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Grim's Amazing D100 Tables

1000

Curious Gems

for any fantasy RPG campaign

**SYSTEM
FREE**

By Aaron Canton

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Grinning Skull Design Studios presents:

Grim's Amazing D100 Tables

100 Curious Gemstones

For any fantasy RPG Campaign

By Aaron Canton



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Foreword



If you're running a fantasy campaign, you may well want to provide your players with treasure that goes beyond the standard gold and mundane gemstones when they accomplish a particularly challenging task. To help you, we provide 100 magical gemstones which can liven up any dragon hoard, pirate chest, or other deposit of treasure your players may come across.

About the Author



**Aaron
Canton**

Aaron Canton is a writer currently living in Singapore. His writing includes science fiction and fantasy stories, essays on mythology, and RPG supplements.

He does work-for-hire in addition to working on his own projects and is currently accepting commissions. A complete list of his published works is available at <https://aaroncanton.wordpress.com/writing/>, and he can be contacted at dkg800@aol.com.

Choose or Roll D100



1-10: RED GEMSTONES

- 01:** A ruby that can summon a fireball once per day.
- 02:** A ruby that can cast a charm spell on a target once per day.
- 03:** A ruby which vibrates in the presence of other precious gemstones.
- 04:** A ruby which always emits a soft glow, keeping away monsters that hide in the dark.
- 05:** A ruby which can be inserted into a Golem's eye socket and used as an eye, allowing the Golem to see as well as an eagle.
- 06:** A garnet whose presence degrades and crumbles other gemstones in its vicinity.
- 07:** A garnet which can attract other gemstones like a magnet.
- 08:** A garnet which makes whoever holds it be perceived as less wealthy than he really is, reducing the risk of attacks by bandits and muggers.
- 09:** A garnet which protects whoever holds it from fire.
- 10:** A garnet which magically sparkles bright enough that it is hard to look at. If used as a pommel stone in a sword or other weapon, enemies will have difficulty looking directly at that weapon.

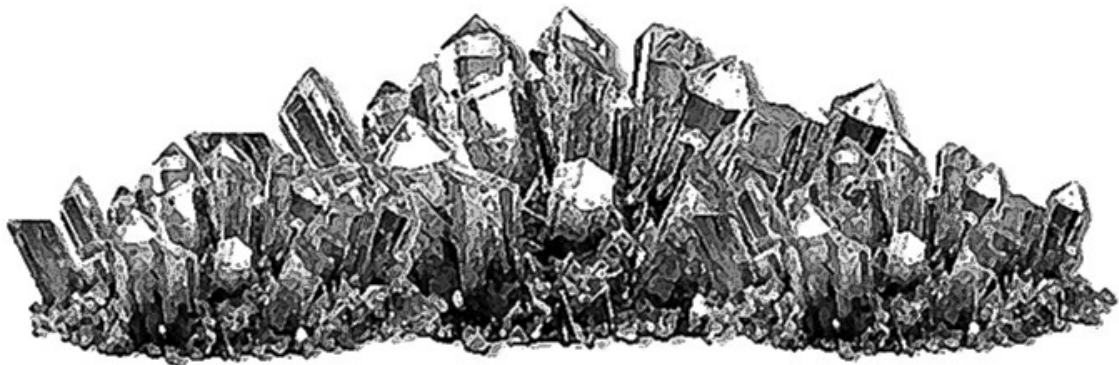


Choose or Roll D100



11-20: GREEN GEMSTONES

- 11: An emerald which curses whoever holds it to become afflicted with greed.
- 12: An emerald which casts a sickness spell on a target once per day.
- 13: An emerald cut in the shape of a four-leaf clover which brings good luck.
- 14: An emerald which can shape-shift whoever holds it into a small dragon once per week.
- 15: An emerald which, when touched, teleports whoever touched it (and their party) to the haunted mine where that emerald was first found.
- 16: A peridot which can summon a sweet wind which clears away all poisonous and toxic fumes once per day.
- 17: A peridot which can paralyse an enemy once per day when they look directly into its facets.
- 18: A peridot which can summon a great snake to fight for whoever holds the peridot.
- 19: A peridot whose powder is an antidote to any poison.
- 20: A peridot which is attuned to an ancient tree. As the tree's health improves, the peridot becomes most lustrous; as the tree becomes sicker, the peridot fades and chips.



Choose or Roll D100



21-30: YELLOW GEMSTONES

21. A topaz which, once removed from its chamber, magically becomes so heavy the person carrying it cannot move until he drops it. It was so enchanted to stop thieves from stealing it.
22. A topaz which can summon a horde of locusts once per day.
23. A topaz which can summon a horde of scorpions once per day.
24. A topaz which can cast a 'slow' spell on a target three times per day.
25. A topaz which will mould itself around the hand of whoever holds it, forming a gauntlet that increases the holder's bashing strength and also provides protects the holder's hand from almost all injury.
26. A chrysoberyl which can hypnotize any enemy that looks directly at it.
27. A chrysoberyl which can be squeezed to summon a small number of gold pieces once per week.
28. A chrysoberyl which afflicts whoever holds it with jaundice.
29. A sunstone which can glow brightly enough to light up a large room once per day.
30. A sunstone which can summon a bowl of porridge once per week. The porridge, if consumed by one single person, will make that person free from hunger for one week.

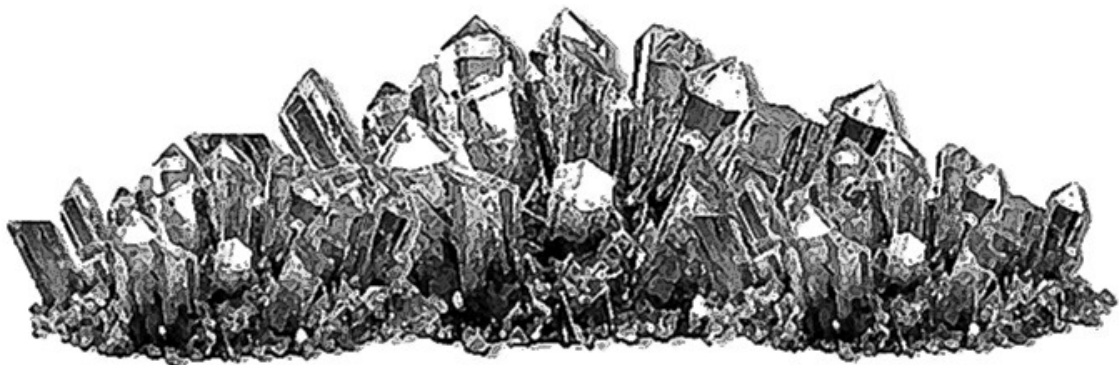


Choose or Roll D100



31-40: BLUE GEMSTONES

31. A sapphire whose holder can control the currents of nearby rivers.
32. A sapphire which can make its holder immune to fear.
33. A sapphire which can increase the strength of its holder by 10%.
34. A sapphire which, when squeezed, projects a map of the local constellations above the holder. In this way the stars can be seen even during the day or during a cloudy night.
35. A sapphire which absorbs into the body of whoever touches it and gradually transforms that person into a Golem made of sapphire.
36. An aquamarine which can freeze a target once per day.
37. An aquamarine which can summon a rainstorm once per week.
38. An aquamarine which can cause a target to become distracted and forget what he was doing.
39. An aquamarine which absorbs other gemstones, destroying them and growing larger in the process.
40. An aquamarine which, if dropped into a small puddle of water, will turn the droplets of water into aquamarines. If dropped into a larger pool the aquamarine will simply dissolve.



Choose or Roll D100



41-50: PURPLE GEMSTONES

41. An amethyst which can summon a large horde of spiders to attack everyone in the vicinity once per day.
42. An amethyst which can hypnotize five people per day into treating the holder of the amethyst like literal royalty.
43. An amethyst which serves as the key to enter a treasure vault of a long-dead king's ruined castle.
44. An amethyst which can summon a tiny dragon that will steal other gems for the holder once per week.
45. An amethyst which, when crushed into a powder that is then drunk, will completely rejuvenate the drinker and replenish all his spells.
46. A lapis lazuli which causes whoever touches it to become obsessed with his or her own beauty and neglectful of all else.
47. A lapis lazuli which can summon a full set of illusory jewellery and clothing on the holder, making the holder look as if he is extremely wealthy.
48. A lapis lazuli which teleports the holder into a sealed cave full of treasure with no way out, stranding him forever unless he can obtain some magical escape.
49. A lapis lazuli which adds 10% to the holder's charisma.
50. A lapis lazuli which summons the spirit of a jaguar king to aid the holder.



Choose or Roll D100



51-60: PINK GEMSTONES

51. A pearl which can teleport its holder and his party to a gigantic oyster shell the size of a castle. The shell is full of treasure, but also includes many powerful sea monsters.
52. A pearl which, when used as a pommel stone, will prevent its weapon from ever dulling or breaking.
53. A pearl which is being pursued by the ghost of the diver who first found it. The ghost will attack the party every night until it is defeated or it regains its pearl.
54. A pearl with a jagged point at its top. Anyone pierced by the point will become unable to swim until the point is sanded off.
55. A pearl which, if ground into a powder and drunk, will remove any blemishes, scars, tattoos, brands, or other physical imperfections from the drinker.
56. A kunzite which will prevent its holder from sleeping fitfully and will thus slowly drive its holder to exhaustion.
57. A kunzite which reduces the strength of its holder by 10%.
58. A kunzite which, when used to replace an existing magical gem as a pommel stone, will double whatever magical effect the previous gem created.
59. A kunzite which will turn its holder a bright pink. This cannot be undone unless the kunzite is destroyed.
60. A kunzite which looks almost exactly like a pearl. If the holder sells it at an inflated price by claiming it is a pearl and not kunzite, the kunzite will then reappear in the holder's pack twenty-four hours later.

Choose or Roll D100



61-70: WHITE GEMSTONES

61. A moonstone which can control the tides.
62. A moonstone which triggers the lycanthropy of any were-creatures within one hundred feet of it; it essentially acts like a constant full moon.
63. A moonstone which can swap the minds of the two closest individuals such that they are in each other's bodies. This can only be reversed by both individuals squeezing the moonstone at once, and only after 24 hours.
64. A moonstone which leaches energy from its holder and can blast that energy at an enemy once per day.
65. A moonstone which enables its holder to see at night as well as during the day.
66. A chalcedony which can cast a sleep spell at a target once per day.
67. A chalcedony which grows when nobody is watching it and will eventually engulf its holder unless it is destroyed.
68. A chalcedony cut by a very alien species. Its facets are at seemingly-impossible angles and the gem is physically disorienting, possibly even nauseating, to look at.
69. A chalcedony, specifically a moss-agate, which can be used to summon rapid growth from nearby forests. The growth will attack enemies, but may also attack the holder if the holder is not careful.
70. A chalcedony which is soft enough to be moulded into figurines. The figurines can be used like voodoo dolls; harming the figurine harms the person that the figurine depicts.

Choose or Roll D100

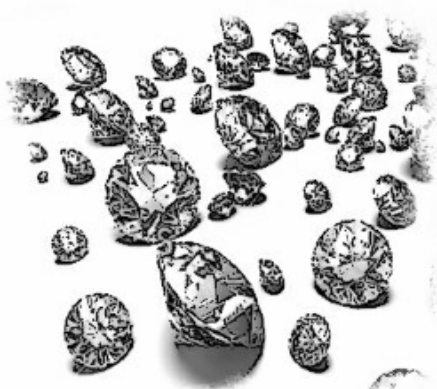


71-80: BLACK GEMSTONES

71. A black opal which enables its holder to instantly know the true price (in terms of gold pieces or other currency units) of any other object he holds, no matter how well disguised it might be.
72. A black opal which hardens the holder's heart, preventing him from feeling empathy.
73. A black opal which can be squeezed to cause a small local earthquake once per week.
74. A black opal which can be mounted on top of the eye of any statue to bring that statue to life under the control of the black opal's holder.
75. A black opal which drives its owner mad with covetousness should the owner ever lose it. The owner will do anything to recover the opal, even though it is small and seems to be of little worth.
76. A black spinel which enables its holder to sense nearby volcanic activity.
77. A black spinel which allows its holder to shape-shift into a fire salamander once per day.
78. A black spinel which summons large piles of gems to its holder, but torments its holder every night with nightmares about volcanic eruptions destroying everything in their path.
79. A black spinel which renders its holder immune to smoke, smog, and other air pollution.
80. A black spinel which becomes hot enough to cause third-degree burns when squeezed.



Choose or Roll D100



81-90: CLEAR GEMSTONES

81. A diamond which can cut through anything.
82. A diamond which can reflect spells through its facets to redirect them at various targets.
83. A diamond which, when used as a pommel stone, gives its weapon a 10% chance of instantly killing any (non-boss) enemy it hits--but also a 1% chance of shattering every time it takes an enemy's hit.
84. A diamond which, when ground into a powder and drunk, renders the drinker immune to all diseases for a week.
85. A diamond which calls to any nearby dragons, who will seek it out and attack whoever holds it. Should such a dragon be killed, the diamond projects a map to its now-defenceless stashes of treasure.
86. A zircon which can cast an illusion spell to make one person look like any other person once per day.
87. A zircon which looks almost exactly like a diamond. Anyone who mistakes it for a diamond is cursed to lose his fortune, but anyone who correctly identifies it receives a windfall of treasure in a seeming coincidence.
88. A zircon which, when used as a pommel stone, makes its weapon look cheaper and weaker than it really is, helping to lull enemies into a false sense of security.
89. A zircon which enables its holder to teleport between mirrors or other reflective surfaces, as long as the surfaces are within 100 feet of each other.
90. A zircon which enables its holder to detect general illusions once per day, and to detect cheap or broken things being dressed up as more expensive or higher-quality ones three times per day.

Choose or Roll D100



91-100: GEMSTONE-LIKE OBJECTS

91. A piece of coral that can summon a shark to fight for the coral's holder once per day.
92. A piece of coral that enables its holder to breathe underwater.
93. A piece of coral that sparkles as if it contains valuable gems, but that will turn anyone who breaks it off of the main body of coral into a piece of coral himself.
94. A piece of ivory that can summon an elephant spirit once per day. The spirit has a 15% chance of attacking the holder instead of the holder's target.
95. A piece of ivory shaped into a piano key that enables its holder to have perfect pitch.
96. A piece of ivory that enables wizards to remember three more spells at a time than they otherwise could.
97. A piece of ivory that enables its holder to channel the strength of a wild elephant once per day.
98. A piece of amber that can summon a swarm of insects once per day.
99. A piece of amber that turns its holder into a tree.
100. A piece of amber that enables its holder to 'fix' himself in time, take some action, see the results, and then go back to the fixed point to choose a different action if desired. This ability can be used once per week.



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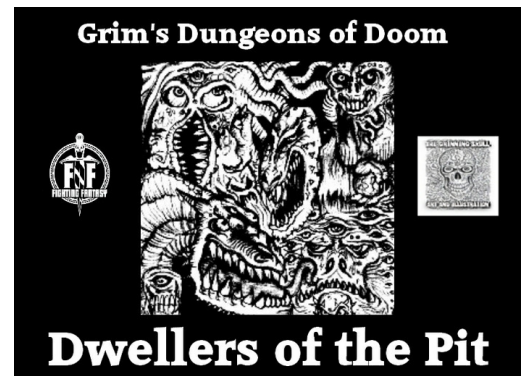
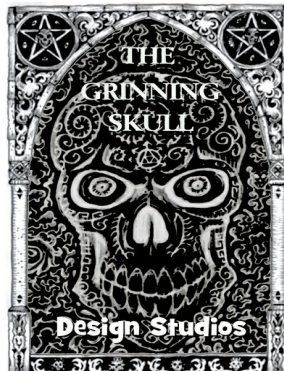
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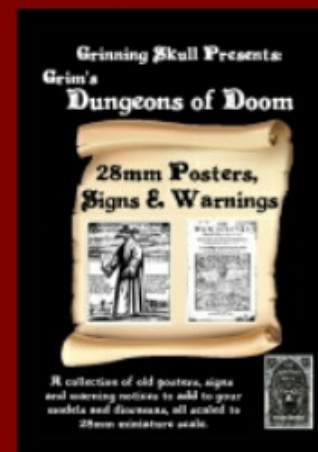
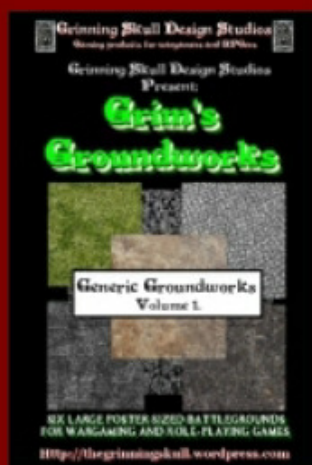
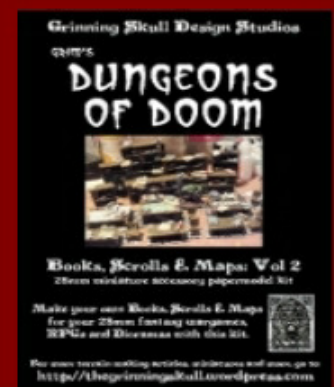
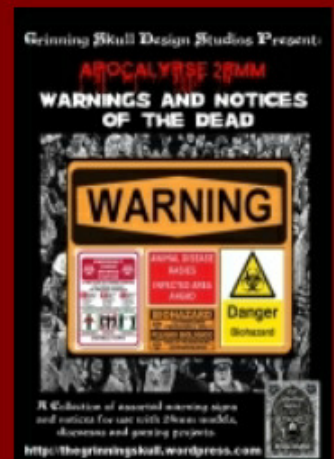
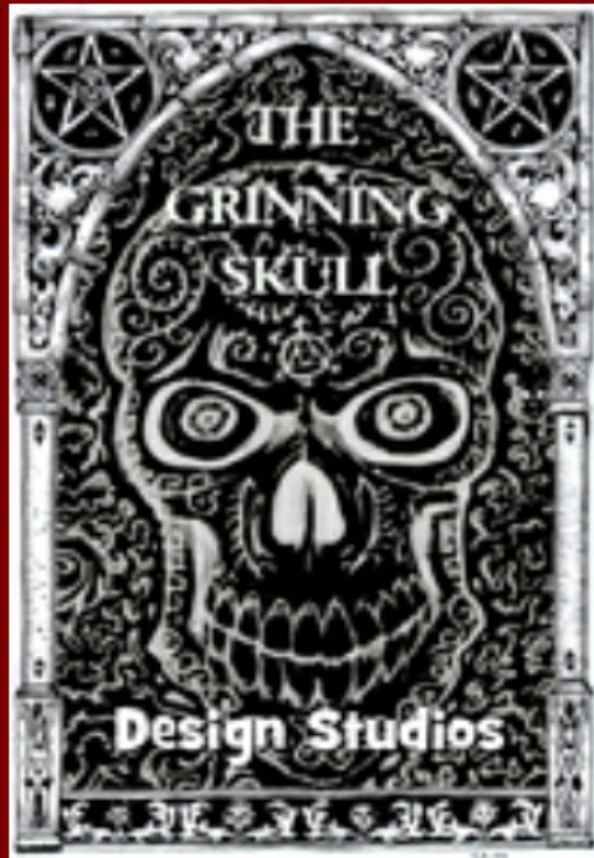
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