

GEMS, STONES & TREASURE



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GEMS, STONES & TREASURE

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GEMS, STONES & TREASURE

Stones, metals and wealth for Open Dungeons RPG

The bridge could bear four travelers, their packs, and no more. Edda opened the coin chest, looked down at the river, and asked the jeweler one question: ‘How much of this can you put in my pocket?’

A HANDFUL OF GEMS can carry the value of a wagonload of copper, but wealth is useful only when someone accepts it. This guide gives players portable treasure and Dungeon Narrators practical values, buyers, complications, and expedition hooks.

Use these optional OD (Open Dungeons RPG) guidelines for nonmagical treasure. A beautiful stone grants no automatic bonus. A rare metal does not acquire armor or weapon powers unless a separate OD rule says it does. The Dungeon Narrator sets the final value and decides what a particular market can afford.

FIND WHAT YOU NEED

PAGE	AT THE TABLE
5	Exchange coins and compare carrying weight
7–8	Appraise a stone and agree on a selling price
9–12	Choose gems by name, value, appearance, and use
14	Recognize refined metals and trade bars
15–16	Identify ore and avoid paying for worthless rock
16–17	Find value in stone, salt, carving material, and glass
18–19	Turn a mineral discovery into an expedition
19–20	Build treasure parcels and adventures
22–27	Run a mine: crews, hazards, refining, and costs

THREE THINGS TO RECORD

Write the material or stone, its appraised GP value, and any important condition on the character sheet. Add a buyer or certificate if one matters. ‘Blue sapphire, 950 GP, chipped corner, appraised by Vela’ is more useful than ‘one gem.’

All catalog prices are game values for individual specimens or stated trade lots. They are not modern cash prices, prices per carat, or promises that every piece of the same mineral has equal worth.

The merchant names, places, customs, and stories in this book are setting suggestions for the DN to adopt or replace.



WEALTH THAT TRAVELS

Exchange value without hauling a treasury

OD USES 10 CP = 1 SP, 10 SP = 1 GP, and 10 GP = 1 PP. The DN Guide assumes 100 coins weigh one pound unless a realm uses different coins. Count every coin, regardless of its metal. Containers add their own weight.

VALUE HELD	IN CP	IN SP	IN GP	IN PP
100 GP	10,000 coins 100 lb	1,000 coins 10 lb	100 coins 1 lb	10 coins 0.1 lb
1,000 GP	100,000 coins 1,000 lb	10,000 coins 100 lb	1,000 coins 10 lb	100 coins 1 lb
5,000 GP	500,000 coins 5,000 lb	50,000 coins 500 lb	5,000 coins 50 lb	500 coins 5 lb

A SMALL PARCEL INSTEAD OF A HEAVY SACK

Five appraised stones worth 1,000 GP each replace 50 pounds of gold coins. If those five stones each weigh 5 carats, their combined stone weight is only 5 grams. A metric carat is 0.2 gram; their wraps and case weigh more than the stones. Value is not determined by weight alone.

For quick OD bookkeeping, allow a padded gem wallet holding up to 20 small loose stones to weigh 0.1 lb in total. This is an

optional carrying allowance for the wallet and contents, not a universal gem weight. Large crystals, carvings, geodes, and mounted jewels need their own weights.

KEEP A USEFUL PURSE

Retain coins for meals, ferries, wages, and rooms. Carry several modest gems instead of putting everything into one priceless ruby. A 50 GP stone can settle a small debt; a 5,000 GP stone may require a wealthy dealer and several days.

EXAMPLE HOLDING WORTH 2,500 GP	VALUE
40 PP + 75 GP + 200 SP + 500 CP	500 GP
Four 100 GP gems + two 500 GP gems + one 600 GP gem	2,000 GP
Total: 815 coins plus seven stones	2,500 GP

The 815 coins weigh 8.15 lb; add the wallet and containers. Platinum reduces weight, while small coins ease daily trade. Bars save counting, not weight: carrying less requires higher-value material.

Rare & Unusual Gemstones

Andalusite



Apatite



Aragonite



Axinite



Benitoite



Red Beryl



Brazilianite



Cassiterite



Celestite



Charoite



Danburite



Diopside



Diopase



Dumortierite



Enstatite



Eudialyte



Euclase



Hackmanite



Hiddenite



Howlite



Kyanite



Lepidolite



Nuummite



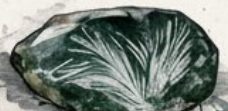
Phenakite



Scapolite



Seraphinite



Sphene



Variscite



Vesuvianite



Zoisite



PROOF TRAVELS WITH THE STONE

A merchant's signed appraisal, weight, sketch, and seal make recognition easier. They do not force another merchant to buy. Separate your certificate from your largest stones so a stolen pouch does not provide a thief with both the treasure and its paperwork.

APPRAISAL AND EXCHANGE

A value on paper is not always cash in hand

TREAT CATALOG VALUE as the fair retail value of a genuine, finished specimen in a market with interested buyers. A jeweler needs a margin; a frightened fence demands more. Choose the circumstances before negotiating. These percentages are optional OD trading guidance.

TRANSACTION	SUGGESTED TERMS
Buy an ordinary catalog specimen	Pay appraised value; unusual demand may increase it.
Sell to an established city jeweler	Usually 80–90% of appraised value; 90% is a quick default.
Sell urgently or in a small settlement	Often 50–75%, or no buyer with sufficient funds.
Trade with someone who wants it	Up to full appraised value against goods or a debt.
Independent appraisal	1% of appraised value, minimum 1 GP per lot.
Replace coins with gems	Buy at the agreed value; add only fees disclosed beforehand.

JUDGE THE SPECIMEN

Color, clarity where appropriate, size, finish, condition, and rarity all matter. Opaque stones can be excellent gems. A famous origin or matching pair can attract a collector, but a story without evidence need not raise the price. Hardness means resistance to scratching; it does not mean a stone cannot chip or break.

OPTIONAL D6	QUALITY COMPARED WITH THE CATALOG SPECIMEN	VALUE
1	Heavily flawed or poorly finished	×0.5
2	Noticeably inferior	×0.75
3	Sound trade quality	×1
4	Especially attractive	×1.25
5	Excellent	×1.5
6	Exceptional within its kind	×2

Roll once if needed, then record the result permanently. Do not reroll at every shop. For natural-looking totals, adjust the result

by up to 5% and round to a whole GP. A 500 GP stone at ×1.5 might be recorded as 737 GP. The buyer's offer is applied afterward.

A 500 GP gem costs 500 GP to buy. An independent appraisal costs another 5 GP if requested. Selling later at 90% returns 450 GP: convenience costs 55 GP in this example. Repeated exchanges are not a source of free money.

UNCUT DOES NOT MEAN WORTHLESS

For quick play, unassessed rough may sell for 10–30% of its estimated finished value. Use the lower end when flaws and cutting loss are unknown. A lapidary's fee, failed cuts, and lost weight consume the apparent profit. Finishing changes its state; it does not guarantee a more valuable gem.

Ornamental Stones & Minerals



EVERYDAY GEMS

Small treasures with many willing buyers

SUGGESTED VALUE PER finished trade specimen. Size is intentionally not fixed: small fine material and larger modest material can share a price. These are OD catalog examples, not a price list for every quality of the mineral.

STONE	GP	APPEARANCE AND REASON TO KEEP IT
Agate	10	Banded or clouded chalcedony. Seals, beads, game pieces; striking patterns sell better than plain pebbles.
Azurite	10	Rich blue copper mineral. Inlay or a painter's select specimen; attractive color, rather than coin-metal content, earns the premium.
Hematite	10	Dark stone with a metallic polish. Seal stones and small ornaments; an ornamental piece is not priced as a load of iron ore.
Lapis lazuli	10	Blue rock, sometimes flecked with pyrite. Inlay and prized pigment material; a richly colored carving can be worth much more.
Malachite	10	Green bands and swirls. Cabochons and boxes; a large matching slab is a craft commission, not a pocket gem.
Tiger's eye	10	Golden brown with a shifting band. Buttons, beads, and pendants whose appearance changes as they turn.
Turquoise	10	Blue to green, often veined. Inlaid ornaments and tokens; fine color or an admired matrix can increase demand.
Bloodstone	50	Green chalcedony with red markings. Signets and carved tokens; give one a recognizable mark for a family's old seal.
Carnelian	50	Warm orange to red chalcedony. Engraved seals and cameos; workmanship can matter as much as the raw piece.
Onyx	50	Chalcedony suited to contrasting layers. Cameos, signets, and inlay; a plain dark cabochon is easier to replace than a signed carving.

A STORY IN THE POUCH

The market at Reedgate pays well for matching beads. A string of humble stones may attract more buyers than one spectacular crystal, especially when a wedding season has emptied the jewelers' trays.

Pack stones separately in soft wraps. Describe unusual pieces and record their actual value; never infer enchantment from color, rarity, or folklore.

FINE GEMS

Jewelry stones and compact trade pieces

SUGGESTED VALUE PER finished trade specimen. Small jewelry stones, larger cabochons, and sound carving blanks can carry the same value. This is a fantasy market scale, not a fixed price per carat. The names help describe a treasure; the individual specimen determines the actual offer.

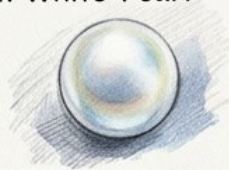
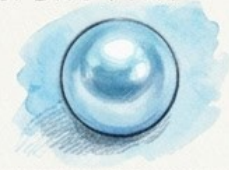
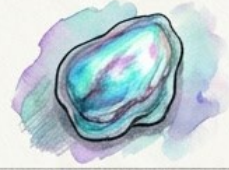
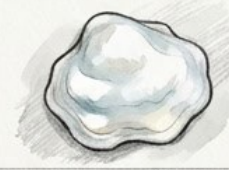
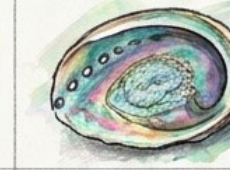
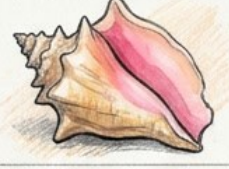
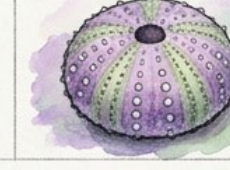
STONE	GP	APPEARANCE AND REASON TO KEEP IT
Citrine	50	Yellow to amber-colored quartz. Faceted ornaments; common material should not be sold as rare golden topaz.
Moonstone	50	Feldspar with a floating sheen. Cabochons and pendants; a well-centered sheen is part of the finish.
Rock crystal	50	Selected clear quartz. Seals, lenses, and carved pieces; ordinary quartz rubble is not gem-grade crystal.
Zircon	50	A natural gem with strong brilliance. Faceted jewelry; it is a mineral in its own right, not cubic zirconia.
Amber	100	Fossil resin, often warm gold. Beads and collectible inclusions; a tiny preserved creature can interest a scholar.
Amethyst	100	Purple quartz. Faceted stones, signets, and religious ornaments; no automatic protection from drink or poison.
Garnet	100	A gem family in several colors. Jewelry and matched sets; especially fine specimens may use the 500 GP band.
Jade	100	Jadeite or nephrite carving material. Heirloom carvings; a ceremonial object's labor and history can dominate its value.
Pearl	100	A lustrous product of a mollusk. Jewelry, strands, and embroidery; exceptional luster and matching may justify 500 GP or more.
Tourmaline	100	Varied colors, sometimes in one crystal. Attractive color separation has collector appeal in jewelry and ornaments.

A STORY IN THE POUCH

A sailor carries three pearls sewn inside a collar. One buys passage, one pays a healer, and one is kept for the person waiting at home. Their equal prices do not make them equally easy to surrender.

A jeweler buying a mounted stone also considers the setting. Record the whole piece's value once; do not add the full jewelry price to the stone price a second time.

Pearls & Sea Treasures

1. White Pearl 	2. Black Pearl 	3. Golden Pearl 	4. Pink Pearl 	5. Silver Pearl 
6. Blue Pearl 	7. Baroque Pearl 	8. Blister Pearl 	9. Conch Pearl 	10. Melo Pearl 
11. Abalone Pearl 	12. Clam Pearl 	13. Mother-of-Pearl 	14. Abalone Shell 	15. Nautilus Shell 
16. Queen Conch Shell 	17. Cowrie Shell 	18. Sundial Shell 	19. Wentletrap Shell 	20. Scallop Shell 
21. Olive Shell 	22. Cone Shell 	23. Turban Shell 	24. Auger Shell 	25. Red Coral 
26. Pink Coral 	27. Black Coral 	28. Blue Coral 	29. Sea Urchin Test 	30. Sand Dollar 

RARE GEMS

Fortunes that deserve a name

THESE SPECIMENS BELONG in markets that can recognize and finance them. A smaller or flawed ruby can be worth much less than the ruby listed here. A collector may pay far more for an extraordinary stone, but that is a named transaction rather than an automatic multiplier.

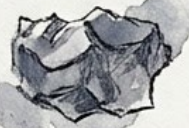
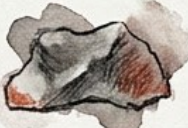
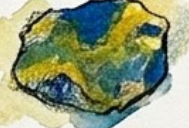
STONE	GP	APPEARANCE AND REASON TO KEEP IT
Alexandrite	500	Color-changing chrysoberyl. Fine large examples can be far dearer.
Aquamarine	500	Blue to blue-green beryl. Fine jewelry and diplomatic gifts; appealing color and clean cutting drive demand.
Peridot	500	Green gem olivine. Gold-set jewelry; an intact fine specimen commands more than scratched fragments.
Spinel	500	A gem found in several colors. A red spinel can be mistaken for ruby without being valueless itself.
Topaz	500	A gem with a wide color range. Protect it from impacts rather than assuming a hard gem is unbreakable.
Opal	1,000	Silica gem, often with moving color. Protect against scratches, blows, and heat. Plain common opal uses a lower band.
Sapphire	1,000	Gem corundum, often blue. Fine rings and ceremonial fittings; unusual color or a well-formed star may raise the band.
Ruby	5,000	Red gem corundum. Major gifts and noble jewels; a named ruby needs a buyer, not merely a nearby shop.
Emerald	5,000	Green beryl, often with inclusions. Fractures can reduce durability even in an attractive stone.
Diamond	5,000	Gem carbon valued for brilliance and rarity. Selected industrial pieces can abrade, but a flawed chip is not a 5,000 GP jewel.

A STORY IN THE POUCH

The Red Witness is an ordinary ruby with an extraordinary history: three rulers signed peace beneath its setting. Its appraised value is 5,000 GP. The duke offers twice that to recover it quietly.

Prestige is not an enchantment. Let ownership, recognition, and negotiation make a rare jewel matter before adding any supernatural explanation.

Precious Metals & Ores

Gold 	Silver 	Platinum 	Palladium 	Rhodium 
Iridium 	Osmium 	Ruthenium 	Copper 	Tin 
Lead 	Iron 	Zinc 	Mercury 	Bismuth 
Chalcopyrite 	Bornite 	Chalcocite 	Cuprite 	Tenorite 
Galena 	Sphalerite 	Magnetite 	Goethite 	Siderite 
Limonite 	Bauxite 	Cinnabar 	Stibnite 	Wolframite 

METALS AND TRADE BARS

A stamped bar is a promise that can be tested

REFINED METAL IS different from ore. A buyer pays for verified material, weight, and purity, then discounts refining work still needed. These are optional OD trade anchors per pound, not modern commodity prices. Coin metals follow the simplified 100-coins-per-pound convention: a game economy, not a metallurgical purity model.

MATERIAL	GP PER LB	WHO WANTS IT AND WHY
Iron	0.5	Smiths and builders: tools, nails, straps, and fittings.
Steel	2	Armors and toolmakers: prepared metal for demanding work.
Copper	1	Metalworkers: vessels, sheet, wire, and alloys.
Tin	3	Bronze workers and vessel makers; a scarce shipment can matter.
Lead	0.2	Builders and specialist craftspeople; toxic material needing careful handling.
Zinc	1	Brass makers with a suitable workshop; not usually pocket treasure.
Brass	2	Founders and artisans: fittings, instruments, and decorative work.
Bronze	3	Founders: bells, statuary, and durable cast fittings.
Silver	10	Jewelers, mints, and tableware makers; assay unstamped bars.
Electrum	55	A verified alloy of half gold and half silver by weight at these rates.
Gold	100	Jewelers and mints; a compact metal for settlement.
Platinum	1,000	Wealthy dealers and specialist workshops; not every town can buy it.

Electrum is a gold–silver alloy, not an OD coin. This table prices a verified half-gold, half-silver grade. Record its assayed GP value and pay proceeds in CP, SP, GP, or PP. Unknown alloys need testing.

WHAT A STAMP SHOULD TELL YOU

Record metal, weight, grade, maker, and value. A one-pound gold bar is worth 100 GP and weighs as much as 100 gold coins.

A recognized stamp simplifies trade; a suspect stamp still needs testing.

LEGENDARY MATERIALS

For a verified one-pound ingot, use 2,500 GP for mithral or 5,000 GP for adamantite as optional story prices. These fictional metals grant no automatic equipment powers. A smith, recipe, and separate OD rules determine their uses; a buyer is not guaranteed.

ORES IN THE PACK

Carry a sample before you hire the wagons

ORE IS MATERIAL that can yield useful metal economically. A glittering rock may contain little recoverable metal, while a dull specimen can point toward a valuable deposit. A hand sample suggests a find; an assay and representative survey establish the claim's worth.

MATERIAL	POTENTIAL PRODUCT	CLUE AND LIKELY INTEREST
Argentite or acanthite	Silver	Dark silver-bearing mineral; send a representative sample to an assayer.
Bornite	Copper	May tarnish with vivid colors; appearance does not establish grade.
Cassiterite	Tin	A dense tin mineral; a bronze workshop may fund a reliable supply.
Chalcocite	Copper	Dark mineral valued for recovery potential, not shine.
Cinnabar	Mercury	Red mineral; toxic and unsuitable for casual processing.
Native copper	Copper	Naturally occurring metallic copper; still needs cleaning and grading.
Galena	Lead, sometimes silver	Heavy lead mineral; silver content must be measured, not assumed.
Gold-bearing rock	Gold	Visible specks do not guarantee a rich bulk lot; assay the sample.
Hematite or magnetite	Iron	Iron minerals; magnetite may be magnetic. Transport often controls profit.
Limonite	Iron	A field name for mixed iron-rich weathering products, not one mineral.
Malachite	Copper or ornament	Offer exceptional patterned pieces to a lapidary before an ore buyer.
Pentlandite	Nickel	A nickel-bearing mineral; seek a specialist rather than a jeweler.
Pyrite	Specimen or sulfur	Brassy fool's gold; not gold or automatically useful iron ore.
Sphalerite	Zinc	Processing skill and impurities affect what a buyer offers.

PRICE THE LOT RATHER THAN THE NAME

Estimate recoverable refined-metal weight, multiply by the metal price, then subtract processing, freight, wages, fees, and the buyer's margin. A 100 lb lot expected to

deliver 2 lb of silver contains only 20 GP of recoverable metal at this book's rate. If remaining costs total 12 GP, its break-even purchase price is 8 GP, before profit.

Use sealed samples, a marked map, and witness names. A vein can be worth more than the ore carried out, but land rights,

water, fuel, and access determine whether anyone will invest. Do not assign a fixed GP price to every pound of ‘gold ore.’

Dust, lead minerals, and mercury minerals are hazards. Use trained crews and specialist workshops in the story; this is not a real-world mineral-processing guide.

ROCKS WORTH NOTICING

Not every worthwhile discovery is a jewel

SOME ROCKS ARE valuable in large loads because they build towns. Others command a premium as fine craft material. A pocket fragment of marble and a flawless block large enough for a statue are different goods. These are optional local trade estimates before freight.

MATERIAL AND SALE UNIT	TYPICAL GP	USE AND REASON TO BUY
Granite or basalt, 100 lb rough stone	0.2–1	Building and paving near a quarry; labor and transport dominate.
Limestone, 100 lb selected stone	0.2–1	Masonry and a lime works with a suitable crew.
Slate, 100 lb selected pieces	1–3	Roofing, writing slates, and smooth worked surfaces.
Marble, 100 lb sound carving block	5–20	Sculpture and decoration; cracks reduce usefulness.
Alabaster, 10 lb carving blank	2–10	Small carvings and vessels; soft material takes detail.
Flint or chert, 1 lb selected nodules	0.1–0.5	Tool blanks and fire-striking material; usable quality matters.
Obsidian, 1 lb good working material	0.5–2	Sharp-edged craft pieces and ornaments; brittle volcanic glass.
Pumice, 10 lb clean selected pieces	0.2–1	Abrasion and polishing; a craft supply, not a gem hoard.
Rock salt, 10 lb clean trade lot	0.5–2	Food preservation and ordinary trade; scarcity is local.
Coal, 100 lb usable lot	0.5–2	Fuel where workshops can use it; charcoal has its own supply chain.

SPECIMEN VALUE IS A DIFFERENT MARKET

A common mineral can make an uncommon specimen. Attractive crystals, an intact geode, or a rare fossil may interest a scholar. Use 5–50 GP for a small desirable display piece, 100–500 GP for an outstanding one, and a specific patron for

anything beyond that. These are story estimates, not a second ore price.

Do not stack the specimen price and ore price. The buyer purchases the same object once. Nor should every pebble in a quarry be priced as a polished gem. Selectivity creates the value: color, shape, size, soundness, and the work already invested.

THE STONE THE MASON REFUSED

A sculptor refuses a marble block with a dark seam. The temple keeper pays more for that same block: the seam resembles the river in a lost shrine's floor mosaic. The party must decide whether to sell a curiosity or follow the map.

A large stone can be worthwhile treasure without being portable wealth. A purchase order, local ally, or wagon contract may be the real reward. Tell players the hauling problem before they commit a week to dragging it home.



A MINE BECOMES AN ADVENTURE

A simple method for the Dungeon Narrator

A MINERAL DISCOVERY is an opportunity with costs, not a machine that prints money every downtime. Agree on the scale: a sample expedition, a temporary dig, or a permanent mine. Existing OD rules govern travel, hazards, and workers; the estimates below only help value a find.

SET THE DISCOVERY IN FIVE DECISIONS

Choose a material and a buyer. Establish who controls the ground. Decide whether the party has a representative sample or only a rumor. Estimate one saleable batch and the cost of getting it to market. Then attach a problem the characters can solve: a flooded route, a missing crew, disputed ownership, or a buyer who needs proof.

EXAMPLE BATCH	RECOVERED PRODUCT	GROSS GP	COSTS GP	NET GP
100 lb copper-bearing material	10 lb copper	10	8	2
100 lb silver-bearing material	2 lb silver	20	12	8
100 lb rich gold-bearing material	0.1 lb gold	10	7	3
Unassessed gem rough	Estimated finished value 500 GP	50–150 as rough	20	30–130

Illustrations only, not real geological grades, guaranteed yields, or weekly production. The gem row excludes cutting because the parcel is sold uncut. Costs must include all remaining expenses before treating the net as profit.

KEEP THE COSTS VISIBLE

For a continuing mine, distinguish sales from net income. Account for labor, timber, tools, pumping, fuel, carts, losses, royalties, and security. Set a review period such as one month, then state a believable net result. A profitable month need not mean the owners can withdraw every coin: repairs and unpaid deliveries still exist.

D6	A PLAYABLE COMPLICATION
1	The only bridge to the buyer fails; arrange transport or another market.
2	Another claimant produces an older deed; investigate witnesses.
3	The assay sample was excellent but the bulk shipment is poor; inspect the source.
4	A specialist recognizes collector specimens in the spoil heap.
5	A missing delivery bears the party's seal; track the cargo before blame spreads.
6	Workers refuse a shaft after unexplained knocking; learn what is below.

Do not erase every reward with a complication. Let preparation prevent losses and honest contracts create allies. The mine should offer reasons to adventure, not replace adventures with account keeping.

TREASURE WITH A DESTINATION

Parcels people can recognize and use

START WITH THE reward's total value, then choose its form. If a 2,000 GP reward becomes gems, do not also award 2,000 GP in coins. These examples can be group treasure or individual holdings as the DN specifies; they are not level entitlements. Stone values in these parcels are DN-set appraisals, so some sit above or below the catalog.

PARCEL	CONTENTS	APPRAISED TOTAL
Roadside strongbox	120 GP; 300 SP; 500 CP; one 45 GP carnelian	200 GP
Jeweler's traveling stock	Four 50 GP stones; three 100 GP stones; one 500 GP aquamarine	1,000 GP
Envoy's reserve	50 PP; 75 GP; 150 SP; 400 CP; one 906 GP sapphire	1,500 GP
A noble's escape fund	Two 1,000 GP sapphires; one 3,000 GP ruby; 200 PP; 500 GP	7,500 GP

GIVE THE TREASURE ONE MEMORABLE DETAIL

A sapphire bears a chip shaped like a crescent. A pearl has been drilled for a vanished necklace. A bar carries a mint stamp that disappeared a century ago. A set of agates is engraved with the names of missing children. One detail is enough to connect treasure to a person or place.



HOOKS THAT DO NOT REQUIRE MAGIC

The missing half. A merchant pays a modest price for a carved onyx face but offers an expedition stake to find its matching half. Together they identify an heir.

The blue commission. A temple requires matching lapis for a restoration. Ordinary fragments are common; the right color and quantity are not. The buyer needs a supply, not one expensive stone.

The false crown. A royal jewel is genuine spinel rather than ruby. It remains valuable, but the substitution implicates an official.

The party can prove the material without knowing who changed it.

The unspendable fortune. A village needs rescue, but nobody can change a 5,000 GP gem. It can secure a promise from a distant merchant, fund supplies afterward, or become a pledge to the community.

AFTER A SALE

Record the actual proceeds in OD currency and remove the sold object. If the party trades for a service, record the debt discharged instead of adding coins. Give a mounted jewel one clear value: price the whole object or its components and workmanship, never both at once.

‘Gold tells me you can pay,’ said the factor. ‘That seal tells me who will ask where the money went.’

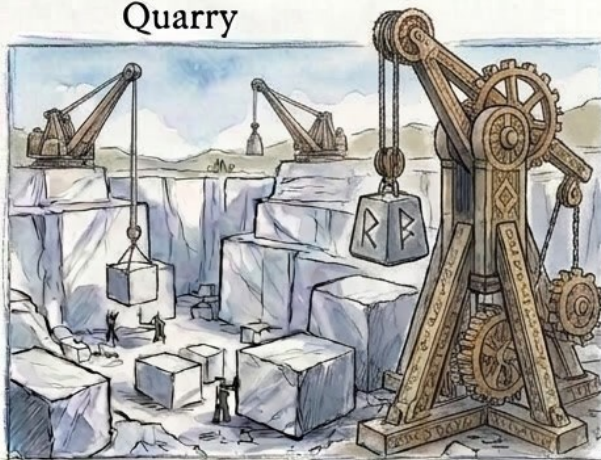


Types of Mines

Open-Pit Mine



Quarry



Shaft Mine



Drift Mine



Slope Mine



Placer Mine



Dredge Mine



Strip Mine



MINING AND METALLURGY COMPANION

Use this chapter to turn a mineral discovery into a working mine, a risky expedition, or a source of trade. It adds optional guidance for crews, hazards, refining, and operating costs to the treasure values in this book.

HOW TO USE THIS COMPANION

- Use these rules when treasure comes from mining, quarrying, or smelting rather than from chests and vaults.
- Treat all numbers as optional OD guidance. Local law, terrain, labor, and war can change prices fast.
- Apply one complication at a time so mine play stays dramatic instead of becoming pure bookkeeping.

MINE LAW AND LABOR

Rulers may claim authority over new ore discoveries. A charter grants digging rights but may require active production; an idle claim can be revoked. Set the local terms before the party invests, then use disputed claims, sabotage, or political pressure as adventure hooks.

Lamp checks, shift bells, and limits on double shifts give a mine a working rhythm. Decide which practices local crews follow.

AIR, VENTILATION, AND BREATH

Adits, shafts, bellows, or water-driven blowers keep air moving. These are narrative prompts. The DN states warning signs, escape time, and any OD save and consequence before exposure; holding breath to escape uses a Con Tough save (Core Guide).

SITUATION	QUICK RULING	EFFECT	NOTES
Calm, ventilated mine	No hazard roll	Normal activity	Good shafts and open airflow
Poor airflow	DN sets a Con Tough save if needed	Weary or forced retreat, as declared	Smoke and fumes linger
Ventilation failure	DN states time to escape	Suffocation risk	Treat as encounter pressure
Open flame in gas pocket	DN declares ignition conditions	Blast and collapse risk	Describe warnings before exposure

DUSTS, FUMES, AND HIDDEN KILLERS

Dust, fumes, and contaminated water can stop work and turn a rescue into an encounter. Describe warning signs first. The DN sets any OD save, damage, or duration before resolving exposure; the entries below are story prompts, not real-world safety instructions.

HAZARD	TYPICAL TRIGGER	GAME IMPACT	MITIGATION
Choking dust	Dry drilling or crushing	Coughing; work halted	Reduce dust; specialist crew
Toxic fumes	Smelting, stagnant pockets	Illness or incapacitation	Vent shafts, forced evacuation
Oxygen depletion	Sealed tunnels and fire	Action limits, collapse of crews	Restore airflow; evacuate
Contaminated water	Drinking or handling polluted water	Illness; unusable water supply	Isolate pools; find clean water

SHORING AND COLLAPSE ECONOMICS

For game bookkeeping, budget one support set per 10-foot tunnel section and four worker-hours to install it. Actual needs depend on the site; the DN may require specialist judgment and additional supports.

WORK ITEM	TYPICAL COST	LABOR	REASON
Support set (10 ft)	2–6 GP materials	4 worker-hours	Prevents collapse and delays
Emergency re-shoring	5–12 GP	4–8 worker-hours	Stabilizes cracked sections
Debris clearing	1–4 GP per segment	Varies by cave-in size	Restores route capacity
Rescue dig	High urgency premium	Crew-dependent	Time pressure usually outranks cost

Optional risk rolls: in stressed workings, roll d100 once per working day; 01–02 triggers a collapse encounter. During poorly supported emergency digging, roll once per hour; 01–10 triggers one. Use only the applicable roll. These are game probabilities, not engineering estimates. The DN defines the affected area and escape options; a trigger does not mean automatic injury.

ORE QUALITY, YIELD, AND SMELTING

An assay kit costs 50 GP as optional OD guidance. Before estimating yield, the DN sets a baseline recoverable amount for a stated batch. Apply the grade multiplier once, then record the result. A failed appraisal can mislead the party; it does not alter the actual deposit.

ORE GRADE	YIELD MULTIPLIER	TYPICAL OUTCOME
Poor	×0.5	High waste rock, low saleable metal
Fair	×0.75	Workable but thin margins
Good	×1.0	Reliable baseline output
Rich	×1.25	Strong profit if logistics hold
Exceptional	×1.5 or more	High conflict and claim pressure

Processing depends on the material. Sorting, crushing, roasting, smelting, or washing may be needed; not every deposit requires every step. Each necessary stage can create costs, losses, or opportunities for theft.

MINEHEAD METAL VALUE REFERENCE (REFINED)

These refined-metal values per pound match Metals and Trade Bars. They are gross reference values; subtract freight, processing still needed, and buyer margins to estimate a minehead offer.

METAL	GP VALUE	TRADE NOTES
Copper	1	Common; large bulk, low margin
Tin	3	Useful alloy input
Iron	0.5	Core industry metal
Lead	0.2	Heavy and niche
Bronze	3	Stable alloy demand
Brass	2	Decorative and practical
Steel	2	Higher process value
Silver	10	Coinage and ritual demand
Gold	100	High value density
Platinum	1,000	Rare buyer pool
Mithral (optional)	2,500	Elite craft demand
Adamantine (optional)	5,000	Strategic military demand

GEM ROUGH AND FINISHING VALUE

Unassessed rough has uncertain cutting yield. Assessed gem rough has been examined by a lapidary for likely finish and flaws; it uses the higher range below. These are suggested sale ranges, with condition and buyer interest determining the agreed price.

STATE OF GEM	TYPICAL SALE VALUE	EXTRA COSTS OR RISK
Unassessed rough	10–30% of estimated finished value	Hidden flaws and uncertain yield
Assessed gem rough	25–45%	Lapidary fee and secure transport
Part-cut stone	40–70%	Cut failure risk and weight loss
Finished trade specimen	Catalog baseline	Buyer margin still applies
Named collector piece	100–200%+ by deal	Requires proof, time, and wealthy buyer



MONTHLY MINE LEDGER TEMPLATE

The example monthly ranges below assume a small operation with four miners working 20 days, with specialist and security services hired separately. They are optional budgets, not fixed wage rules. Scale costs with crew size, depth, equipment, and distance.

LEDGER LINE	MONTHLY COST	NOTES
Miner wages	40–120 GP	Four miners; 10–30 GP each per month
Shoring timber and stone	20–80 GP	Higher in deep unstable workings
Tools and replacement	10–40 GP	Picks, wedges, lamps, rope
Ventilation and pumping	10–60 GP	Waterwheel repairs, bellows crews
Guards and escorts	20–100 GP	Protect ore and payroll
Transport to buyer or smelter	15–80 GP	Road risk and distance sensitive
Smelting fee	5–15% of recovered metal value	Agree the fee; count it only once
Royalties and taxes	5–25% of positive pre-tax profit	No profit tax on a loss unless the charter says otherwise

Pre-tax profit = gross sales minus operating costs, transport, security, smelting, and losses. Royalties and taxes = the agreed rate × positive pre-tax profit. Net income = pre-tax profit minus royalties and taxes. Do not count an expense twice; a charter may instead specify a different tax basis.



ADVENTURE HOOKS FROM MINING OPERATIONS

- A ventilation engine fails before payday. The crew blames sabotage, not bad maintenance.
- A collapsed shaft reveals an old worked tunnel with stamped ingots from a vanished mint.
- A rival claimholder presents an older charter with a forged seal and armed witnesses.
- Water in a lower level turns toxic when disturbed, cutting access to the richest face.

COMPANION SUMMARY

Treasure from mines is most interesting when value, logistics, and danger stay connected. Let gems and metals remain portable wealth, but make extraction a story with costs, risk, and decisions.

