

The Gems Of Nevermore :

Rarity Scale : **Velvet** **Orange** **Forest** **Ice** **Abyss** **Mauve**

Caster : whilst caster is relatively abundant, it is still considered a rare gem. Caster gems usually sell for a good price, and are seen as a somewhat reliable source of income. Caster gems are the basic magical gem, allowing one to better channel their arts, yet it offers nothing else. A crystal clear gem, lacking any color ; no wife would be joyed to get this wedding ring.

Lor : Lor is known to be a poor man's ring. It has a nice hue of yellow around the edges, and a bright green center. While it lacks any magical properties, it's beauty is what makes it rank above Caster. Lor rings are the common mass produced wedding rings.

Seden : Seden is the gem by which all magicians swear by. It is the gem that beginner magicians use after they have mastered the most basic of all spells : Channel. Being able to cast this spell initiates a person onto their magical journey, and as a reward, they are given their very first official wand, made with Seden. Many high ranking mages cry at the sight of their very first wand : it was this that ignited their passion for the arts. Some mages still try to find better uses to Seden, just to live the nostalgia again.

Ore'al : Typically Ore'al comes in purple, yet on rare occasions, it can be found with a reddish hue. Ore'al is a sturdy gem, thus typically allowing it to be used as a glass pen. Oddly enough, the masses detest Ore'al, and no king has ever appreciated this gem on their crown.

Kuwatah : The songstress' gem, Kuwatah is capable of augmenting the octave of any sound, allowing performers and bards alike to compose wonderful orchestras that would be otherwise impossible.

Pully : Pully is a researcher's favorite gem. Naturally formed to make a perfect lens, this gem can be mined to make telescopes, magnifying glasses, and even microscopes. The greater the zooming capacity, the better, as in the higher the price is. So while this gem is classified as a low ranking gem, a quality lens might fetch a pretty solid price.

Izen : While machinery is not that popular in Nevermore, it still does exist, and this gem is one of the reasons why. Izen vibrates when an electrical current passes through, making it take place in many machinery as fine tuning, oscillation counter, quasi conductor, or even LED light source. Izen is more or less bland, with a yellowish hue some would consider quite ugly, but to an engineer, it is a beautiful thing indeed.

Lygwyn : Thin as paper, the constitution of this gem is typically weak, and somewhat long. Coming in many colors, this gem was useless, up until the churches got the idea to make mosaics. Nowadays, Lygwyn is well sought after, and churches do pay a good fee for crystal blue ones, representing The Ice Angels.

Arst : Arst is considered a blessing from the earth, as its usage is extremely widespread. Arst turns to liquid when exposed to fire, but otherwise becomes a durable, yet smooth and polished gem. This has allowed Arst to become “the bottle cap” of all magical concoction. Not to mention it can also be used as glue. Arst is just one of those things that make life easier, in one way or the other.

Giq : Giq is a peculiar gem, seemingly able to compress to ridiculous extents. This property has allowed the Gem to take up a cubic centimeter, but to weigh over 3Kgs. It is thus used in some scale balances, and some machinery even. One monument uses a Giq Bell, made from a gem that has been compressing for more than a decade. It is said that when that bell tolls, a Creature of power will be summoned. It remains unknown if the creature is evil or not.

Kaith : Kaith was a ruler renowned for his Branch Crown, having this gem as the highlight. Kaith was a just ruler, and had the favor of The Garden. Hence why his kingdom was flourishing with Flora and Fauna, and had Animal Guardians protecting it. Even now, Kaith gem is linked to the forests, and it is the symbol of many magical schools that specialize in Earth Magic.

Viviam : “The Chameleon”, Viviam has light bending and absorbing qualities, allowing it to seamlessly blend in with the environment. Finding Viviam by relying on sight alone is objectively stupid. The only reason why it does not rank higher in rarity is simply because the faintest of light magic is able to detect Viviam, and with ease at that. Many assassins don capes drenched in shattered Viviam, making them near invisible in the night shroud.

Demon’s Piece : A retrieved Piece From the tale of HighLord Korna. Amidst a bloody battle, two kings played a fateful game. The winner was to come back a legend, hailed as a Genius, hailed a Hero. This Piece represented the opposing side. Made from unique gems, it is beautiful, but not the greatest piece of work.

Kalaf : A magician’s trusty trinket, Kalaf is able to store a certain amount of magic in an ordered circuit, making it a one time usage quick spell. Kalaf’s capacity is determined based on its density, polish, purity, and size. Larger ones can contain greater spells, but not more than one

spell. At times, they may break, but it seldom happens...Pray that it doesn't happen when you need it most.

Zylph : if chalk is the basic ingredient for summoning, then Zylph is the chalk of Nevermore. Zylph is a gem that looks like the starlit sky, with the rare instances having trails similar to the northern lights. When grounded to dust, one can apply force to compress, producing Zylph chalk. It is the very first thing needed to draw out the summoning rites, and some even have commission pens of Zylph heads, to write the most magical of grimoires.

Los-Ember : A gem beloved by fire casters, bestowed onto the world by The Pillar Of Embers. Los-Ember is a gem that manifests the prowess of flames and embers, allowing proficient magic caster to cast Ashen fire spells, these being regular fire spells but with a twist of Ash magic added. Needless to say, this gem requires a strong wielder, or the user may very well engulf themselves in their very own blazes.

Tu'bi : The TearStone, a gem which brings to tears those who witness it's beauty. Tu'bi is one of the gems that no one wants to get close to, as it is the gift of The Ice Angel Princess. Made from Her tears, this gem is known to bring conclusion to any living being's life. Many willingly turn to dust after seeing this wonder, all tearing, yet with a smile ; as if their lives were fulfilled, they disperse into ashes. Man fears this gem, all whilst knowing that obtaining it means they fulfilled their being. To find meaning, means that the journey is over --- so what is more important, the journey, or the destination ?

Live'feae : The Ice Angel Princess' wings shed these mesmerizing gems. With Her now no longer physically here, Live'feae became an expendable stock. Live'feae is the healing gem of this world, as placing it on wounds mends, yet it corrupts the gem, turning it from a beautiful clear blue to a blackish hue. Live'feae is a national treasure, used only on kings, or heros. Yet tales speak of a Lady with wings, journeying the world, healing those whom she deems decent.

Ano Ana : Ano Ana, the gem of wrath and grieve. This gem is produced when The Ice Angel Princess is angered, and it embodies this anger. Ano Ana does not destroy ; it has no destructive properties, yet it pacifies in a harsh manner. Spells casted with Ano Ana gain a special trait : the magic spewed forth only attacks the soul of the enemy, taming it, making it lose power, and eventually succumb to emptiness. It does not destroy the soul, but it forcefully takes out the evil in it.

Quiva : The very first gem that shapes itself constantly, Quiva is known to twist and straighten, moving like threads filled with life. Yet with their special light bending properties, it seems as if it moves by frames, each frame captures the tread in one motion. Some people say it is a memento, frames of time frozen, a vestige of what should be held dear.

Nox : The gem of gentle warmth. Nox is named “Mother’s Embrace”, for it heats up when the surroundings are cold, to just the right temperature to keep the holder warm. Nox ‘s warmth is soothing, to the point of addiction. Some royalty have gotten their hands on this gem, and they all swear by it. Some successful businesses use this gem, in onsens and the like, and it is why they are successful. Dying people are given this gem, to hold as they perish. It really does make it easier, to die in loving hands, to die knowing that your warmth will be transferred, and that your pain will sooth another’s.

High Lord’s Piece : Bestowed by The OathKeeper onto HighLord Korna, This piece symbolizes Everything the holder has. After a gruesome war that left two mighty nations on the brink of perishing, HighLord Korna begged for the assistance of The OathKeeper. The last, being faithful to his duty, gave the king a chiseled “Lord Game” Lord Piece, alongside an entire set made from The Beacon’s bones. “Play with the lives of your masses no longer. Play with your own instead.”

And so The HighLord did. Winning the game meant saving his kingdom. Losing meant a fate worse than death.

The Piece still shines today, made from a crystal that has met no other like. It is said that whoever beats The HighLord at his own game shall receive the throne.

Yan Maek : Yan Maek is known to carry a sharp edge, always. It appears that this gem, usually crescent in shape, is solemnly formed inside the bones spewed from The Beacon. Although it carries no magical prowess, the allure lies in the blackish spine, fading to an ivory white edge. Many royal surgeons utilize this gem as a scalpel, as its precision is on point.

Yan Luvy : Yan Luvy, pronounced “Yah-n Lu-Vei”, is a gem only a mad king would wear. The gem inherited powers from The Beacon, capable of containing it. It is thus how Unholy magic wands are made, catalyzing Dark magic, imbuing it with the power of The Beacon. Those who wear any jewelry made from Yan Luvy will gain power, at the cost of a perishing heart and consciousness. The Beacon feasts upon the heart of those who wish to do good ; Many kings donned a crown, becoming a slave.

Tolbiac : The fertilizing gem of The Beacon, Tolbiac is a compound capable of fertilizing soil, revitalizing even the saltiest of soils. For nearly a decade, this gem was used to grow immense farms that fed whole villages. A bountiful harvest, with an absolute zero infection rate from insects. Yet as the flora aspect grew, the fauna grew sparse. The livestock was getting weaker, thinner— becoming sickly gray. It wasn't long until all the livestock died. Thinking that meat would just become a luxury, the masses ignored this omen of death. Soon enough, the lands roamed with these thin figures that fell one after the other. All hollowed. All shriveled. The gem takes life to give life. If humans harvested Mother Nature for food, then Mother Nature harvested humans for food as well.

Cyphl : many would consider that obtaining Cyphl is the most disgusting act of all, as Cyphl can only grow in the parasites of The Beacon, when mixed with saliva and urine, and when fed human flesh. The process of making Cyphl is inhumane, hence why no royalty accepts this gem ; publicly, of course. Cyphl is a bloody veined gem, pulsating with vitality. Consuming this gem grants life, at the cost of rotting flesh. Eating Cyphl means one will look sickly, but will out live all.

Kairi : A gem of ultimate beauty, Kairi is the most expensive gem known to date. It has no other purpose than sheer beauty, and it needs not to do more. Wars were waged on mere rumors of this Holy treasure, and wars will be waged for it surely. Kairi is a multi-colored gem that perfectly reflects light, with an immeasurable polish. Kairi was the lowest gem of The Ice Angel Princess' least favorite bracelet. She loved the Caster ring, given to her by The OathKeeper. He thought the gem was beautiful, so in his obliviousness, proposed with a ring made solely from Caster. A river of Tu'bi formed with joy when She received it.

Kestalt : Kestalt is the material of time. To control Kestalt is to control Time itself. Found trapped in the Melina-Weister Hourglass, guarded by Sand-Dunes Guardians, no one dares to tackle the adventure. Inherently, Man fears The passing of Sand, and Kestalt is the very Sand that flows.

