



## Seven Scintillating Stones

*It was with great pleasure that I was allowed to share a meal with Viljami, a tonttu from what he called the Maijala Farmstead. How long ago mortals last used that name I don't know. Certainly there was no farm there now, although enough of the old buildings had survived that I could see how a farm may once have occupied the area. Or, at least that's how it seemed to me as Viljami gave me a brief tour of the place, carrying a laptop so that I could see - in blurry fits and jumps - where he lived.*

*I should say that the meeting and lunch took place over Zoom, making it difficult to verify that Viljami actually was what he claimed. What I saw was an old man with a white beard, on the shortish side certainly, and dressed mainly in red. My goal was not to prove or dispute his claim anyway, but to make use of his expertise as a lapidary. Friends of friends had put us in touch as, despite Viljami's apparent eccentricity, he certainly has a wealth of knowledge related to the occult, mysticism, and their intersection with gemstones in particular.*

*As we ate our respective meals - Viljami had some kind of pasty-like food he said were a sort of fish pie, fat sausages eaten with mustard, and several bottles of Hartwall Karjala. It was dinnertime where I was, so I had more staple Canadian fare ordered online. With the time difference, it must have been after midnight in Finland, which may have explained why I could see so little on Viljami's "tour" of the household. I had offered to get up early and meet him at a more reasonable hour in his time zone, but, from what Viljami said, it was better to meet while his "people are sleeping".*

*In any event, we were going to talk about an even dozen unique jewels, but after a time there were voices, and Viljami abruptly departed. We did manage to talk about seven of these, however, and I present them to you here in a form that can be used in your Dungeon Crawl Classics game!*

*Daniel J. Bishop*

## The Batrachite Topaz

An uncut orange-brown gemstone, the Batrachite Topaz appears to form a natural cabochon. Legend claims that the stone was extracted from the head of a toad by the Witch of Endor. It can be recognized by its imperfections, which seem almost like blood drops on the surface of the gem. The whereabouts of the Topaz are currently unknown.

According to legend, the Batrachite Topaz was used by the Witch of Endor to make a pact with מלך הברדלס ("King of Frogs"). In DCC terms, the holder of the Topaz gains a +10 bonus when casting patron bond or invoke patron related to Bobugbubilz. The gem can also be used to cast consult spirit or speak with the dead using the caster's normal spell check. Doing so, however, means that the gem cannot be used until after the next new moon.

**Apparent value:** 25 gp.

## The Blue Ruby of the Comte de St. Germain

This deep blue gemstone is cut into many facets, and was once set in a silver ring worn on the middle finger of the Comte de St. Germain's left hand. It had been set in an anklet at the order of King Gyges of Lydia as a gift to the Oracle of Delphi. It was not found upon the Comte de St. Germain's effects following his death in 1784. Some who believe that the Comte de St. Germain discovered the alchemical secret to perpetual life believe that the lack of riches - including this gem - among the Comte's affects is evidence that the Comte's supposed death was a ruse, and that the Comte de St. Germain still lives to this day.

When set in silver, the Blue Ruby grants a +5 bonus to AC and a +3 bonus to all saving throws. If a character wearing this gem is rolled over to Recover the Body, the Luck check is made using 1d16.

**Apparent value:** 250 gp.

## Dee's Necromantic Moonstone

This smoothly polished oval gem is as big as a pigeon's egg. It was first mentioned in the possession of the 16th Century mathematician, philosopher, and occultist John Dee, who passed it on to his son, Arthur, who was himself a physician and alchemist, before eventually falling into the possession of Sir Isaac Newton. According to some sources, it was the inspiration for Wilkie Collins' novel, *The Moonstone*.

Dee's Necromantic Moonstone allows the holder to cast animate dead, consult spirit, invisible companion, and speak with the dead using a 1d12 for the spell check. The caster can spellburn equal to the spell level to gain a +1d bonus on the spell check (but no other bonus) up to 1d30. Any other cost for the spell must still be paid.

The Moonstone has hereditary guardians, which appear as foul-smelling vampiric apes covered in oozing sores, their fur falling out in patches. It may be these real-life guardians which gave Wilkie Collins the impression that the Moonstone as from India. Where the real Moonstone came from is unrecorded, but each of its possessors has had to deal with guardians sent to retrieve it at one time or another.

**Moonstone Guardian (Type 2 Demon):** Init +5; Atk crushing grab +10 melee (1d6+4) or bite +9 melee (1d6 plus drain blood); AC 14; HD 7d12; MV 20'; Act 2d20; SP demon traits, possession +9; drain blood (Fort save DC 18 or 1d6 temporary Stamina damage); SV Fort +5, Ref +6, Will +3, AL C.

**Apparent value:** 100 gp.



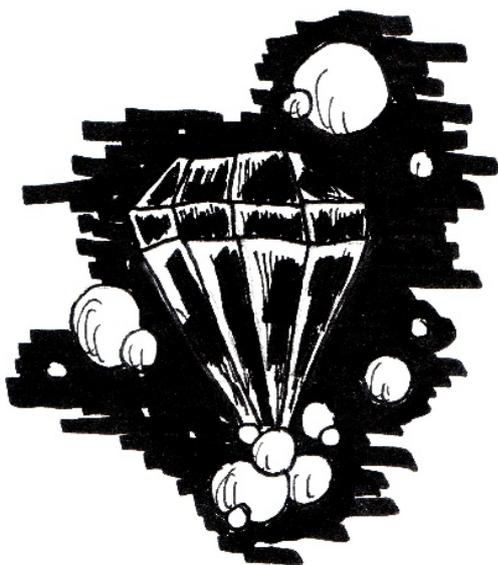
## La Voisin's Third Beryl

This round, aquamarine gem is about an inch in diameter, and was the third of thirteen gems once owned by the French fortune-teller, poisoner, and mystic Catherine Monvoisin. According to legend, the Kolmetoista Ihmeellistä Berylliä, or Thirteen Wondrous Beryls, were produced by the Sampo of Ilmarinen, and each had unique magical powers. The powers of the other twelve either Viljami didn't know, or would not say, except that when all thirteen were again in the land of their origin, the ulda (or possibly elders?) would again walk openly in the forest.

The thirteen stones had travelled from Finland through Scandinavia, and then on to Britain with the Vikings. For a while, they rested in Orkney. Eventually, they found their way to London, where they came into the possession of Robert Fludd. Fludd offered them in payment to La Voisin (payment for what is unknown), and that was the last time all thirteen stones were held by any single person.

Placing the Third Beryl into a cup containing up to 1 pint of any liquid transforms the liquid instantly into deadly poison (3d6 damage plus Fort save DC 18 or take 1d6 damage each round until dead).

**Apparent value:** 15 gp.



## The Purple Diamond of St. Dominic

This stone is first mentioned in the possession of St. Dominic, the founder of the Dominican Order, but folklore suggests that St. Cyprian of Antioch was the first to possess it, around 300 AD, shortly before his martyrdom. It is said to be a flawless purple diamond, with a cut weight of 30 karats, which would make it among the largest diamonds in the world if true. I was surprised to learn that there are natural purple diamonds, the color apparently a byproduct (it is thought) of the enormous pressure exerted by transit from deep within the earth.

In the case of St. Dominic's stone, the diamond was not produced by terrestrial volcanism, but fell to earth as part of a meteor. According to Viljami, those who possess the stone and sleep near it often experience dreams of a brutal secondary world, whose purple sands bask in the weirdling light of a strange sun. I cannot confirm this; certainly I could find nothing in the Dominican Letters to support this claim. St. Dominic is the patron saint of astronomers, however, if that is worth anything.

In *Dungeon Crawl Classics* games, the Purple Diamond has an affinity for the world of its birth. Any time the holder is involved with a planar step spell, or a similar mystic transit, there is a 5% cumulative chance that the holder (and their companions) are brought to the Purple Diamond's planet instead. The gem may also provide some protection against the strange solar energies of its originating world, though these would extend only to the gem's holder.

**Apparent value:** 1,500 gp.

## The Sea Emerald

The Sea Emerald is a chunk of uncut emerald just the right size to fit comfortably in an average hand. Because it is uncut, it can be mistaken for a piece of sea glass by the layperson. Supposedly this stone came from Lintukoto, a mythical paradise where migratory birds go in the winter, and given to a mortal fisherman by Vedenemo, which I understand to be a semi-divine mermaid which seduces and drowns men. According to Viljami, the fisherman, Onnekas, had seduced the seducer, and so gained this boon. When his wife (who Viljami called Onneton) discovered his liaison with the immortal sea-goddess, she hid the Sea Emerald from him and drove him out to fish. The weather became rough, his saiman capsized, and Onnekas was drowned. To the end of her days, Onneton feared the sea, and Vedenemo's revenge.

When the Sea Emerald is onboard a vessel, it has a calming effect on the ocean over a three-mile radius. Only with magic (such as weather control) can a storm occur within this range. Even the worst storm possible will not capsize, damage, flood, or otherwise affect the seaworthiness of a vessel containing the Sea Emerald. Neither wind nor wave, nor any sort of weather event, can cause a passenger or member of the crew to accidentally fall or be washed overboard. Finally, any who holds the Sea Emerald in their left hand can speak the language of mermaids, and is immune to any charm-like powers they may possess.

### **Apparent value:**

5 sp (as sea glass) or 75 gp (as an uncut emerald).

## The True Lyngurium of Michael Scot

A lyngurium is a stone that appeared in lapidary texts up until 17th Century. Said to be the petrified urine of a lynx, lyngurium was a cold, hard stone, similar to amber, and was preferably obtained through the discharge of a wild lynx than a tame. Modern scholars believe that "lyngurium" was actually a form of amber or tourmaline, but Viljami says that there once truly was such a stone, and that the last real lyngurium struck the scholar Michael Scot in the head when he removed his iron skullcap to enter church, and killed him.

(The legend is that Michael Scot wore such a skullcap to avoid such a fate, which he had foreseen.)

The stone went on to enter the possession of the alchemist, Nicolas Flamel, and then the infamous Baron Gilles de Rais. It may have been owned by Sir Isaac Newton at one point (Viljami is uncertain), but, if so, it disappeared during the Bubonic plague. It may be that Sir Isaac Newton traded the stone, in part, for knowledge of the "toad vomit" plague cure that he published. Indeed, in that cure he suggested that a bit of amber might be used as a potential substitute.

The True Lyngurium appears to be a piece of amber, no more than an inch and a half long, carved with various sigils and runes by those who possessed it over its long history. Among the earliest of these are letters in ancient Greek, which suggests that Theophrastus might have examined this very piece of stone.

Bound against the skin, this stone protects against contracting diseases, although it does not cure them once contracted. If a PC wearing the True Lyngurium against their skin comes into contact with a potential disease vector, they receive a +5 bonus to their Fort saves and are allowed to make the save with 1d30. Held under the tongue, the stone protects against poison (but not disease), so that any save made against poison is automatically made (although effects not allowing a save may still occur). Holding the stone under one's tongue causes a -1d penalty to spell checks.

The True Lyngurium also carries with it a curse, called "the Lynx's Spite": Any critical hit against the bearer gains a +2 shift in its results.

**Apparent value:** 15 gp.

