

MAGICAL GEMS AND GEAR SOCKETING

IN A WORLD WHERE MAGIC WEAVES ITS WAY THROUGH EVERYTHING IN EXISTENCE, POCKETS OF MINERALS HAVE BECOME PHYSICAL DEPOSITS FOR DIFFERENT ASPECTS AND PROPERTIES OF THE WEAVE. FOR 5TH EDITION OF THE WORLDS GREATEST ROLEPLAYING GAME.

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MAGICAL GEMS AND GEAR SOCKETING

In a world where magic weaves its way through everything in existence, pockets of minerals have become physical deposits for different aspects and properties of the weave. While mining for precious metals within the earth, civilizations have found these gemstones and studied them. These gems properties are now fallen into common knowledge and have been used by many to augment their personal possessions.

BASICS:

Gems that can be **found, bought, traded, crafted, combined, and then socketed** into equipment for minor added benefits to add character flavour and customization. The effects of socketed gems are passive, and require no additional actions to gain the benefit. Gems will come in multiple levels of rarity, introduced evenly throughout the heroes' levels. Approximate level distribution: **6th, 10th, 14th, and 18th**. To simplify the system and keep consistency, the effects will try to be designed around an additional **d4 to d10** damage die or a **+1 to +4** to a skill or ability.

EQUIPMENT

Gems will have different effects depending on the gear it's socketed into. **Weapons** (melee and ranged), **Wearable's** (armour sets/simple clothing and shields), **Spellcasting focus** (holy symbol, arcane/druidic focus, component pouch).

EMPTY SOCKETS:

Sockets can be fairly rare, but a proper artisan can easily add sockets. **Only 1 socket/gem can be added to an item**, but the item can be mundane or magical. A skilled artisan must spend the time to properly set the socket into the gear such that the gem can infuse the item with its magic.

ARMOUR:

Armour sets use the power of a single gem socket throughout its multiple pieces, and must utilize **at least 5 of the following: head piece, shoulders, chest, arms, hands, belt, legs, and feet**. Additional magical gear may be determined to be in this category.

WEAPONS:

Socketed gems in weapons effect attacks made with that weapon only. The gem effects stack with the regular damage of the weapon/attack.

SPELL FOCUS:

Socketed gems in your spellcasting focus can be used to benefit spells that do not require your focus or materials. Additional magical trinkets may be determined to be in this category.

AVAILABILITY:

Gems are likely found in treasure hordes, and piles of loot. Enemies will sometimes be using gems in socketed items. Magic items might already contain a socket & gem.

MECHANICS:

To socket gems into gear with an open socket, one must take it to an artisan in town to properly spend time affixing the gem into the socket, or one may attempt to do it oneself at the risk of irreparably damaging the gem. The following tools may be used where applicable: **Carpenter's, Cobbler's, Jeweler's, Leatherworker's, Mason's, Smith's, Tinkerer's, Weaver's, and Woodcarver's Tools**.

TRADING & CRAFTING EXPENSES

Expense	Chipped Gem	Flawed Gem	Regular Gem	Perfect Gem
Buy & Sell	100 gp	200 gp	600 gp	2400 gp
Socket gem into item	50 gp or DC 10 +5 min	100 gp or DC 12 +5 min	300 gp or DC 15 +5 min	1200 gp or DC 18 +5 min
Unsocket gem from item	10 gp or DC 10 +10 min	20 gp or DC 12 +10 min	60 gp or DC 15 +10 min	240 gp or DC 18 +10 min
Combine gems		2x chipped + 100 gp	3x flawed + 300 gp	4x regular + 1200 gp
Add empty socket to item	50 gp + 24 hours			

GEMS

GEM TYPES

Gem (d12)	Weapons (d4, d6, d8, d10)	Armour (+1, +2, +3, +4)	Spell Focus
Amber (1)	+ Radiant Damage Die, Overcome Radiant Resistance	+ Medicine & Religion Skills, - Radiant damage taken	+ Spell slots of level (1,1-2,1-3, 1-4)
Amethyst (2)	+ Force Damage Die, Overcome Force Resistance	+ Acrobatics & Athletics Skills, - Force damage taken	+ to saves to resist spells and other magical effects (1-4)
Diamond (3)	Knock Back 10 ft on 4+ roll	+ ft(x5) Speed, - ft(x5) knocked back	War Caster Opportunity Attacks (Cantrip, 1st, 2nd, 3rd)
Emerald (4)	+ Poison Damage Die, Overcome Poison Resistance	+ Animal Handling & Nature Skills, - Poison damage taken	+ to spell save DC on Wis/Con save or suck spells (1-4)
Garnet (5)	+ Thunder Damage Die, Overcome Thunder Resistance	+ History & Persuasion Skills, - Thunder damage taken	Extended Spell + minutes (1-4) or ritual + hours (1-4)
Jade (6)	+ Acid Damage Die, Overcome Acid Resistance	+ Intimidation & Survival Skills, - Acid damage taken	Heightened Spell + to spell DC for 1 creature (1-4)
Moonstone(7)	+ Psychic Damage Die, Overcome Psychic Resistance	+ Arcana & Insight Skills, - Psychic damage taken	Empowered Spell damage die (1-4) rerolls on a (1-4) or lower, non-cantrip
Obsidian (8)	+ Necrotic Damage Die, Overcome Necrotic Resistance	+ Performance 7 Sleight of Hand Skills, - Necrotic damage taken	+ to spell save DC on Dex/Char save or suck spells (1-4)
Pearl (9)	+ Damage Die vs non-medium, + Damage Die vs non-humanoid	+ to all Healing Die including Hit Die used, +to saves vs Conditions (not damage)	+ to Con saves when doing a concentration check (1-4)
Ruby (10)	+ Fire Damage Die, Overcome Fire Resistance	+ to Death Save rolls, - Fire damage taken	Concentrate on 2nd spell (6 sec, 12 sec, 18 sec, 24 sec)
Sapphire (11)	+ Cold Damage Die, Overcome Cold Resistance	+ Deception & Stealth Skills, - Cold damage taken	Careful Spell creatures (1-4) auto-save & no half damage
Topaz (12)	+ Lightning Damage Die, Overcome Lightning Resistance	+ Investigation & Perception Skills, - Lightning damage taken	+ to spell save DC on Str/Int save or suck spells (1-4)

GAME ADJUSTMENTS

These bonuses that the players get should be reflected in the game's world in a way that balances. It is up to the DM to decide if they want the monsters to hit harder, have more fortitude, and/or increase difficulty challenges to suit.

LEGAL

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