Weekly Wonders Gem Magic

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Introduction

Gems have long captured human imagination; from the first time man discovered these beautiful minerals, they have always held a special place in our hearts. Gems are potent symbols of status, affection, and permanence, and their value is beyond question. It should be no surprise, then, with gems being such an ancient and important part of the human condition, that there are many examples in fiction of gems far more fantastic than most would dare dream find in real life. Whether simply large and beautiful or inherently magical, gems in fiction are nearly as effective as the real thing at capturing our imaginations.

In the Pathfinder Roleplaying Game, gems play a big role, being a distinct and fascinating source of treasure, as well as providing a vehicle for a handful of wondrous items. With the exception of the odd magic item, however, the chief difference between treasure comprised of gems and treasure comprised of gold coins is weight. This, essentially, was the driving point behind the creation of the this project. Weekly Wonders: Gem Magic seeks to elevate the gem, the beautiful and precious stones which capture our attention like nothing else in nature, and distinguish it from gold coins. Within Gem Magic, you will find numerous new spells focusing on gems, and which were designed with the idea that the gem would serve as more than a mere component of the spell, but as a driving factor in the magic. Each of these lovingly crafted spells is designed to blend the idea of magical spells and precious gems, seeking to answer the question of just what sort of magic one might accomplish with such wonderful items. I sincerely hope you enjoy the following gem-inspired spells as much as I enjoyed writing them.

New Spells

The following gem-themed spells are presented in alphabetical order.

EMERALD EYES

School divination (scrying); Level shaman 3, sorcerer/ wizard 3, witch 3 Casting Time 1 standard action Components V, S, M (a shard of reflective glass) Range touch Target emerald touched, worth at least 1,000 gp

Duration see text

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You scratch the shape of an eye onto the emerald and speak secret words which allow you to see through the gem. This spell lasts for 24 hours for every 1,000 gp the emerald used as the target of the spell is worth (rounded down). At any time during the spell's duration, you may spend a standard action in order to focus your senses upon the emerald. When you do, you become blind to your surroundings, but your senses extend in a radius of 25 feet per caster level around the ruby. You are able to see within this radius regardless of the light level, and you perfectly hear all noises within the area that are louder than a whisper. This connection functions as long as you remain on the same plane as the emerald and the emerald remains intact.

GEM OF FALSE SOULS

School necromancy; Level sorcerer/wizard 7, witch 7 Casting Time 10 minutes Components V, S, M (a drop of wizard blood) Range touch Target black sapphire touched Duration permanent Saving Throw none; Spell Resistance no

You fill an empty black sapphire with magical essences and vital energies, creating a pseudo-soul trapped within the gem. When you cast this spell, you suffer 1d4 points of ability damage from each of your ability scores in order to form the essence for the false soul. The false soul materializes over the course of 1 hour and remains in the gem indefinitely, unless it is somehow extracted or purged. The false soul can be used for nearly everything a true soul can be used for, including fueling certain spells and rituals which require a soul as a material component. The soul is virtually impossible to distinguish from the real thing without close examination, and creatures must succeed on a Perception check (DC 10 + your caster level) in order to identify a false soul from a real soul, making it potentially useful in bargaining with fiends and other nefarious entities.

GEM OF SIGHT

School divination; Level cleric 6, druid 6, inquisitor 6, magus 6, shaman 6, sorcerer/wizard 6, summoner 6, witch 6 Casting Time 1 standard action Components V, S, M (tears of a blind creature) Range touch Target gem touched, worth at least 1,000 gp Duration 1 minute/level Saving Throw none; Spell Resistance no

You touch a gem and whisper words of revelation, causing the gem to become perfectly transparent and allowing you to view the world more clearly through it. The gem becomes a magical lens which allows magically enhanced vision to whoever looks through it. A creature looking through the gem (which requires holding it to the eye) gains a bonus on Perception checks equal to 1/2 your caster level and is able to see through normal and magical darkness. Those looking through the gem also can see through illusions, including invisible creatures or objects, but cannot see the true forms of polymorphed, changed, or transmuted creatures and objects.

By focusing on the gem, you can see through solid objects as though with a *ring of x-ray vision*. However, doing so is taxing on the magic of the gem, and for every round spent looking through solid objects in this way, the duration of the spell is lessened by 1 full minute.

ILLUMINATED GEM

School transmutation; Level cleric 5, druid 4, inquisitor 5, sorcerer/wizard 4

Casting Time 1 standard action Components V, S, M (a chip of flint, a wad of tinder, gold dust worth at least 100 gp) Range touch Target diamond, emerald, ruby, or sapphire touched Duration permanent

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You touch a precious stone and imbue it with a magical inner light which illuminates the surroundings and extends a unique power, tied to each type of gem. The affected gem radiates bright light in a 30-foot radius, and normal light in the 30-ft-radius beyond that. The light produced by the gem is magical in nature and suppresses darkness spells of 4th level or lower. In addition to its light effects, the light produced by this spell carries additional magical effects based on the type of gem it targets, as indicted below.

Diamond: A diamond produces extremely bright white light, increasing the light level to bright in the entire 6o-foot radius around the gem. Additionally, the light produced by a diamond automatically dispels darkness spells of *illuminated gem's* spell level or lower when it comes into contact with them, rather than merely suppressing it. Finally, a diamond affected in this way can be added to any spell with the light descriptor as an additional focus component in order to increase the caster level of that spell by 5.

Emerald: An emerald casts a sickly green light that is unnerving to animals, causing animals and magical beasts with an Intelligence of 2 or lower that enter the light to become shaken for as long as they remain within the light, unless they succeed on a Will save (DC set at the time of the spell's casting). A creature who fails this save by 5 or more is frightened for 1 minute, instead. A creature that succeeds on this save is immune to this effect for 24 hours. Additionally, the emerald can be added to any spell with the fear descriptor in order to increase that spell's saving throw DC by 1.

Ruby: A ruby casts warm red light which increases the temperature within the area of the light by 20 degrees. Additionally, the gem can be added as an additional focus component to any spell with the fire descriptor in order to increase that spell's saving throw DC by 1.

Sapphire: A sapphire casts a cold blue light which decreases the temperature within the area of the light by 20 degrees. Additionally, the gemstone can be added as an additional focus component to any spell with the cold descriptor in order to increase that spell's saving throw DC by 1.

LIFE RECEPTACLE

School conjuration (healing); Level bard 5, cleric 5, druid 5, sorcerer/wizard 5, summoner 5, witch 5 Casting Time 1 standard action Components V, S, M (a drop of human blood) Range touch Target diamond touched, worth at least 1,000 gp Duration 24 hours Saving Throw none; Spell Resistance no

You imbue a glittering diamond with magic which draws your soul into the diamond upon your death, greatly increasing its beauty and value. When you die, your spiritual partially spills into the diamond, increasing its value by 1,000 gp for every caster level you have. This increase in value is permanent and cannot be dispelled. If the diamond is used as a material component in a spell which returns you back to life, you suffer no negative levels as a result of the resurrection process.

PEARL OF DESIRE

School enchantment (compulsion) [mind-affecting]; Level druid 7, shaman 7, sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S, F (a pearl worth 2,500 gp) Range touch Target pearl used as a focus for this spell Duration 24 hours/level Saving Throw see text; Spell Resistance yes

You cause a single pearl to gleam and pulsate with enchanting energies, and compel those who see the gem to desire to possess it. Any creature within 30 feet of the pearl must make a Will save or be compelled to take possession of the pearl (if a creature is attending the pearl, he is considered to be in possession of it). Once a creature leaves the 30-foot radius surrounding the pearl, he is free of the compulsion and may act normally. Each round a creature remains within the 30-foot radius area but fails to possess the gem, he suffers a -2 penalty on attack rolls, AC, and saving throws. A creature who possesses the gem for at least 24 hours must make an additional Will save or become obsessed with the pearl, desiring to keep it at all times, even after the spell ends. A creature that is thus affected feels the need to have the pearl in his possession at all times and cannot be parted from it. If the pearl is ever unattended by the creature affected by this ability, he suffers a -2 penalty on attack rolls, AC, and saving throws until the gem is recovered. A break enchantment spell or stronger magic ends this effect.

PRISMATIC REFRACTION

School evocation; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, F (a diamond worth 5,000 gp) Range 100 ft. Area 8 lines, each 5 ft. wide, emanating from the caster Duration instantaneous Saving Throw see text; Spell Resistance yes

You raise the diamond to the sky and speak words of power, using the light of the sun to produce eight beams of magical light which extend from you in eight directions. This spell can only be cast outside in daylight. The spell creates eight 100-foot lines, each 5 feet wide, which extend from you in eight different directions. Each beam has the effects of one of the colored lights produced by a *color spray* spell, except that one of the beams has the effects of any 2 colors of light. You choose which beam has the 2 color effects, but these effects are determined randomly by rolling a d8 and consulting the *color spray* table, reroll a result of 8). The seven other beams then proceed in the following order, clockwise from the beam with 2 color effects: red, orange, yellow, green, blue, indigo, and violet.

RUBY LIPS

School transmutation; Level bard 2, sorcerer/wizard 3, summoner 2 Casting Time 1 standard action Components V, S, F (a piece of jade worth 500 gp) Range touch Target ruby touched, worth at least 1,000 gp Duration 1 day/level Saving Throw Will negates (object); Spell Resistance yes (object)

You kiss a piece of jade and touch it to a single ruby of gem quality, imbuing it with the power of your speech. For the duration of the spell, you may spend a standard action to shift your focus to the ruby. This allows you to observe the area within 10 feet of the ruby and allows you to speak through the ruby. The ruby also picks up and transmits sound back to you. However, so long as you are focused on the ruby, you are deaf to your own surroundings. This connection functions over any distance, as long as you and the ruby remain on the same plane and the ruby remains intact. You can cast spells through the *ruby lips*, but only if they only have verbal components.

SAPPHIRE PRISON

School conjuration (teleportation); **Level** sorcerer/wizard 8, witch 9

Casting Time 1 standard action

Components V, S, F (a sapphire worth 10,000 gp) **Range** touch

Target creature touched

Duration permanent or until discharged; see text **Saving Throw** Will negates and Will partial, see text; **Spell Resistance** yes

You touch a creature with the sapphire used as a focus for this spell and draw him bodily into the sapphire, which becomes hollow and transparent, imprisoning the target therein. If successful, the target and all his gear is reduced to Fine size and transported within the gem, where he is held in a state of suspended animation as though affected by a *temporal stasis* spell. The target remains so imprisoned until the gem is destroyed, or until you choose to release him. At any time, you may choose to release the creature trapped within the gem, who must then succeed on a new Will save or be compelled to serve you for up to 24 hours. If the target is instructed to perform obviously suicidal actions or actions which go against his nature, he is entitled to a new Will save to resist that particular compulsion, but is still bound to your service until 24 hours have passed, or until you release him from your service.

TRANSMUTE GEM

School transmutation; Level bard 1, druid 1, shaman 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (a miniature mining pick) Range touch Target gem touched Duration instantaneous Saving Throw Fortitude negates (object); Spell Resistance yes (object)

You touch a gem and transform into any other type of gemstone of the same value as the original stone. You can likewise make changes to the gem's cleavage, luster, and clarity, though such changes do not increase the value of the gem. You can also use this spell to reduce a gem into dust or powder, such as for use in spell components.

TREASURE SCRYING

School divination (scrying); Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, F (a gem worth at least 500 gp) Range 1 mile/level Target one 10-ft. square area of wealth Duration 1 hour/level Saving Throw Will negates (object); Spell Resistance yes (object)

You peer into the gem which serves as the focus for this spell and view a spectacular treasure. As you stare into the gem, an image of the nearest treasure worth at least 1 gp more than the gem used as a focus for this spell appears within the gem's reflection, along with a visible silver arrow which points in the direction of the viewed treasure. For the purposes of this spell, a "treasure" is any 10-foot square area containing items whose total value is at least 1 gp more than the gem used as a focus for this spell. The treasure appearing within the gem can be magical or nonmagical, but must have actual material value, and thus will not reveal deeds to houses or keys to vaults, but might reveal a golden statue, gem, or magical sword. At any time during the spell's duration, you may spend a standard action to shake the gem and reorient the divination on the next-nearest treasure worth at least 1 gp more than the gem used as part of this spell.

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Spectacular Spells that Sparkle!

Gons have a special sort of magic all their own. Even mundane gens can be items of wondrous beauty, incredible value, and spectacular legend. They come in all shapes and sizes, in a rainbow of colors, and a wide range of clarities, from those as transparent as glass, that sparkle in the light, to ones that are completely opaque. Though they are dug from the ground, they are the domain of kings and queens, priceless works of art, and the greatest of treasures.

This book mines 11 brand new spells that explore these magical aspects of gens, and others. From first to ninth level, no magic is too small or too great for the magnificent gen. Inside this book you will find:

• A spell that turns a gem into a magical lens, revealing different things depending on what type of gem is used.

• A spell that allows you to store your soul in a diamond upon your death, making it easier and safer to return yourself to life.

• A spell that refracts light from a diamond to create eight beams of magical energy in different directions, each with a different color and effect.

...and much mord





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