Found: Underground, Graveyard, ruins, mts. beaches dry'r warmer climates. Tiny Pink Flowers.

Common Abilities

Witch Abilities: Whisk the roots over burns and it heals 3d4 wound points of damage.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Amber</b>	<u>Mineral</u>	Terrene	5	25	1,000	Resist Checks	As Element

Where Found TP; Watery gold to rich gold. This is an average stone but finding the value you need is a RF 10.  
 The fossilized resin of coniferous trees, amber is a flammable gemstone and is soft enough to be carved with simple hand tools; it will even polish when rubbed vigorously against coarse fabric. It is usually moderately expensive, though poor specimens usually end up at the apothecaries for medicinal use. Occasionally specimens are found with creatures trapped inside them; when this happens, their price increases dramatically. Typically the larger the creature trapped inside and the better preserved it is, the more it is worth.

Common Abilities

Witch Abilities This gives you a bonus to all resist checks. The bonus is +1 per 1,000gc of the gem. It must be on your person and not in an extra dimensional space.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Amethyst</b>	<u>Mineral</u>	Terrene	4	21	1,000	Skill	As Element
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Where Found TP; This is deep purple Gem. #1,000-10,000

Common Abilities

Witch Abilities Tthis gem gives you a bonus to your Falsify broad skill. This mineral gives you a +1 bonus for each 1,000gc of value to that broad skill. It must be on your person and not in an extra dimensional space.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Amethyst, Elven</b>	<u>Mineral</u>	Terrene	8	35	1,000	Divine	Dust

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Andar</b>	<u>Mineral</u>	Terrene	9	38	1,000	ER	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
Angel's Skin	<u>Mineral</u>	Terrene	##	46	1,000	Spell Casting	As Element

Where Found  
 Delicate Pink coral shallow tropical H2O.  
 When you place your wizard mark on the gem  
 Found only in shallow tropical waters, this pale pink coral is a favorite amongst most of the underwater races, and is also favoured by many onshore communities as well. It is very hard for an organically-produced substance, with a high luster and a silken gloss when properly polished. It is frequently carved, as it has the ability to both take and hold spectacular detail. Hardness 12, 25 hp/inch.

Common Abilities

Witch Abilities  
 You can then gain all your mana back instantly 1 time per week per 1,000gcs of value. Just squeeze the gem and say an angel's name.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Aquamarine</b>	<u>Mineral</u>	Terrene	5	68	100	Divination	As Element
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Where Found  
 TP; Pale blue green. The gems are fairly common but finding one at this value is a RF of 10.

Common Abilities

Witch Abilities  
 Allows your vision to work normally underwater.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Archon</b>	<u>Mineral</u>	Terrene	9	42	1,000	Spell Casting	As Element

Where Found: Also called fluorspar, fluorite and blue john, this mineral comes in octahedral and cubic crystals, as well as in great chunks of massive material. It is found in all colours, though it seems that blues and purples are the more common hues. When exposed to certain kinds of light, archon glows a deep purple, a property that actually led to its adoption in jewelry by the archon race, and thereby ultimately to its being called archon in the first place. Hardness 8, 15 hp/inch.

Common Abilities

Witch Abilities: For every 1,000 gc of value you add +1 to each damage die from any necromancy spells you use. This must be in hand when casting your spell.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Augelite</b>	<u>Mineral</u>	Terrene	5	6	100	Charms	As Element
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Where Found: Clear, colorless and brittle, this stone comes in small dodecahedral crystals that are typically drilled and used for beadwork, as it seems to be too brittle for many other applications, and is generally not highly favoured. Hardness 7, 15 hp/inch.

Common Abilities: You get a restful sleep. You won't have any normal nightmares. You sleep 8 hours unless awoken by spell or someone physically waking you. You must wear it around your neck.

Witch Abilities: If there are magical nightmares it gives a bonus while in those nightmares of 1 for every 100gc of value of the gem.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Aventurine</b>	<u>Mineral</u>	Terrene	9	45	1,000	Magic	Dust

Where Found: Golden, Medium Green, Dark Blue

Common Abilities: This hides abilities of magic items when used in conjunction with the enchantment process. You put the powder of this gem in the Magi-Dust.

Witch Abilities: The item will gains a ward value value divided by 100.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Azurite</b>	<u>Mineral</u>	Terrene	5	51	10	Curse	As Element
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Where Found: OP; A blue copper ore, this decorative stone is rarely extensively polished, being found mostly as beads on necklaces and occasionally as carved figurines. It is a soft stone that is incapable of taking a high polish, but finds favour among the poorer social classes due to its cheapness. Hardness 4, 10 hp/inch.

Common Abilities:

Witch Abilities: Brings spiritual darkness. You can't tell right from wrong. Your Personality profile (Morality) numbers are random each time you make a decision. You are -10% on god calls and blood cureses.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Beryl</b>	<u>Mineral</u>	Terrene	6	31	1,000	Protection	As Element

Where Found: An entire family of gemstones, beryl is given different names and values based on its coloration: emerald for rich greens, green beryl for paler green tones, goshenite for colorless specimens, aquamarine for blue pieces, heliodor for yellow gems, morganite for pink stones and bixbite for the exceedingly rare and fabulously valuable red jewels. While moderately hard, beryl has a tendency to flaw, which is greater in some colours than in others. Emeralds are well known for this quality, which is often used as a means of verifying their identity. The crystals occur as hexagonal, columns with flat terminations. Hardness 15, 20 hp/inch.

Common Abilities

Witch Abilities: This gem gives you a bonus to go undetected by your enemies. You gain a bonus ward value of the value of the gem divided by /100.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Bloodstone</b>	<u>Mineral</u>	Terrene	8	1	1,000	Misc	As Element
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Where Found: Another cryptocrystalline form of quartz, this moderately-priced semi-precious gem is actually green jasper with minute red spots and flecks, which appear similar to the spatter of arterial blood. It makes for very attractive ornamental jewellery, and its hardness makes it perfect for intaglio work. For this reason, it is especially favoured for the crafting of official seals. Hardness 18, 25 hp/inch.

Common Abilities

Witch Abilities: Weather control. This gem allows you to control the weather in an area just as if you hand performed the Weather Ritual. This takes 1 minute to activate. You can use this once per 1,000gc of value and the radius in milies is eqaul to the value divided by 10 in miles.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Carbuncle</b>	<u>Mineral</u>	Terrene	4	30	100	Magic	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Carnelian</b>	<u>Mineral</u>	Terrene	6	49	100	Curse	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Chalcedony</b>	<u>Mineral</u>	Terrene	8	1	100	Protection	As Element

Where Found Only very rarely banded, and even then only very faintly, chalcedony is a translucent form of cryptocrystalline quartz that comes in a very wide range of pastel and subdued tones. It is often used in ornamentation and works of art, seeing infrequent use in relatively inexpensive jewelry. It is typically found in reniform clumps. Hardness 18, 40 hp/inch. Another common gem but it is very hard to find one of the value needed.

Common Abilities

Witch Abilities Wards off zombies and skeletons. When these undead come within 30' they feel no desire to attack you, if they come within 20' they are at -4 to attack or defend themselves. If they come within 10' they become comatose.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Chrysoberly</b>	<u>Mineral</u>	Terrene	9	14	10	Protection	As Element
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Where Found A relative of beryl, these crystals are renowned for coming in clusters of six, with each six-sided columnar crystal radiating outward from a common central point. Clear jewels are the more common form, and such stones range in hue from yellowy-green to golden honey-brown in colour. Chrysoberyl also comes in a chatoyant form, however; these chatoyant stones share the same colour range as the clearer stones, but have a beautiful silver cat's-eye line of light radiating across their centres. Hardness 13, 25 hp/inch.

Common Abilities

Witch Abilities Protection from possession by things from the underworld or similar. While this gem is in your possession you can't be possessed by a creature from the underworld.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Chrysocola</b>	<u>Mineral</u>	Terrene	7	6	1,000	Charms	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Chrysolite</b>	<u>Mineral</u>	Terrene	8	24	1,000	Magic	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Chrysoprase</b>	<u>Mineral</u>	Terrene	7	62	100	Magic	As Element

Where Found TL; Apple green to Emerald green.  
 Another cryptocrystalline form of quartz, this gem has been coloured through long-term exposure to nickel salts in the soil. It is more highly prized than most of the other cryptocrystalline quartz minerals, a fact that is probably due to the generally high quality of its coloration and the fact that it always shows itself up against any clothing worn. As a cryptocrystalline mineral, it has no crystal form of its own. Hardness 18, 40 hp.

Common Abilities

Witch Abilities You can become invisible. Each time you use the ability there is a 20% chance you begin to glow after 1 minute of being invisible. You won't know until you start glowing. It takes a swift action to change and if you become visible you stop glowing.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Citrine</b>	<u>Mineral</u>	Terrene	6	31	100	Protection	As Element
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Where Found TP; Pale yellow brown.

Common Abilities

Witch Abilities This increases your ward value by 1 per 50gc of value.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Cleophane</b>	<u>Mineral</u>	Terrene	8	61	10,000	Spell Casting	As Element

Where Found TP, Soft, pale green, light seems to dance on the surface. Usually occurring as massive outcroppings of tabular crystal aggregates in a granite matrix, these stones are typically semi-opaque in clarity but possessed of an opalescent sheen of the purest rich green. Unlike most opal, this green fire ripples in a continuous sheet across the whole of the cut stone, and thus it is almost never cut into anything other than a cabochon or sphere. Elves enjoy this stone more than most races, despite its tendency to wear quickly, though it is fairly popular in the jewelry of most of the non-primitive cultures of nearly every race. It can occur as quite large crystals, with crystal diameters of 3" and greater being far from unknown. Hardness 6, 10 hp/inch.

Common Abilities

Witch Abilities This gem increases your SCA by 1.. You can only benefit from one gem at a time.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Coral</b>	<u>Mineral</u>	Terrene	9	49	100	Skill	As Element
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Where Found OP; Crimson.

Common Abilities

Witch Abilities Bonus to any skill needed crossing a river. The bonus is +1 per 100gc of value. Also calms waters in a a number of feet around the wearer equal in feet to the value of the gem.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Corstal</b>	<u>Mineral</u>	Terrene	9	49	100	Skill	As Element

Where Found Opaque colorless Pink. Coming in small cubic crystals, this stone is often flawed and quite brittle, but has an attractive pink hue that ranges from completely colorless up to a soft pale pink. Because of this colouration, it is often used in the making of beads, and corstal beads are often the jewellery of choice for small girls of most races. Hardness 12, 25 hp/inch.

Common Abilities

Witch Abilities Confuses Problems in a 10' x 10' area. The gem must remain in the area. This increases the SC for any Analysis or Investigate in the area. The SC increase equals the value divided by 20.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Crown of Silver</b>	<u>Mineral</u>	Terrene	##	71	1,000	Alteration	As Element
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Where Found Silvery Red with black spirals around it. A form of chalcedony, this stone is extremely hard, resilient and durable, with a metallic-black colour and finish and a very high gloss. It is most often used in the ornamentation of weapon sheaths, scabbards and bandoliers, though it is sometimes worked into the ornamentation of the weapon itself. Humans and dwarves tend to favour it most. Hardness 18, 40 hp/inch.

Common Abilities

Witch Abilities This gives you the ability to change your shape. You can change once for each 1,000gcs of value of the gem. If you sleep or go unconcious you revert back to your normal form. This is a supernatural change, not magical. The shapes must be something you have seen. You can not duplicate clothing or worn items, but this gives a bonus of +8 to disguise checks. The gem turns to silicate dust when all charges are consumed.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Diamond, Black</b>	<u>Mineral</u>	Terrene	9		1,000		As Element

Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Diamond, Blue</b>	<u>Mineral</u>	Shadow World	6	51	10,000	Protection	As Element
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Where Found Mines on the Shadow world.

Common Abilities

Witch Abilities This will give the holder protection from possession by undead types. You spend an Action Die to block each attempt.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Diamond, Blue White</b>	<u>Mineral</u>	Terrene	7	52	10,000	Divine	As Element
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Where Found TL; Clear blue white. Air

Common Abilities

Witch Abilities This gem increases the power of any holy symbol talisman it is attached to. You gain a bonus of +1 per 10,000gc of value.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Diamond, Brass</b>	<u>Mineral</u>	Sea of Glass	##	88	10,000	Protection	As Element
Where Found	Cost is base not plus value of gem.						
Common Abilities							
Witch Abilities	This diamond Conveys immunities to any breath weapon. You can use this once per week per 10,000gc of value.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

<b>Diamond, Bronze</b>	<u>Mineral</u>	Terrene	5	6	10,000	Protection	Potion
Where Found							
Common Abilities							
Witch Abilities	This diamond gives you immunity to Paralysis.						
<input type="checkbox"/> Underground	<input checked="" type="checkbox"/> Forested	<input checked="" type="checkbox"/> Plains or Deser	<input checked="" type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input checked="" type="checkbox"/> Mts	<input checked="" type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Diamond, Canary</b>	<u>Mineral</u>	Terrene		0	10,000	DR	
Where Found							
Common Abilities							
Witch Abilities	This Diamond gives DR vs. bludgeoning of 1 per 10,000gc.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Diamond, Copper</b>	<u>Mineral</u>	Regnum Eon	9	1	10,000	MR	Potion

Where Found

Common Abilities

Witch Abilities This Diamond doubles your base activated MR of 5% to 10% and activates your MR.

- |   |                                   |  |   |                                     |
|---|-----------------------------------|--|---|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Diamond, Ebon</b>	<u>Mineral</u>	Shadow World	7	65	10,000	Resist Checks	Potion
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Where Found

Common Abilities

Witch Abilities This gives you a bonus vs. any angels supernatural abilities that seek to harm or control you in any way. The bonus is equal to +1 per 10,000gc of value.

- |   |                                   |  |   |                                     |
|---|-----------------------------------|--|---|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Diamond, Electrum</b>	<u>Mineral</u>	Terrene	6	49	10,000	Resist Checks	Potion
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Where Found

Common Abilities

Witch Abilities This gives you a bonus vs. any demons supernatural abilities that seek to harm or control you in any way. The bonus is +1 for each 10,000gc of value.

- |   |                                   |  |   |                                     |
|---|-----------------------------------|--|---|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Diamond, Glass</b>	<u>Mineral</u>	Sea of Glass	6	55	1,000	Magic	As Element
Where Found	These are found in the ice flows of the Sea of Glass.						
Common Abilities							
Witch Abilities	This Item when on attached to a magic Item, will let that item to retain all its bonuses when traveling to other worlds or the underworld. The 10,000gc version allows you to wear the gem and it gives this planar ability to all the gear you are carrying.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Diamond, Gold</b>	<u>Mineral</u>	Terrene	8	31	10,000	DR	As Element
Where Found	Water						
Common Abilities							
Witch Abilities	This Diamond gives DR vs. slashing of 1 per 10,000gc.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Diamond, Green</b>	<u>Mineral</u>	Terrene	##	88	1,000	Protection	Potion
Where Found							
Common Abilities							
Witch Abilities	This gives you immunity to poisons from the worlds of Terrene, Fairy Realms and the Shadow World.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Diamond, Mist</b>	<u>Mineral</u>	Fairy Realm	9	49	1,000	Protection	As Element

Where Found The only pocket dimension that is known to have this diamond is the Imprisonment Dimension.

Common Abilities

Witch Abilities This provides protection from being crushed or smashed in any way; crushing walls, falling off a cliff, descending ceiling, avalanches, and alike. You can still be trapped by the effects. It also supplies you with 1 hours worth of air per 1,000gc of value if needed.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Diamond, Rainbow</b>	<u>Mineral</u>	Terrene	7	65	10,000	Spell Casting	Potion
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Where Found

Common Abilities

Witch Abilities You gain 10 mana while worn for each 10,000gcs of value.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Diamond, Red</b>	<u>Mineral</u>	Terrene	4	40	10,000	Resist Checks	Potion
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Where Found

Common Abilities

Witch Abilities This gives you a bonus vs. any devils supernatural abilities that seek to harm or control you in any way. The bonus is +2 per 10,000gc of value.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Diamond, Silver</b>	<u>Mineral</u>	Terrene	6	49	10,000	ER	Potion
Where Found							
Common Abilities							
Witch Abilities	This gives ER 5 to fire, electricity, cold and Dark Energy. You gain 5 ER for each 10,000gc of diamond.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Diamond, Star</b>	<u>Mineral</u>	Terrene	9	82	10,000	Protection	Potion
Where Found							
Common Abilities							
Witch Abilities	You name one thing to be immune to like Swords and you are immune to it. It must be specific like a particular seed of magic or weapon type. You can use this for one encounter per week, per 10,000gcs of value. The 50,000gc gem allows it to stay on indefinitely and be changed once per day.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Diamond, White</b>	<u>Mineral</u>	Terrene	9	49	10,000	DR	As Element
Where Found							
Common Abilities							
Witch Abilities	This Diamond gives DR vs. piercing of 1 / 10,000gc value.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Diamond, Yellow</b>	<u>Mineral</u>	Terrene	8	24	1,000	ER	Potion

Where Found

Common Abilities

Witch Abilities ER Toxic Gas, you gain 5 ER for every 1,000gc of value.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Diopside, Star</b>	<u>Mineral</u>	Terrene	5	40	100	Alteration	ointment
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Where Found Hard; Dark colors 4, 5 & 6 Ray Stars.

Common Abilities

Witch Abilities The gem reduces the weight of what ever it is attached to. The weight reduction is 1% per 20gc value of the gem.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Disthene</b>	<u>Mineral</u>	Terrene	##	4	10	Protection	Dust
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Where Found Dark Blue and Pale Green. Also called kyanite, this soft gemstone is typically of a deep blue to green colour, and occurs in large clusters of crystals with a blade-like form. It is usually translucent, though good specimens can sometimes approach transparent in clarity. Only the finest blue crystals are faceted, and these are significantly more prized; all other colours are cut into cabochons, and used only in basic trinketry. Hardness 10, 20 hp/inch.

Common Abilities

Witch Abilities Protects your mind from dreams and nightmares from outside sources.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Dragon Teeth</b>	<u>Animal</u>	Terrene	4	40	76	Summon	As Element
Where Found	The Dragon color changes some of the skeleton qualities. Green dragon produces archers with bows Red one produces fighters with swords.						
Common Abilities							
Witch Abilities	When enchanted and thrown on the ground. Skeleton Warriors grow out of the ground in 1d4 rounds. 1 skeleton per tooth. The CP is equal to the dragon's age category * 50, randomly use 1d6+1.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Dreadwood</b>	<u>Tree</u>	Terrene	8	49	71	Harm	Potion
Where Found	Tree, Soft wood						
Common Abilities	You can hide from death under Dreadwood tree.						
Witch Abilities	Staves made with this weapon reduce a targets age of death by 1 per plus of the staff. They have a mana factor of 85 and a break sc of 22.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input checked="" type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input checked="" type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input checked="" type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Elder</b>	<u>Plant</u>	Terrene	7	55	92	Spell Casting	Potion
Where Found	Berries						
Common Abilities	Aids in witch craft, and the resistance of same.						
Witch Abilities	<div>This is enchanted by a druid. When you eat this berry, you do <font face="Times New Roman" size=3>not become fatigued when using her Prophecy ability. </font></div>						
<input type="checkbox"/> Underground	<input checked="" type="checkbox"/> Forested	<input checked="" type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input checked="" type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input checked="" type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Emerald</b>	<u>Mineral</u>	Terrene	7	16	1,000	Defense	As Element

Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Emerald, Elvyn</b>	<u>Mineral</u>	Terrene	6	36	10	Heal	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Epidote</b>	<u>Mineral</u>	Terrene	4	6	10,000	Life/Dth	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Flame Crystal</b>	<u>Mineral</u>	Terrene	9	49	10,000	Life/Dth	As Element
Where Found							
Common Abilities							
Witch Abilities	Creatures hide their souls in these gems. You can too. Sleep with the enchanted gem under your head. Your soul transfers to the gem. Anyone who knows your true name and holds the gem can control you. They can kill you by killing your body and destroying the gem. If your body is killed, you can be brought back to life if your body is healed and the gem is touched to your body. This is used in conjunction with a Lich's Talisman.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Flame Dance</b>	<u>Mineral</u>	Terrene	4		1,000		As Element
Where Found	Clear, w/red or orange waves, Black waves or white waves. Soft but of the clearest and most radiant flame-red, these jewels are usually faceted and set in ritual objects or brooches, as a means of displaying their great beauty without putting them in the way of excessive wear and tear. Humans prize them most highly, though gnomes are certainly not averse to them. Hardness 9, 20 hp/inch.						

Common Abilities

Witch Abilities

Underground     Forested     Plains or Deser     Ice or Snow     Graveyards

Mts     Beach     Rocky     Swamp/Marsh/Bo     Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Fluor Spar</b>	<u>Mineral</u>	Terrene	7	21	1,000	Misc	As Element
Where Found	Also called Archon, fluorite and blue john, this mineral comes in octahedral and cubic crystals, as well as in great chunks of massive material. It is found in all colours, though it seems that blues and purples are the more common hues. When exposed to certain kinds of light, archon glows a deep purple, a property that actually led to its adoption in jewelry by the archon race, and thereby ultimately to its being called archon in the first place. Hardness 8, 15 hp/inch.						
Common Abilities							
Witch Abilities	When you place a Fluor Spar in the magi-dust with an item you are enchanting, it increases its infusion rate by 5 per 1,000gc value of the gem. The gem must be in the magic dust during the whole enchantment process and can be reused.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Garnet</b>	<u>Mineral</u>	Terrene	4	31	1,000	Protection	As Element
Where Found	TP; red, brown green, or violet. Actually a large number of related minerals, garnets thus come in a wide range of colours. They typically form dodecahedral crystals in a granite matrix, but are also found as smooth pebbles in alluvial deposits washed down from their original deposition sites. While reds are the most common and well-known, violets are considered to be the most valuable. Hardness 13, 15 hp/inch.						
Common Abilities							
Witch Abilities	This gem gives you Invisibility in the moonlight. You can still have a slight shimmer. It lasts while you are in the moonlight. Any offensive actions dispel the invisibility. You can activate this with 21 mana.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Ghost stone</b>	<u>Mineral</u>	Tree of Life	9	64	1,000	Protection	As Element
Where Found	Hard; purple, emerald green						
Common Abilities							
Witch Abilities	This protects its wearer/holder from aging effects from all super natural sources. You still age normally.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Ghost Threads</b>	<u>Animal</u>	Terrene	##	36	145	Attack	As Element
Where Found	Threads from the ghostly garments						
Common Abilities							
Witch Abilities							
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Gold Sheen</b>	<u>Mineral</u>	Terrene	##	54	10	Magic	As Element
Where Found	This is and obsidian, when polished it is very reflective.						
Common Abilities							
Witch Abilities	Light, lasts one year per 10gc of value, it can be turned on an off with a swift action and 1 mana. The radius is equals 1 hex per 10gc value.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Goldline</b>	<u>Mineral</u>	Terrene	8	65	1,000	Divination	As Element

Where Found Gold brown gem. Similar to rutilated quartz, this is a quartz whose needle-like inclusions are actually a golden form of goethite known as caco xenite. The inclusions in these stones tend to be in tight clusters of almost total density, however, rendering the stone nearly opaque with their profusion. For this reason, goldline is merely considered to be an ornamental stone, rather than a truly valuable gem.

Common Abilities

Witch Abilities When you hold the gem you are granted true sight.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Greenstone</b>	<u>Mineral</u>	Terrene	9	49	100	Attack	As Element
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Where Found

Common Abilities

Witch Abilities Touch it to a non-magical weapon and it gains a magical bonus to Attack and Damage. When you touch it to a new weapon the previous weapon loses its bonus. The bonus is +1 per 200gc of value.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Hambergyle</b>	<u>Mineral</u>	Terrene	##	42	10,000	Travel	As Element

Where Found: Hard, Colorless. Found mostly as small, facetable colorless crystals of a pentagonal columnar form, this stone produces reasonably sparkly stones that see common use in costume jewelry. They are of only moderate hardness, however, and so not very highly valued. Hardness 12, 20 hp/inch.

Common Abilities

Witch Abilities: This gem allows you to find and enterances to pocket dimensions and the Tree of Life. Further, if you use a scrying device it will allow you to see them while using a scrying device as well.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Horn Coral</b>	<u>Mineral</u>	Shadow World	3	27	1,000	Summon	As Element
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Where Found: Deep black, solid Black.  
 Hard and bony, this coral polishes with a finish much like that of ivory, but comes in a range of very attractive colours. Occasionally pieces are found that are even multi-colored, though this is uncommon. Its hardness and pleasing tones make it a favorite of coastal halflings and gnomes, who find its variability eminently pleasing. Horn coral is the only temperate water coral that is considered useful for jewelry applications. Hardness 12, 25 hp/inch.

Common Abilities

Witch Abilities: The gem when thrown down turns into a flaming orange and black, flaming Bengal tiger. It obeys and protects the thrower. . It has CP = the gc cost divided by 10. It lasts until it dies or 1 year. Use a large Tiger and add a flaming quality.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Hyacinth Topaz</b>	<u>Mineral</u>	Terrene	8	24	1,000	Ability Score	As Element

Where Found

Common Abilities

Witch Abilities Intelligence, 1 point per 2,000gc of value. It must be on your person and not in an extra dimensional space.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Hyaline</b>	<u>Mineral</u>	Terrene	5	19	100	Life/Dth	As Element
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Where Found This Trasparent white gem is also called Lillith's Bane but for those who know her know this is not true.

Common Abilities

Witch Abilities Also called Hera's Tears. Resurrects anyone who dies during pregnancy and or child birth. Mother or Child. This can be used once per 100gc of value.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Hydrophane</b>	<u>Mineral</u>	Terrene	7	26	1,000	Travel	Potion
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Where Found Opaque, TP when soaked in water. Frosty white to Ivory. Prized solely by underwater creatures, this unusual stone appears to be an amorphous blob of totally transparent and colorless material when on land. Once it is immersed in water, however, it immediatly acquires an appearance similar to water opal, flickering with multi-hued opalescent fire. Due to its limited market, it is quite inexpensive. Hardness 12, hp 20/inch.

Common Abilities

Witch Abilities This gives you a swim speed. You gain a swim speed equal to your normal movement. This also allows you to breathe underwater. The duratin is 1 hour per 1,000gc per day.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Jacinth</b>	<u>Mineral</u>	Terrene	8	43	1,000	Travel	Dust
Where Found	TP; firey orange						
Common Abilities							
Witch Abilities	<p>Also called Dara's stone. You gain bonuses when traveling. You gain a bonus to Athletics (Endure) or (Forced March) checks you make due to traveling. The bonus is +1 per 1,000gc of value. Your movement speed is increases by 1 hex per 2,500gc of value.</p> <p>Finally, you gain a the same bonus to Investigate (Search) checks while on the road.</p>						
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Mts	<input type="checkbox"/> Forested <input type="checkbox"/> Beach	<input type="checkbox"/> Plains or Deser <input type="checkbox"/> Rocky	<input type="checkbox"/> Ice or Snow <input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Graveyards <input type="checkbox"/> Underwater			

<b>Jade</b>	<u>Mineral</u>	Terrene	6	31	100	Spell Casting	As Element
Where Found	<p>TL; light to dark green, green and white: white.</p> <p>Actually two separate minerals, jade comes in a wide range of colours and patterns. The first type of jade, nephrite, comes in all shades of green from pale and chalky greenish-white through to dark forest green and even to black. It is frequently veined with white, with some high grade pieces instead having black flecks scattered through them instead. Nephrite has hardness 12 and 30 hp/inch. Jadeite, on the other hand, comes in all manner of colours, from green and white to blue, violet, apricot and even brown. Jadeite has hardness 15 and 40 hp/inch. Both are amorphous and acrySTALLINE, and range in clarity from opaque to very translucent.</p> <p>Jadeite is sometimes found in close association with a highly mineralized soil rich in iron; when this happens, the jade appears a russet-apricot in hue, and it is known as tomb jade. Tomb jade is by far the most valuable form of jade, and gets its name from frequently being found in old tombs underneath corroded iron or steel items.</p>						
Common Abilities							
Witch Abilities	<p>This increases the light gimmick to shed twice the light it emits out an additional 1 hex per 100gc of value. It also increases the burst area of any light seed effect the same amount. Finally any damage a light effect might do to a creature, it does an extra die of damage per 100gc of value.</p>						
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Mts	<input type="checkbox"/> Forested <input type="checkbox"/> Beach	<input type="checkbox"/> Plains or Deser <input type="checkbox"/> Rocky	<input type="checkbox"/> Ice or Snow <input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Graveyards <input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Jade, Black</b>	<u>Mineral</u>	Terrene	##	24	100	Resist Checks	As Element
Where Found	OP; charcoal black.						
Common Abilities							
Witch Abilities	You gain a bonus of 1 per 100gc of value to resist any musical effect, magical or supernatural.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Jade, Tomb</b>	<u>Mineral</u>	Terrene	9	64	1,000	Protection	As Element
Where Found	White, grey, red, brown, black, white.						
Common Abilities							
Witch Abilities	This gem, while on your person, stops any undead curse from progressing and also stops any future undead Curse from effecting you.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Jargoon, Red</b>	<u>Mineral</u>	Terrene	5	49	10	Protection	As Element
Where Found	A red varity of the zircon family.						
Common Abilities							
Witch Abilities	Makes you look undead to other undead. For very intelligent or powerful undead this gives you a ward value. The ward value is equal to the value of the gem.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Jasmal (Astral Gold)</b>	<u>Mineral</u>	Sea of Glass	##	71	10,000	Travel	As Element

Where Found

As Hard As Ebon Steel. This is a gold like gem.  
 Transparent and colorless, these stones would probably lack much of their value were it not for their natural luminescence. Jasmals always radiate a soft, amber light from themselves, and this quality is found highly attractive by most species capable of sight. They are very hard stones, wearing very well and having a high sparkle when faceted. They are only found as raw deposits in the Clockwork Nirvana of Mechanus, and are mined almost exclusively by formians, who use them as a means of acquiring supplies that they are incapable of finding or manufacturing for themselves. Hardness 17, 35 hp/inch.

Common Abilities

Witch Abilities

This allows you to walk on the Sea of Glass, you are immune to its cold. You also can see normally while there. The gem also protects all your magic items from losing any abilities that are reduced or nulified while being on the Sea of Glass.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Jet</b>	<u>Mineral</u>	Terrene	4	30	100	Ranged	Dust
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Where Found

OP; Deep black.  
 Like amber, this jewel has organic origins, though in the case of jet it is not resins that led to its creation, but whole plant life in general. Jet is actually pieces of super-hard, dense anthracite coal with a grain suitable for carving and polishing. Often used by many cultures in mourning jewelry because of its matte black finish, it finds other uses in ornamentation of artworks and household items (especially knife hilts). Due to its organic nature, it does not have a crystalline form. Hardness 5, 10 hp/inch.

Common Abilities

Witch Abilities

This gem while on your person decreases your range penalties by 1 per 100gc.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Kings Tear's</b>	<u>Mineral</u>	Terrene	5	22	1,000	Divine	As Element

Where Found Very hard, unbreakable. A synthetic stone originally created by the sorcerer-kings of the Netherese Empire, these stones are indestructible by all known means, and it is quite possible that each crystal is an artifact with its own unique method of destruction. They occur as silvery crystals of a perfect tear-shaped faceted cut, and suspended within them is an image unique to each crystal. It is believed that these were images of something held most dear by their creators, but since their method of and purpose for creation is unknown, this may be pure conjecture. Nevertheless, it has been noted more than once that the images trapped within often seem to be remarkably sentimental in nature. When they are found in the earth, they are evidence of the proximity of a former Netherese ruin. Hardness incalculable, hp unknown.

Common Abilities

Witch Abilities This mineral is sought after fervently by the clergy of Ellina. This gem helps them detect those who have what it takes to be good and just leaders.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Laeral's Tears</b>	<u>Mineral</u>	Terrene	3	30	1,000	Attack	As Element
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Where Found Soft clear. Is also called Sorcerers Laeral.  
 Named for the member of the Seven Sisters who popularized its use in jewelry, this stone occurs in hexagonal columnar crystals that are frequently of considerable size and completely colorless and transparent. These jewels are somewhat more brittle than many other clear stones, and thus less valuable, but their sheer size allows an artisan to do far more with them than most stones will allow. They are popular in Waterdeep, Laeral's current home city, and amongst artisans, who use them for accent work in furnishings. Hardness 15, 25 hp/inch.

Common Abilities

Witch Abilities Disruption: A weapon with this gem attached can Critical Hit undead. If you critical hit an Undead, they must make a Resolve (Concentration) check, SC is equal to 15 + 1 per 1,000gc of value of the gem or be destroyed.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Lapis Lazuli</b>	<u>Mineral</u>	Terrene	##	36	100	Skill	Dust

Where Found OP; Light and dark blue w/yellow flecks.  
A composite gemstone, this ornamental gem is made up of an aggregate blend of calcite, lazulite and pyrite, and occurs as amorphous chunks of deep blue material speckled with the brassy golden flecks of pyrite, and occasionally (in poorer specimens) with white spots of calcite also. It is inexpensive but attractive, and a favorite of the poorer classes in human and dwarven society. Hardness 8, 20 hp/inch.

Common Abilities

Witch Abilities Gives a bonus to Resolve (Morale) of +1 per 100gc of value.

- Underground   
  Forested   
  Plains or Deser   
  Ice or Snow   
  Graveyards  
 Mts   
  Beach   
  Rocky   
  Swamp/Marsh/Bo   
  Underwater

<b>Lodestone</b>	<u>Mineral</u>	Terrene	3	16	1,000	Attack	As Element
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Where Found a Lodestones is magnetized Magneccite.

Common Abilities

Witch Abilities This allows you to bind any creature with a CP value of 1/10th the value of the gem.

- Underground   
  Forested   
  Plains or Deser   
  Ice or Snow   
  Graveyards  
 Mts   
  Beach   
  Rocky   
  Swamp/Marsh/Bo   
  Underwater

<b>Lynx Eye</b>	<u>Mineral</u>	Terrene	5	14	10,000	Skill	As Element
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Where Found Related to moonstone, lynx eye is a labradorite with a blue or green flash that has developed a cat's eye effect. It comes in amorphous conglomerations of thickly tabular to cubic crystals, appearing dirty grey unless viewed in the right light. Hardness 8, 15 hp/inch.

Common Abilities

Witch Abilities This gives you a bonus to all skills that have the vision tag. It will not stack with itself. The bonus is +2 per 10,000gc of value.

- Underground   
  Forested   
  Plains or Deser   
  Ice or Snow   
  Graveyards  
 Mts   
  Beach   
  Rocky   
  Swamp/Marsh/Bo   
  Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Malachite</b>	<u>Mineral</u>	Terrene	2	16	10	Protection	Potion
Where Found	Straighted L. Green to Green. A high-grade copper ore, this stone possesses beautiful-vivid bands of layered materials that make good-quality specimens highly sought after as ornamental stones. It is frequently employed for furniture inlays. Usual specimens consist of reniform nodules or banded sections of ore seam. It occasionally forms crystals, though these are invariably of poor quality and are therefore smelted. Hardness 6, 15 hp/inch.						
Common Abilities							
Witch Abilities	This will reduce the damage from a fall by an amount equal to the value of the gem.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Microcline</b>	<u>Mineral</u>	Terrene	5	49	1,000	Ability Score	As Element
Where Found	Deep Green or Blue Green.						
Common Abilities							
Witch Abilities	Also called Amazon Stone. Women become more masculine and take on man like qualities. They gain a +1 to either strength or Constitution.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Mindsteel</b>	<u>Mineral</u>	Terrene	6	37	1,000	Skill	As Element
Where Found	purplish gem with a stell sheen						
Common Abilities							
Witch Abilities	Tthis gem gives you a bonus to your Resolve broad skill. This mineral gives you a +1 bonus for each 1,000gc of value to that broad skill.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Moonstone</b>	<u>Mineral</u>	Terrene	7	36	100	Curse	As Element

Where Found

TL; white w/pale blue glow.  
 A kind of chatoyant feldspar, this jewel comes in pastel shades of dark grey, apricot, green, blue and white, and always possesses a silky luster and moon-like shimmer. It finds common use in ceremonial jewelry and inexpensive, everyday jewelry of the kind worn by lesser nobles and those of similar social station. It occurs in tabular, rhombic crystals and crystal clusters. Hardness 10, 20 hp/inch.

Common Abilities

Witch Abilities

This gem when held for 1 minute will infect the holder with Lycanthropy. The type is up to the witch who awakened the gem.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Mykaro</b>	<u>Mineral</u>	Any	4	12	1,000	Skill	As Element
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Where Found

Tough; Yellow, straw yellow, pale brown, reddish brown  
 Coming in flat, tabular crystals, this stone is soft for gem use, but is still often used due to its unusual colour range. It is typically found in granitic lava deposits, and is mostly mined incidentally in the pursuit of other materials, mostly beryls. Nevertheless its odd greenish-blue or strange yellow-reddish-brown coloration make it an interesting novelty that offsets certain other stones and materials very well. Mykaro is only ever found as either a massive opaque clump or as translucent crystals, however; as a result, it is almost always cut cabochon, with only the odd small, very fine crystal ever being faceted. Dwarves prize it for the construction of objets d'art. Hardness 7, 15 hp/inch.

Common Abilities

Witch Abilities

When made, you choose one broad skill, this mineral gives you a +1 bonus for each 1,000gc of value to that broad skill.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Nelvine</b>	<u>Mineral</u>	Terrene	4	32	1,000	Heal	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Nune</b>	<u>Mineral</u>	Terrene	7	63	10,000	Spell Casting	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Obsidian</b>	<u>Mineral</u>	Terrene	8	43	10	Spell Casting	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Obsidian, Rainbow</b>	<u>Mineral</u>	Terrene	7	50	10	Magic	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Obsidian, Snow Flake</b>	<u>Mineral</u>	Terrene	9	72	1,000	Misc	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Octel</b>	<u>Mineral</u>	Any	5	49	100	Attack	As Element
Where Found	Soft Orange						
Common Abilities							
Witch Abilities	The holder gains a bonus to any checks using vanquish undead, causing an added 1d6 of sacred damage per 100gc of value.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Olivine</b>	<u>Mineral</u>	Terrene	7	22	1,000	MR	As Element
Where Found	Clear w/olive green climbing vines.						
Common Abilities							
Witch Abilities	Use the gem to activate a creatures innate MR. This destroys the gem.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Onyx</b>	<u>Mineral</u>	Any	##	17	10	Curse	As Element
Where Found	OP; Bands of black and white or pure black or white. This gem is also called Rogues bane.						
Common Abilities	Goblin superstition belives this makes you forget who your name.						
Witch Abilities	It will cause anyone who touches it to forget one skill. The duration is a number of hours equal to the value of the gem. There is no resist check for this. Just don't touch the gem. Witches and warlocks are immune to the onyx effect.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Oolite</b>	<u>Mineral</u>	Terrene	6	47	10,000	Protection	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Opal</b>	<u>Mineral</u>	Terrene	8	43	1,000	Divine	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Opal, Black</b>	<u>Mineral</u>	Terrene	7	21	1,000	Resist Checks	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Opal, Fire</b>	<u>Mineral</u>	Terrene	4	31	1,000	Travel	As Element
Where Found	Firey red.						
Common Abilities							
Witch Abilities	Also called primal Fire. This gem allows you to see the hidden entrances to the primal plane of fire and allows you enter them. If you have a scrying device it will let you scry to the primal realm of fire to a random location.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Opal, Terracata</b>	<u>Mineral</u>	Terrene	4	23	100	Travel	As Element
Where Found							
Common Abilities							
Witch Abilities	Also called primal Earth. This gem allows you to see the hidden entrances to the primal plane of Earth and allows you enter them. If you have a scrying device it will let you scry to the primal realm of Earth to a random location.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Opal, Water</b>	<u>Mineral</u>	Terrene	6	27	1,000	Travel	As Element
Where Found	Clear and colorless.						
Common Abilities							
Witch Abilities	Also called primal Water. This gem allows you to see the hidden entrances to the primal plane of Water and allows you enter them. If you have a scrying device it will let you scry to the primal realm of Water to a random location.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input checked="" type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Opal, White</b>	<u>Mineral</u>	Terrene	9	21	1,000	Travel	As Element

Where Found

Common Abilities

Witch Abilities

Also called primal Air. This gem allows you to see the hidden entrances to the primal plane of Air and allows you enter them. If you have a scrying device it will let you scry to the primal realm of Air to a random location.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Ophealine</b>	<u>Mineral</u>	Terrene	##	79	10,000	Knowledge	As Element
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Where Found

Common Abilities

Witch Abilities

This gem allows you to ask one question of any creature up to and including the children of the gods and they must answer the question. The completeness depends on the value. The 50,000gc gem gaurantees a complete answer.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Orbaline</b>	<u>Mineral</u>	Terrene	##	41	10,000	Divination	As Element
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Where Found

Soft crystal orbs.

Common Abilities

Witch Abilities

Remove a needle and ask a question. You receive a dream the next night with the answer. The answer will most likely be cryptic. The number of needles you pull grants a more in depth answer. It has 1 needle per 100gc of value.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Orblen</b>	<u>Mineral</u>	Terrene	2	13	100	Attack	As Element
Where Found	Deep gold Lustorous. Also called Honey Stone.						
Common Abilities							
Witch Abilities	This gives any piercing weapon you wield an Armor Piercing of 1 per 200gc of value of the gem.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Orl</b>	<u>Mineral</u>	Terrene	9	58	1,000	Attack	As Element
Where Found	Red Hue Orange, found in blue caves. Spindel shaped, symmetrical deposits.						
Common Abilities							
Witch Abilities	Orl gives the weapon a bonus to hit and damage. It further gives the weapon a +1 to its critical hit range.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Pearl</b>	<u>Mineral</u>	Terrene	6	15	1,000	Ability Score	As Element
Where Found	Lustorous white, yellowish, pinkish to black.						
Common Abilities							
Witch Abilities	Wisdom, 1 point per 2,000gc of value. It must be on your person and not in an extra dimensional space.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Pearl, Adamantite</b>	<u>Mineral</u>	Terrene	##	63	100	Spell Casting	As Element

Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Pearl, Black</b>	<u>Mineral</u>	Shadow World	6	26	1,000	Spell Casting	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Pearl, Blue</b>	<u>Mineral</u>	Underworld	8	74	10,000	Skill	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Pearl, Brass</b>	<u>Mineral</u>	Fairy Realm	5	46	100	Resist Checks	As Element
Where Found							
Common Abilities							
Witch Abilities	Gives a bonus to Influence (Resist Influence). The bonus is +1 per 100gc of value of the gem. It must be on your person and not in an extra dimensional space.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

<b>Pearl, Bronze</b>	<u>Mineral</u>	Sea of Glass	7	49	1,000	Life/Dth	As Element
Where Found							
Common Abilities							
Witch Abilities	This gives you added wound points. It gives 1 per 1,000gc of value. It must be on your person and not in an extra dimensional space.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

<b>Pearl, Chromatic</b>	<u>Mineral</u>	Fairy Realm	7	40	10,000	Misc	As Element
Where Found							
Common Abilities							
Witch Abilities	You gain 1 Action Die per 10,000gc of value of the gem. It must be on your person and not in an extra dimensional space.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Pearl, Chromium</b>	<u>Mineral</u>	Terrene	9	59	10,000	Misc	As Element

Where Found

Common Abilities

Witch Abilities

- Underground     Forested     Plains or Deser     Ice or Snow     Graveyards  
 Mts     Beach     Rocky     Swamp/Marsh/Bo     Underwater

<b>Pearl, Copper</b>	<u>Mineral</u>	Any	6	41	1,000	Ability Score	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground     Forested     Plains or Deser     Ice or Snow     Graveyards  
 Mts     Beach     Rocky     Swamp/Marsh/Bo     Underwater

<b>Pearl, Endurium</b>	<u>Mineral</u>	Any	5	27	1,000	Attack	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground     Forested     Plains or Deser     Ice or Snow     Graveyards  
 Mts     Beach     Rocky     Swamp/Marsh/Bo     Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Pearl, Gold</b>	<u>Mineral</u>	Terrene	##	77	10,000	Spell Casting	As Element
Where Found	These are only found on the prime.						
Common Abilities							
Witch Abilities	Casting on the Fly no longer requires an Action Die. This is also called the Sorcerer's Stone. It must be on your person and not in an extra dimensional space.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

<b>Pearl, Green</b>	<u>Mineral</u>	Terrene	6	46	1,000	Ability Score	As Element
Where Found	Earth, Only ever found on earth elemental plane.						
Common Abilities							
Witch Abilities	Command, 1 point per 2,000gc of value. It must be on your person and not in an extra dimensional space.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

<b>Pearl, Mist</b>	<u>Mineral</u>	Terrene	##	18	1,000	Defense	As Element
Where Found	Pocket Dimension of Werde Way . This pearl is white with grey undertones.						
Common Abilities							
Witch Abilities	You gain a miss chance of 5% per 1,000gc of value. It must be on your person and not in an extra dimensional space.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Pearl, Platinum</b>	<u>Mineral</u>	Terrene	6	72	1,000	Ability Score	As Element

Where Found

Common Abilities

Witch Abilities Charisma, 1 point per 2,000gc of value. It must be on your person and not in an extra dimensional space.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Pearl, Rainbow</b>	<u>Mineral</u>	Terrene	9	14	1,000	Skill	As Element
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Where Found

Common Abilities

Witch Abilities Tthis gem gives you a bonus to your Sruvival broad skill. This mineral gives you a +1 bonus for each 1,000gc of value to that broad skill. It must be on your person and not in an extra dimensional space.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Pearl, Red</b>	<u>Mineral</u>	Pocket Dimension	6	61	1,000	Ability Score	As Element
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Where Found Werde Way

Common Abilities

Witch Abilities Strength, 1 point per 2,000gc of value. &nbsp;It must be on your person and not in an extra dimensional space.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Pearl, Silver</b>	<u>Mineral</u>	Pocket Dimension	6	67	10,000	Spell Casting	As Element
Where Found							
Common Abilities							
Witch Abilities	All spells are cast as sacred to the god who you are a divine agent of. You don' have to pay the added skill cost to make them so. If you are a divine agent to more than one god, you must state the gods name at the time of casting. It must be on your person and not in an extra dimensional space. Finally you gain 10 mana for every god you are a Divine Agent to.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

<b>Pearl, Star</b>	<u>Mineral</u>	Terrene	##	43	1,000	Spell Casting	As Element
Where Found							
This Pearl is the rarest and hardest. It is also the most potent.							
Common Abilities							
Witch Abilities	This increases your mana regeneration rate. It increase 1 per every 2,000gc of value. It must be on your person and not in an extra dimensional space.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

<b>Pearl, Steel</b>	<u>Mineral</u>	Terrene	7	21	1,000	Attack	As Element
Where Found							
Common Abilities							
Witch Abilities	You can add one point of damage to each die of any damage dealing spell per \$1,000gcs of value.						
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input checked="" type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Pearl, Trillium</b>	<u>Mineral</u>	Terrene	4	31	1,000	Misc	As Element

Where Found

Common Abilities

Witch Abilities You gain 1 general Equity each session. It must be on your person and not in an extra dimensional space.

- |                                      |                                   |  |   |  |
|--------------------------------------|-----------------------------------|--|---|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Pearl, White</b>	<u>Mineral</u>	Terrene	9	64	100	Divine	As Element
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Where Found

Common Abilities

Witch Abilities You gain a 6th sense about the big picture of spiritual things and events. You spend an hour meditating and gain a +1, per 100gc of value, to one check in the future when you need it. You can pick the check. You can only have one pearl active at a time. The GM can activate this for you.

- |                                      |                                   |  |   |  |
|--------------------------------------|-----------------------------------|--|---|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Pearl, Yellow</b>	<u>Mineral</u>	Terrene	2	9	1,000	Travel	As Element
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Where Found

Common Abilities

Witch Abilities You treat rough terrain as normal terrain. Also increase your movement by 1 hex. It must be on your person and not in an extra dimensional space.

- |                                      |                                   |  |   |  |
|--------------------------------------|-----------------------------------|--|---|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Peridot</b>	<u>Mineral</u>	Terrene	9	1	100	Resist Checks	As Element
Where Found	TP; Rich olive green.						
Common Abilities							
Witch Abilities	Gives a bonus to Resolve (Resist Prowess) checks. The bonus is +1 per 100gc of value of the gem. It must be on your person and not in an extra dimensional space.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Phenalope</b>	<u>Mineral</u>	Terrene	7	50	10	Skill	As Element
Where Found	A singularly beautiful stone, phenalope is dusty pink in color, dramatically marked with black streaks. Even when mounted in jewelry, phenalope maintains a rough texture, pocked with tiny holes that cannot be polished out. For some, this is part of the stone's attraction, and they wear it as a symbol of their own tenacious natures.						
Common Abilities							
Witch Abilities	This gem gives you +1 influence (Bluff).						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Pourmaline</b>	<u>Mineral</u>	Terrene	9	49	1,000	Ability Score	As Element
Where Found	Pink						
Common Abilities							
Witch Abilities	Agility, 1 point per 2,000gc of value. It must be on your person and not in an extra dimensional space.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Quartz, Clear</b>	<u>Mineral</u>	Terrene	5	49	100	Curse	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Quartz, Rose</b>	<u>Mineral</u>	Terrene	##	37	100		As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Quartz, Star Rose</b>	<u>Mineral</u>	Terrene	9	72	100	Illusion	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Raindrop</b>	<u>Mineral</u>	Terrene	6	36	1,000	Summon	As Element
Where Found	Hard brass, silvery white, silvery clear.						
Common Abilities							
Witch Abilities	When you invoke this, it brings drizzling rain to the area you are in. The duration is 1 hour per 1,000gc of value. The number of inches is 1/2 per hour for a normally dry area and double that in a wet area. The radius is equal to 1 mile per 1,000gc of value.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Ravenar</b>	<u>Mineral</u>	Terrene	7	46	10,000	Attack	As Element
Where Found	Glossy Black.						
Common Abilities							
Witch Abilities	This makes all weapons you weild simple weapons.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Red Tears</b>	<u>Mineral</u>	Terrene	6	22	100	Knowledge	As Element
Where Found	Stained red glossy.						
Common Abilities							
Witch Abilities	This gives you a bonus to Culture (Knowledge) and Faith (Knowledge). The bonus is +1 per 10gc of value.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Rosaline</b>	<u>Mineral</u>	Terrene	7	59	1,000	Life/Dth	As Element

Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Ruby</b>	<u>Mineral</u>	Terrene	7	35	10,000	Misc	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Ruby, Star</b>	<u>Mineral</u>	Terrene	6	30	1,000	Spell Casting	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Sagenite</b>	<u>Mineral</u>	Terrene	8	43	100	Divination	As Element
Where Found	Ivory with yellowish brown needles.						
Common Abilities							
Witch Abilities	This is the gem crystal balls are made from.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Sanidine</b>	<u>Mineral</u>	Terrene	8	43	100	Skill	As Element
Where Found	Pale beige yellow.						
Common Abilities							
Witch Abilities	You gain a bonus to Streetwise (Negotiate). The bonus is +1 per 100gc of value of the gem.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Sapphire</b>	<u>Mineral</u>	Terrene	7	21	10,000	Skill	As Element
Where Found	TP; Clear to medium blue.						
Common Abilities							
Witch Abilities	This gem gives you a bonus to all skills. The bonus is +1 per 10,000gc.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Sapphire, Black</b>	<u>Mineral</u>	Underworld	4	31	10,000	Skill	As Element

Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Sapphire, Star</b>	<u>Mineral</u>	Terrene	9	64	10,000	MR	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Sarbossa</b>	<u>Mineral</u>	Terrene	5	49	100	Protection	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Sard</b>	<u>Mineral</u>	Terrene	5	28	100	Skill	As Element
Where Found	OP; Orange to reddish brown.						
Common Abilities							
Witch Abilities	This gems gives you a bonus to your Culture (History) skill. The bonus is 5, +1 per 100gcs of value of the gem.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Sardonyx</b>	<u>Mineral</u>	Terrene	##	37	100	Curse	As Element
Where Found	Bands of red and onyx (white).						
Common Abilities							
Witch Abilities	You become illiterate you can speak but only with basic language skills. Spell casting with a verbal component is impossible.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Scapra</b>	<u>Mineral</u>	Underworld	7	46	1,000	Alteration	As Element
Where Found	Pale purple.						
Common Abilities							
Witch Abilities	You grow an additional appendage with a 75% chance of it working properly. You place the gem at the site you want to grow the appendage and invoke the gem describing the appendage. It takes 1d4 hours to grow. If placed on a site of a previously removed appendage the chance for the limb to work properly is 90% and it replaces the limb.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Serpentine</b>	<u>Mineral</u>	Terrene	9	75	1,000	Skill	As Element

Where Found

Common Abilities

Witch Abilities

- Underground   
  Forested   
  Plains or Deser   
  Ice or Snow   
  Graveyards  
 Mts   
  Beach   
  Rocky   
  Swamp/Marsh/Bo   
  Underwater

<b>Shandon</b>	<u>Mineral</u>	Terrene	8	43	1,000	Runes	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
  Forested   
  Plains or Deser   
  Ice or Snow   
  Graveyards  
 Mts   
  Beach   
  Rocky   
  Swamp/Marsh/Bo   
  Underwater

<b>Sharp Stone</b>	<u>Mineral</u>	Terrene	7	21	1,000	Curse	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground   
  Forested   
 Plains or Deser   
  Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Sheen</b>	<u>Mineral</u>	Terrene	4	31	1,000	Skill	As Element
Where Found	Mohogany to Silverish Gold.						
Common Abilities							
Witch Abilities	Tthis gem gives you a bonus to your Trickery broad skill. This mineral gives you a +1 bonus for each 1,000gc of value to that broad skill. It must be on your person and not in an extra dimensional space.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Sinhalite</b>	<u>Mineral</u>	Terrene	5	23	10		As Element
Where Found	Yellow Brown.						
Common Abilities							
Witch Abilities							
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Skydrop</b>	<u>Mineral</u>	Terrene	9	44	1,000	Divine	As Element
Where Found	Celestial hard						
Common Abilities							
Witch Abilities	This doubles all purity you gain. The 10,000gc version and also reduces all corruption you take by 1/2.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Smokey Quartz</b>	<u>Mineral</u>	Terrene	2	9	100	Skill	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Sphene</b>	<u>Mineral</u>	Terrene	9	12	10	Defense	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Spinel</b>	<u>Mineral</u>	Terrene	4	30	1,000	Skill	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Sunstone</b>	<u>Mineral</u>	Terrene	4	16	1,000	Spell Casting	As Element
Where Found	This is a bright Translucent gem.						
Common Abilities							
Witch Abilities	This removes your Result Cap on one spell Casting Skill for each 1,000gc of value. You choose this when enchanted.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Tiger Eye</b>	<u>Mineral</u>	Terrene	3	17	10	Defense	As Element
Where Found	TL; Rich brown, w/golden center under.						
Common Abilities							
Witch Abilities	You can sense danger. You gain a +1 on your initiative per 20gc of value and you always get to act during a surprise round.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Topaz</b>	<u>Mineral</u>	Terrene	4	9	100	Protection	As Element
Where Found	TP; Golden yellow.						
Common Abilities							
Witch Abilities	You gain a bonus to resist checks and other checks when you are affected by unwanted supernatural powers and effects. The bonus is 1 per 200gc of value.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Topaz, Elvyn</b>	<u>Mineral</u>	Terrene	7	17	1,000	Divination	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Tourmaline</b>	<u>Mineral</u>	Terrene	3	27	10,000	Corruption	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Turquoise</b>	<u>Mineral</u>	Terrene	##	15	100	Resist Checks	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Ulvaen</b>	<u>Mineral</u>	Terrene	5	20	10	Misc	As Element
Where Found	TP; Cyan in color.						
Common Abilities							
Witch Abilities	The holder of gains a bonus while being the target of a rush, charge, trample, Trip, or Overrun. This allows you to make those checks with advantage.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Variscite</b>	<u>Mineral</u>	Terrene	6	42	1,000	Ability Score	As Element
Where Found	TL Deep pale yellow, found in rock nodules.						
Common Abilities							
Witch Abilities	Gives a random ability score, changes each day. The bonus is equal to 1 +1 per 5,000gc of value. 1 = Strength, 2 = Constitution, 3 = agility, 4 = Coordination 5 = Intelligence, 6 = Wisdom, 7 = Charisma, 8= Command						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Violane</b>	<u>Mineral</u>	Terrene	3	22	10	Skill	As Element
Where Found	Very Brittle, purple, volcanic, flecks are very hot.						
Common Abilities							
Witch Abilities	This gem gives you +1 influence (Cultivate Contact).						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Webstone, Red</b>	<u>Mineral</u>	Terrene	9	8	100	Protection	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Wonderstone</b>	<u>Mineral</u>	Terrene	7	44	10	Misc	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Woodtine</b>	<u>Mineral</u>	Terrene	6	22	100	Alteration	As Element
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Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Ziose, Blue</b>	<u>Mineral</u>	Terrene	7	37	100	Resist Checks	As Element
Where Found	Blue						
Common Abilities							
Witch Abilities	This gem gives you a bonus to any resist check vs. petrification. The bonus is +1 per 100gc of value of the gem. It must be on your person and not in an extra dimensional space.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Ziose, Purple</b>	<u>Mineral</u>	Terrene	6	11	100	Resist Checks	As Element
Where Found	Purple						
Common Abilities							
Witch Abilities	This gem gives you a bonus resist check vs. paralyzation. The bonus is +1 per 100gc of value of the gem. It must be on your person and not in an extra dimensional space.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Ziose, Red</b>	<u>Mineral</u>	Terrene	6	57	100	Resist Checks	As Element
Where Found							
Common Abilities							
Witch Abilities	This gem gives you a bonus to resist check vs. poison. The bonus is +1 per 100gc of value. It must be on your person and not in an extra dimensional space.						
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Zircon</b>	<u>Mineral</u>	Terrene	2	1	10,000	Divine	As Element

Where Found

Common Abilities

Witch Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater