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Introduction

In Gem Rush, players take control of dwarves building a magical gem mine. The rooms in the mine are used to obtain gems, and then those gems are used to construct new rooms and score points.

There are two ways to play Gem Rush: In Crisis Mode, all players work together to score points within a time limit; in Rush Mode, all players compete to be the first to a target number of points. The rules are nearly the same for both modes, so rather than describing them separately, this rulebook gives a combined explanation of both modes, with special notes when a rule applies to only one mode.

Rules used only in
Crisis Mode are
denoted by:



Rules used only in
Rush Mode are
denoted by:



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Components



Room Tiles (80): These connect together to form the mine where the game takes place.



Dwarf Standees (7): These are moved around the mine to show the current location of each player.



Gem Cards (75): These are used to pay for new rooms and certain abilities. Each player has their own hand of cards.



Skill Cards (20): These provide a unique ability to each player.

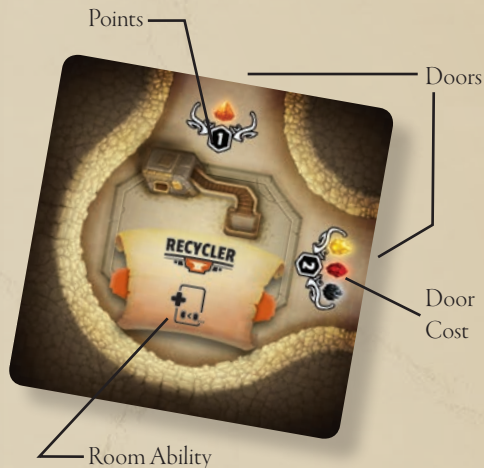


Points (57): Singles (28), Triples (19), Tens (10). These are given to players as they earn points in order to track their score.



First Player Marker (1): Used to remember who took the first turn (only needed in Rush Mode).

ROOM TILES



Room tiles come in three different types: Action, Movement, and Free. The icon under a room's title and the colored brackets to the sides of the scroll identify what type of room it is. The rooms are as follows:



ACTION ROOM



MOVEMENT ROOM



FREE ROOM



Setup

1. GAME MODE

Choose whether you are going to play in **Crisis Mode** (*cooperative*) or **Rush Mode** (*competitive*).

For **Crisis Mode**, you can either choose a target score that you must collectively reach to win, or you can just play until time runs out and see how high a score you can get. Here are some recommended targets for various difficulty levels:


- **Apprentice:** 36 points
- **Journeyman:** 44 points
- **Artisan:** 52 points
- **Expert:** 60 points
- **Master:** 66 points
- **Grandmaster:** 72 points

For **Rush Mode**, choose a target score. We recommend a target of 20 points for 4 players or less and 15 points for 5 players or more, but you can adjust the target depending on how long you want the game to last. (*Once someone reaches the target, you will play out the remainder of the round so that all players get an equal number of turns.*)

2. DWARVES

Each player chooses a dwarf to play (*your dwarf's color may change the details of certain Skill cards, but otherwise all dwarves play the same*).

Choose a player to go first.

 **R:** Give the first player the **First Player** marker.


3. SKILLS


Shuffle the Skill cards and deal one to each player. Players keep their skill face up in front of them, where all players can see it. Each player may use their skill as often as they like (*within the limitations described on the card itself*).

The remaining Skill cards will not be needed for gameplay, but may be used as player aids.

4. GEMS

Shuffle the Gem cards and deal 4 to each player to form their initial hand. The remaining cards form the Gem deck.

 **G:** Players are advised to keep their hand face up for their allies to see.

 **R:** Players keep their hands private.

EACH PLAYER RECIEVES:



Start Player also gets
the Start Player marker



5. ROOMS

Shuffle the Room tiles, and place one face up in the center of the table to begin the mine. All players place their dwarves on this tile.

If this tile is a tunnel, then draw an additional room tile and connect it to the tunnel. Keep connecting new tiles until one of them is not a tunnel. Players place their dwarves on the non-tunnel tile.

The remaining tiles form the Room stack.

6. POINT GEMS


Set the point gems to the side until they are needed.



Sequence of Play

Players take turns in clockwise order until the game ends.


On their turn, the current player must perform all of the following phases in order:

0.  Check for game end

1. Discard down to 4 cards

2. Move up to 3 steps

3. Perform 1 action

4.  Burn 3 cards

o.  **CHECK FOR GAME END**

If at least one player has reached the target number of points, **AND** the current player has the First Player marker, then the game ends and the player with the most points wins. *(Notice that all players will take an equal number of turns, because the game can only end on the first player's turn.)*

1. DISCARD DOWN TO 4 CARDS

If the current player has more than 4 Gem cards in their hand, they must discard cards of their choice until they are down to 4.

(This must be done before moving or constructing rooms; you cannot make any use of the cards that you are discarding in this phase.)

2. MOVE UP TO 3 STEPS

The current player can move their dwarf through the mine up to 3 steps *(they may choose to move less, or not to move at all)*.

- If two Room tiles are connected by doors, the player may move between them as 1 step.
- If two Room tiles are connected by walls, the player may not move between them.
- If one tile has a door but the adjacent tile has a wall, they form a **one-way passage**: the player may move *from* the tile with the door to the tile with the wall, but not the other way around.
- If the player's current tile has a door leading into empty space, the player can move into that space by constructing a new room *(see Constructing Rooms, page*

EMPTY SPACE EXAMPLE



Must
Construct
a room to
move here

8).

In all cases, the player's current tile must show a door

in the direction the player is moving. (*A matching door on the destination tile is never required.*)

3. PERFORM 1 ACTION

The current player may *either*:

- Draw 1 card from the gem deck **OR**
- Use the ability from their current room tile (*which will usually involve drawing Gem cards; see Room Effects, page 10*)

(*The player cannot continue moving or constructing rooms after performing their action.*)

Any time you need to draw more cards than there are in the gem deck, draw as many as you can, then shuffle the discard pile and continue drawing. If there are still not enough cards, just draw as many as possible.

4. BURN 3 CARDS




The players must collectively burn a total of 3 cards, selecting from any players' hand and/or the top of the gem deck, reshuffling if necessary. (*Usually you should burn from the deck unless there are not enough cards.*)

Burnt cards are returned to the box and cannot be used for the rest of the game.

IMPORTANT: “Discarding” cards is not the same as “burning” them. “Discarded” cards are reshuffled when the deck runs out, but “burnt” cards are never used again. Players burn cards **ONLY** during this phase.

When the last Gem card is burnt, the game is over. Since there are 75 Gem cards and players must burn 3 per turn, the game will last a total of 25 turns (*unless players choose to end after reaching their point target*). For instance, in a game with 5 players, each player will get 5 turns.

MOVEMENT EXAMPLE

-  Movement Direction
-  Allowed
-  Not Allowed



Constructing Rooms

If a player moves into a space with no room tile, they must construct a new room. This costs 1 movement step (*just like any other move*) and the player ends up in the newly-constructed room.

To construct a new room, the player must discard Gem cards from their hand containing all of the gems shown on the door they moved through. (*If the player cannot match all of the gems shown on the door, they cannot make that move.*)

Most Gem cards show 2 gems; both of the gems may be counted. If only one of the gems is needed, then the other is wasted.

After paying all required gems, the player receives the points marked on the door (*under the cost they just*

paid), then draws a new tile from the room stack and puts it into play in the space they entered.

They may choose how to rotate the new room tile, but must place it so that one door leads back the way they came in. (*It is not necessary to match any other adjacent doors; only the one used for the construction.*) Therefore, the number of legal rotations will always equal the number of doors on the new tile.

IMPORTANT: *You only construct a room when moving into an empty space. If there already is a room tile in your destination space, you do not pay gems or score points; that is simply a regular movement.*

The player then places their dwarf in the newly constructed room and continues their turn. They may continue moving if they have not

CONSTRUCTING ROOMS EXAMPLE:

This door shows Obsidian, Permafrost, and Electrum. The player discards one card with Obsidian & Electrum, and one card with Permafrost & Soulstone (*the Soulstone is wasted*).

After paying all required gems, the player receives the points marked on the door (*under the cost they just paid*), then draws a new tile from the room stack and puts it into play in the space they entered.



They may choose how to rotate the new room tile, but must place it so that one door leads back the way they came in. (*It is not necessary to match any other adjacent doors; only the one used for the construction.*) Therefore, the number of legal rotations will always equal the number of doors on the new tile.

made their maximum number of moves for the turn (*they can even construct more rooms in the same turn, if they meet the requirements*).

NOTE: Some doors cost nothing. Some doors are worth 0 points.

Standard Gems (◇)

There are seven types of standard gems, which are simply used to pay any cost that includes them.

STANDARD GEMS (◇)

-  Fire Ruby
-  Obsidian
-  Permafrost
-  Star Tear
-  Electrum
-  Soulstone
-  Raw Hope

Special Gems (◆)

There are four types of special gems, which have their own unique rules.

DIAMOND DUST (◆)

Diamond Dust is a “wild” gem that may be used in lieu of any of the standard gems. (*It is only wild when you are spending it; when drawing it, it only counts as a Diamond Dust.*)

ECHOGLASS (◆)

Echoglass may be counted as a copy of any standard gem spent at the same time. It cannot copy special gems (*it cannot even copy the gem that a Diamond Dust is simulating*).

ORICHALCUM (◆)

Orichalcum does not help pay for a room’s construction, but *each* Orichalcum used when constructing a room gives the player one additional point.

However, Orichalcum may only be utilized if the other gem on the same card is useful in the construction.

ECHOGLASS

EXAMPLE



This door costs 2 Fire Rubies. It could be built with 1 Fire Ruby + 1 Echoglass. It could **NOT** be built with 1 Diamond Dust + 1 Echoglass, because the Echoglass can only copy standard gems. (*It could be built with 2 Diamond Dust, though; or 1 Diamond Dust + 1 Fire Ruby.*)

ORICHALCUM

EXAMPLE



This door costs 1 Soulstone, and is normally worth 1 point. If a player builds it with a card that has Soulstone & Orichalcum, they score 2 points. However, a player could **NOT** score 2 points by using a Soulstone from one card and an Orichalcum from a separate card.



WARPSTONE EXAMPLE



This door only costs 1 Star Tear, but is very far away from the player. By using a card with Star Tear & Warpstone, the player can construct the room from any distance, and without paying movement.

WARPSTONE (📦)

Warpstone does not help pay for a room's construction, but allows the player to build in any location, and without spending movement.

Warpstone can move the player any distance, and does not require a valid path to the destination; the player simply appears in the new room they are constructing, without expending any movement (*not even the 1 move normally used for the construction itself*). However, the new room must still be connected to an existing door, and follows the construction rules as if the player had moved through that door. The player ends up in the newly constructed room.

Alternatively, any card with a Warpstone may be discarded during the movement step to move to any existing room (*without constructing anything*) for zero movement cost.

Room Effects

Each room has an ability that can be used during a player's action phase (*usually to gain Gem cards*). There are many possible effects a room could have, but most of them fall into a few general categories:



DRAW

Take cards from the gem deck and put them in your hand (*without revealing them*).



REVEAL

Take cards from the gem deck and put them face up, where everyone can see them.



DIG

Reveal cards from the deck one at a time until you find cards meeting the specified conditions. Discard the other revealed cards.



KEEP

Add to your hand any revealed cards meeting the specified conditions; Any revealed cards that you do not end up keeping should be discarded at the end of the action.



DISCARD

Put cards from your hand into the discard pile.



NAME A GEM

Choose any one of the 11 gem types in the game, including special gems. (*The rest of the effect will work differently depending on what gem you named.*)

Any time you need to draw, reveal, or dig more cards than there are in the gem deck, draw as many as you can, then shuffle the discard pile and continue drawing. If there are still not enough cards, just draw as many as possible.

ICONS THAT SHOW AN "X"

Some icons show an "X" instead of a number. When this is the case, the player chooses a number that can fully execute the room's ability (*i.e. the player cannot choose to discard a larger number of cards than they have in hand*). If a room has multiple icons with an "X" than they are all of the same value ("*Discard X, Reveal X*" would be "*Discard 2, Reveal 2,*" if "2" is chosen).

ROOM EFFECTS SYMBOLS



Conditions of the ability.

Number of cards the ability is applied to.

Room effect symbols are always executed from left to right. In this pairing of symbols the player would draw and reveal Gem cards from the gem deck until they have revealed 3 cards that have a Star Tear, a Fire Ruby, or both (*discarding any revealed cards that do not meet the dig condition*); then choose 2 of those 3 cards to keep and put into their hand. The remaining card would be discarded.



In this set of three symbols, the player would name a gem, reveal 3 Gem cards from the top of the gem deck, and keep any that had a gem on them that matched the named gem (*discarding those that did not match the named gem*).



ACTION-PHASE ROOMS



If a room has an orange anvil symbol under its title, then you may use that room's effect during your action phase as your action for the turn.

MOVEMENT-PHASE ROOMS



If a room has a blue arrow symbol under its title, then you may use that room's effect during your movement phase for the cost of one movement step. *(You can also use it as your action, if you want.)*

EXAMPLE: While on the Warped Mirror room tile, you can spend one movement step to swap locations with any other player. Afterwards, you may continue your movement from your new location.



If a room's title has a grey headlamp symbol under it then it is a Free action. You may use that room's effect during your movement phase for **no** cost as many times as you want.

EXAMPLE: While on the Mystic Elevator room tile, you can choose to move the entire room (and everyone in it, including yourself) to a new location. This does not cost anything, and you may continue moving afterwards.

MINE CARTS

Mine Carts are an unusual room. The first Mine Cart to be constructed does not do anything; however, once there are at least 2 Mine Carts, players can move from any Mine Cart to any other Mine Cart for no cost *(during their Movement Phase)*.

TUNNELS

Tunnels are a special room that you can never stop in. When you enter a tunnel, you *must* immediately follow the path from your entrance until it leads out in another direction. This does not cost any additional movement; that is, you pay only 1 movement to enter the tunnel *and* cross it to the other side *(as if the two connected rooms were adjacent)*.

Note that tunnel tiles have 4 doors, but they do not all connect to each other; they only connect in pairs. You must exit through the door that is connected to where you entered.

If several tunnel tiles are connected in a row, continue moving along the connected path until you emerge into a non-tunnel space *(this still costs 1 movement total)*.

TUNNELS AND CONSTRUCTION

If you draw a tunnel tile when constructing a new room, place that tile in the space you are constructing, then immediately continue through the tunnel out the other side. If this puts you in an empty space again, then construct another room in the

new space; this does not cost any additional gems and is not worth any additional points. *(If the new room is also a tunnel, repeat.)*

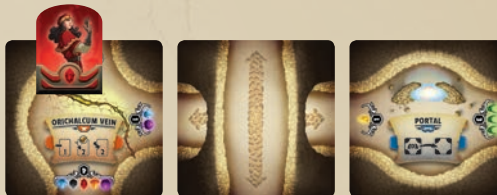
If following the tunnel leads you into a room that has already been constructed, then you simply stop in that room. *(You still pay the cost and score the points of the original construction, even though the only new tile was a tunnel.)*

However, if you enter a tunnel that already exists and emerge into an empty space, then construct a new room using *the cost and points of the door that led into the tunnel (not the tunnel itself; the doors on a tunnel have no cost or value)*. In other words, you can build from that doorway exactly as if the tunnel were not there, except that the new room tile is placed at the far end of the tunnel.

TUNNEL EXAMPLES

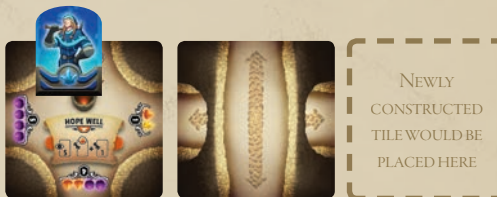
MOVEMENT:

With a single movement Red would move through the tunnel and into the Portal tile.



CONSTRUCTION:

Blue can construct from the tile they currently occupy and place a new room tile on the other side of the tunnel, earning 1 point.



The cross tunnel is drawn when constructing.

If Yellow is constructing, they would place the tunnel tile, move into the Mine Cart tile, and collect points as usual *(3 points in this case)*.

If Black is constructing they would place the tunnel tile, place an additional tile on the far side of the tunnel, move into the new room tile, and collect points as usual *(2 points in this case)*.



Skill Card Variants

Skill cards provide each player a unique advantage that allows them to partially break the rules. There are several ways to use Skill cards.

NORMAL

Each player is dealt a random skill at the start of the game. Skills are kept face up, and each player may use their skill as often as they like (*subject to the limitations written on the card itself*).

CHOICE OF SKILLS

At the start of the game, deal 2 Skill cards to each player (*or perhaps more, if you have enough cards*). Each player chooses one of the skills dealt to them, and discards the other(s).

SHARED SKILL

Choose a single Skill card for all players to use.

CHAOS MAGIC

At the end of each turn, the current player may draw a new Skill card and then shuffle their old one back into the deck. If the current player used their skill during the turn, then they *must* do this (*otherwise it is optional*).

MAGIC CIRCLE

Deal a Skill card to each player, but then each player places their received card between themselves and the player to their left. Each player may use *both* the Skill card on their left and the one on their right.

NOTE: This will lead to higher scores in Crisis Mode; you may wish to increase your point target by about 5-10 points to compensate.



NO SKILLS

Skills are not required; if you prefer, you can leave them in the box and play without them.

NOTE: This will lead to lower scores in Crisis Mode; you may wish to reduce your point target by about 5-10 points to compensate.

Room Tile Clarifications

AURIC FOUNTAIN

Reveal 5 gem cards and Keep any cards that have a  or a . Discard any cards that are not kept.

CHAOS FOUNTAIN

Discard a card. Reveal 5 cards and Keep those that don't have any gems matching the discarded card. Discard any cards that are not kept.

CHAOS VEIN

Discard a card. Dig for 3 cards that don't have gems matching the discarded card. Keep all 3 cards.

CRYSTAL GARDEN

Draw a number of cards equal to the number of cards in your hand.

CRYSTALARIUM

Discard a card. Dig for 3 cards matching at least 1 gem on the discarded card. Keep all 3 cards.


DARK PIT

Lose 1 point. Draw 4 cards.


DIAMOND REFINERY

Discard a card with . Score 2 points and Draw a card.


DIAMOND SPLITTER

Discard a card with . Name 2 gems, Dig for a card with both named gems, and Score 1 point.

DIAMOND SPRING

Reveal 9 cards and Keep any cards with . Discard any cards that are not kept.

DIAMOND VEIN

Dig for 2 gem cards with **only**  and Keep both cards.



DIMENSIONAL RIFT

Draw a card. Return 1 empty (*containing no dwarves*) constructed room tile to the bottom of the room stack.



DISSONANCE FOUNTAIN

Name 2 gems. Reveal 3 cards and Keep those without any of the named gems. Discard any cards that are not kept.

DREAM SHAFT

Discard a gem card with a  or a . Draw 4 cards.

ECHO CHAMBER

Discard a gem card with a . Take the top 4 gem cards in the discard stack (*not including the just discarded* ) into hand.





ECHOGLASS VEIN

Dig for 2 gem cards that have a  and Keep both cards.

EDDY

Take the top 2 gem cards in the discard stack into hand.



ELECTRUM FOUNTAIN

Reveal 7 gem cards and Keep any cards that have a  or a .
Discard any cards that are not kept.

ELECTRUM SHAFT

Discard a gem card that has a . Reveal 5 gem cards and Keep 3 (*player's choice*). Discard any cards that are not kept.


ENTROPIC FOUNTAIN

Reveal 6 gem cards and Keep any cards that have a  or a .
Discard any cards that are not kept.

FIRE RUBY SHAFT

Discard a gem card that has a . Reveal 5 gem cards and Keep 3 (*player's choice*). Discard any cards that are not kept.


FIRE RUBY VEIN

Dig for 3 gem cards that have a  and Keep 2 (*player's choice*). Discard the card that is not kept.


HONEYCOMB

Reveal 6 gem cards and Keep 1 (*player's choice*). Discard any cards that are not kept.


HOPE REFINERY

Discard any number of gem cards with a . Score a number of points equal to the number of discarded gem cards then Draw a card.

HOPE SPRING

Reveal 12 gem cards then Keep any cards that have a .
Discard any cards that are not kept.

HOPE WELL

Reveal 5 gem cards and Keep any cards that have a  then Keep 1 additional card (*player's choice*). Discard any cards that are not kept.

INSIGHT WELL

Discard a card. Reveal 5 gem cards and Keep 2 (*player's choice*). Discard any cards that are not kept.

MAELSTROM

Discard any number of cards then Draw until you have 3 cards in hand.



MINE CART

Move to any other mine cart. This is a free action and does not cost a movement step.

MINE SHAFT

Draw 2 gem cards.





MIRROR FOUNTAIN

Reveal 6 gem cards and Keep any cards that have a  or a . Discard any cards that are not kept.

MYSTIC ELEVATOR

Move this room, and all the dwarves within it, to any open door.

NEXUS

Reveal 4 gem cards and Keep any cards that have a special gem (, , , ). Discard any cards that are not kept.



NOVA VEIN

Dig for 2 gem cards that have a  or a  or a . Keep both cards.


OBSERVATORY

The ability of this room is the same as one other room that another player is standing in. Of the rooms available to copy, the activating player chooses which to copy.


OBSIDIAN FOUNTAIN

Reveal 6 gem cards and Keep any cards that have a  or a . Discard any cards that are not kept.

OBSIDIAN SHAFT

Discard a gem card with a . Reveal 5 gem cards and Keep 3 (*player's choice*). Discard any cards that are not kept.

ORICHALCUM VEIN

Discard a card. Dig for 2 gem cards that have a . Keep both cards.

PATIENCE VEIN

Draw 1 card. Skip your discard phase on your next turn.

PERMAFROST SHAFT

Discard a gem card with a . Reveal 5 gem cards and Keep 3 (*player's choice*). Discard any cards that are not kept.

PERMAFROST VEIN

Dig for 2 gem cards that have a  or a . Keep both cards.

PORTAL

Move to any constructed room.

RECYCLER

Draw 1 card for each player with more points than you.



RESONANT CHAMBER

Reveal 4 gem cards. Name a gem and Keep any gem cards that contain the named gem. Discard any cards that are not kept.

RICH DEPOSITS

Reveal 3 gem cards and Keep 2 (*player's choice*). Discard the card that was not kept.

RUINS

Reveal 4 gem cards and Keep those with **only** standard gems (🔴🖤🔵🟢🟣🟠🟡). Discard any cards that are not kept.

SCRYING POOL

Activating player may look at the top 5 Room tiles in the room stack then return them to top of the room stack in an order of their choosing.

SOULSTONE FOUNTAIN

Reveal 7 gem cards then Keep any cards that have a 🟣 or a 🟢. Discard any cards that are not kept.

SOULSTONE SHAFT

Discard a gem card with a 🟣. Reveal 5 gem cards and Keep 3 (*player's choice*). Discard any cards that are not kept.

STAR TEAR FOUNTAIN

Reveal 6 gem cards and Keep any cards that have a 🟡 or a 🟠. Discard any cards that are not kept.

STAR TEAR SHAFT

Discard a gem card with a 🟡. Reveal 5 gem cards and Keep 3 (*player's choice*). Discard any cards that are not kept.

TEMPERANCE VEIN

Discard a card then Draw 3 cards.

TIME VEIN

Increase your remaining movement points to 3. If you have 3 movement points or more when entering this room there is no effect.

TRANSMUTER

Discard any number of cards. Name a gem then Dig for the named gem. The number of cards you Dig for is equal to the number of cards discarded. Keep the cards that were dug up.



TUNNEL

When moving into the tunnel the player must follow the path of the tunnel and come out the other side. Stopping in the tunnel is not permitted.

VOID

No effect.

VOLCANIC WELL

Reveal 3 gem cards and Keep any cards that have a  or a  then Keep 1 additional card (*player's choice*). Discard any cards that are not kept.

VORTEX

Discard your hand then Draw 4 cards.


WARP STREAM

Move to any constructed room then Draw 2 cards.

WARPED MIRROR

Swap places with another player.

WARPSTONE VEIN

Dig for 1  then Keep the dug card and Draw 1 card.

WISH FOUNTAIN

Name 2 gems then Reveal 3 gem cards and Keep any cards that have at least one of the named gems. Discard any gems that are not kept.

WISH GEYSER

Name 2 gems then Dig for 2 gem cards that have at least one of the named gems. Keep both cards.

WISH SPRING

Name a gem then Reveal 6 gem cards and Keep cards that have the named gem. Discard any cards that are not kept.

WISH VEIN

Name a gem then Dig for it, and Keep it.

WORKSHOP

Draw a card then Score 1 point.



The Gems



ELECTRUM

Veins of this rubbery material are often found running underneath ley lines. It has powerful conductive properties, and is often used to convey power between various locations.



FIRE RUBY

Fire rubies are produced when the earth cracks and bleeds. These lustrous gemstones possess a singular fire, which can be tapped by illuminating them from just the right angle. They are the primary source of heat in most arcane machinery.



OBSIDIAN

This dark mineral is the residue left behind when magic is destroyed. It symbolizes decay, but also the cycle of change and renewal, and serves as an important catalyst in many alchemical reactions.



PERMAFROST

This smooth, slippery coating is often found covering stalactites in underground caverns. It resembles ice, but does not melt at any known temperature. It is used as a lubricant and a heat sink.



RAW HOPE

Hope's a funny thing; it has tremendous inertia, yet those who carry it are not weighed down. It can be found welling up in the most unexpected places, and its unique kinetic properties are exploited to make tools and machine parts that are light but massive.



SOULSTONE

These spherical crystals draw hungrily at their surroundings, and can trap part of the vital energy of living things that die nearby. Those found deep underground are often inert, but ones hidden near the surface are potent power sources for sorcerous rituals.



STAR TEAR

When the earth was born, the stars wept for joy. Their tears fell into the earth's cradle and were preserved in its crust for years beyond reckoning, where they can still be found today. Like the stars they came from, the tears shine brightly in dark places, and an experienced spelunker can use them to find north even while deep underground.



DIAMOND DUST

Diamonds are brilliant and clear, yet in their sparkle can be seen every color of the spectrum. They are like crystal goblets, able to contain magical energies without occluding or tainting them, and they are used as a storage mechanism for all sorts of exotic power.



ECHO GLASS

These perfectly-straight shards resonate in the presence of magical fields. By lining hollow chambers of carefully-measured size, they can be used to capture and amplify specific types of energy, making them useful for reinforcing other materials.



WARPSTONE

Certain kinds of trauma can rip small tears into the ether. Normally, these tears are carried rapidly away as the earth spins on, but occasionally they can become trapped in a dense stone. Such stones are constantly trying to fly away at right angles to reality, making them powerful sources of locomotion.



ORICHALCUM

Rarest of metals and highly prized, orichalcum is etherically inert, making it ideal for tools and ornamentation that need to remain in proximity to activated materials. Plus, it's all shiny and sparkly.