

## CIRCLE OF GEMSTONES

Stories tell of strange powers buried within gemstones. For many those stories are no more than child's tales, but some druidic circles know better.

These druids seek to unleash the magic contained in each jewel, taking advantage of their multiple properties to tend to their allies.

These druids are wanderers, their purpose to discover new precious stones and uncover their powers.

No stone left unturned.

### CIRCLE SPELLS

*2nd-level Circle of Gemstones feature*

Gemstones contain a primal and unique power, which you are beginning to understand. Your connection with them grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Jewels Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### CIRCLE OF GEMSTONES SPELLS

Druid Level	Spells
2nd	Chromatic Orb , Absorb Elements
3rd	Barkskin, Magic Weapon
5th	Dispel Magic, Elemental Weapon
7th	Secret Chest, Stoneskin
9th	Skill Empowerment, Transmute Rock

### ADEPT JEWELER

*2nd-level Circle of Gemstones feature*

You gain proficiency in jewelers's tools. Whenever you make a check using any of these tools, you can add your proficiency modifier twice.

Additionally, your work with these precious stones has led you to appreciate metals, you can ignore the restrictions on metallic equipment.

### DIAMOND INFUSION

*2nd-level Circle of Gemstones feature*

You have harnessed the power of the hardest mineral, and you are able to share to allies in need. You have a number of charges equal to half your druid level.

As a bonus action, you can choose one creature you can see within 120 feet of you and expend a charge to imbue them with the diamond's power. That creature gains a +1 bonus to their AC, and the damage they take its reduced by 1 until the start of your next turn.

The benefits increase with your levels in this class. At levels 7, 11, 15, and 18 the damage reduction bonus increases by 1. The bonus to AC increases by 1 at levels 7 and 15.

You regain all expended charges when you finish a long rest.



## GEM CHANNELING

6th-level Circle of Gemstones feature

You have learnt how to unleash the latent power within gemstones. During a long rest, using 50 gp worth of materials, you can enchant a piece of armor or weapon with one magical gemstone. Each weapon and armor can only have one gem set into it. You can maintain a maximum number of enchantments equal to your Wisdom modifier. If you try to exceed your maximum, the oldest enchantment immediately ends, and then the new property applies.

The Enchanting Jewels table lists the gemstones' properties, which depend if they are on a weapon or on a piece of armor: These properties only take effect if you are wielding the enchanted weapon or wearing the imbued armor

## ENCHANTING JEWELS

Gemstone	Weapon effect	Armor effect
Ruby	The first hit of the weapon each turn deals an additional 1d6 of damage.	The armor reduces the first hit you take each turn by 1d6.
Shapphire	Your speed increases by 10 feet	Your speed increases by 10 feet
Alexandrite	Choose a damage type. The weapon now deals that type of damage instead of what it previously did	Choose a damage type. You take 1d4 less damage from the chosen type
Opal	The weapon gains the thrown (30/60) property. You can recall it using your bonus action.	The armor loses the strength requirements it previously had. It also loses disadvantage on stealth, if it had it
Topaz	Choose a skill, you add your proficiency bonus in that skill.	Choose a skill, you add your proficiency bonus in that skill.
Agate	The weapon loses its loading property if it had one. If it is a ranged weapon, its range increases by 50ft.	Choose a saving throw. You roll an extra 1d4 in the chosen saving throws..
Alexandrite	The weapon can be used as a spellcasting focus by its wielder.	Choose a school of magic. You roll an extra 1d6 in saving throws against spells of that school.
Sapphire	The weapon does not suffer the penalties of being underwater.	You gain a swimming speed equal to your walking speed.
Emerald	This weapon loses its heavy property. If it did not have that property, it instead gains the light property	If you are wearing the armor at the end of a short rest, you gain 1d8 temporary hit points

## AMBER SHIELD

10th-level Circle of Gemstones feature

Whenever a creature within 60 feet of you is reduced to 0 hit points, you can use your reaction to encase them in a protective amber shell. This shell has 50 hit points, and 15 AC.

While inside the amber, the creature is considered stable, and cannot suffer any damage. If the shell gets destroyed, excess damage carries over to the creature inside of it.

The amber lasts for 10 minutes, or until you dismiss it (no action required)



## CRYSTAL HEART

14th-level Circle of Jewels feature

Your link with jewels is complete. You are always under the effect of Diamond Infusion.

### ART CREDITS

Both artworks are done by Eric Deschamps and owned by Wizards of the Coast.



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