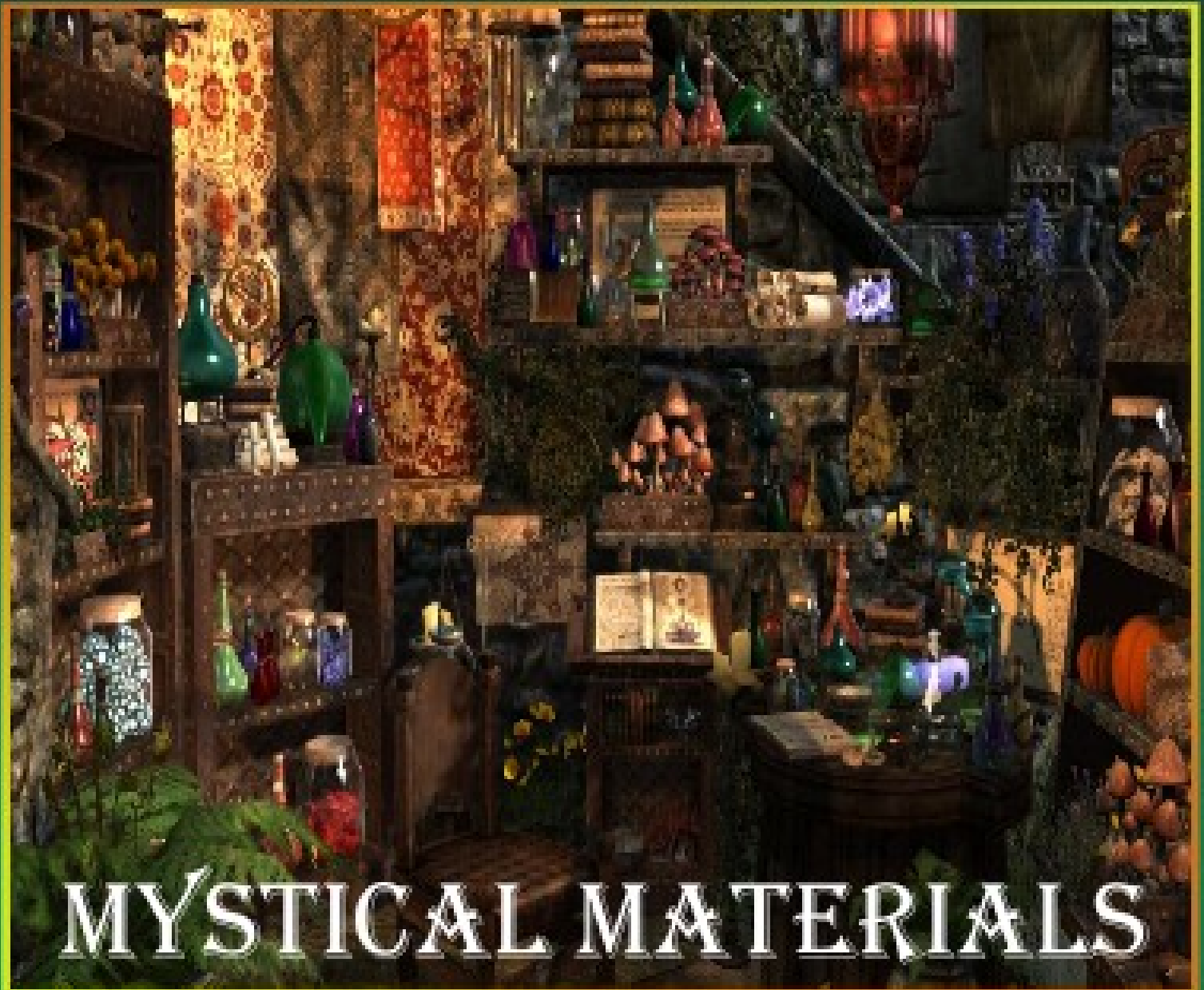


Beyond Heroes

Companion Rules BH34



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book XXXIV: The Book of Mystical Materials

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FOREWORD

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

Mystical substances are legendary substances from a relatively cohesive set of myths. In real life, a metal is an element of the periodic table which belongs to one of certain groups/columns and has a specific type crystal lattice with free electrons. In fiction, especially fantasy, a metal is shiny stuff with wonderful properties like super strength, lightness, magic resistance and so on, often not resembling any of the metals found in the periodic table.

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1. MAGICAL MATERIALS

These are the most commonly used metallic substances used in magic and the construction of magical items and the most common magical treatments for metals. Metals and alloys are listed together, alphabetically.

Adamant:

This is the pure metal form of the hard jet-black ferromagnetic ore known as adamantite, from which adamantine is made. One of the hardest of the commonly known magical metals, pure adamant is capable of slicing through most other metals as if through air, and appears to be invulnerable to fire and heat. Complex alchemical treatments are needed to work it. It exhibits some resistance of cold, electricity, acids, and attempts to disintegrate it. When forged in an alloy with iron, a very difficult task, 10% Adamant 90% Iron the resulting metal is incredibly strong per unit weight.

Adamantine:

An alloy of adamant, electrum, steel, and mithril, adamantine is fully as hard as adamant yet possessing a rugged durability making it almost unable to be cracked, much less shattered as adamant may be. Black in hue, but possessing a green sheen which turns to purple-white under most magical radiances, adamantine can rarely be mistaken for any other metal. Unlike adamant, it can be affected by fire and heat, although the temperatures needed to work it are excruciatingly high and it is tricky to work with at best, requiring special oils to slake and temper the metal properly.

Agni Mani:

This black, irregularly shaped glasslike ornamental stone has fallen from the sky in meteoritic form to crash among various deserts. It is used in garments and the crafting of magical items because in all blasts (such as the explosions caused by fireballs and beads of force), agni manis vaporize but protect beings wearing or carrying them by negating D4 points of damage per agni mani stone.

Alestone:

Brown to yellowish brown, the hues of old ales, alestone is named for its color. More properly called clinozoisite, this semiprecious stone is found in crystals and cut into faceted gemstones of handsome appearance. It is also known to some adventurers as a scatterer because it can deflect solid objects that approach it very quickly (such as fired arrows, slung stones, and other hurled items). This forces any being trying to catch or snatch up an alestone to make a successful Dexterity ability check to perform the desired action and also increases the effective Armor Class of a being wearing or carrying an alestone on the side from which a projectile attack is coming by 1. Increasing the amount of alestone does not further augment this protection.

Alexandrite:

A greenish form of chrysoberyl which appears reddish under nonnatural light, including wizard's light spells, alexandrite is a transparent fancy stone usually cut into facets and mounted as a pendant or in earrings. Alexandrites are favoured for focal use in any items of magic that confer good luck, favor, or protection, such as luckstones, though many are used for lodestones as well.

Algae:

Algae is a quartz ornamental stone that is covered with rich, dark brown, wavy patterns. It is sliced and used for inlay in belts, baldrics, or furniture or cabochon cut (polished glassy smooth and curved, without facets), and polished to bring forth the pattern. Algae resists changes in shape or state, and all beings or items wearing or otherwise in contact with any algae make saving throws against polymorph or shape-changing spells, spell-like powers, similar psionic sciences or devotions at a +2 bonus; they must save even if they are willing to be transformed.

Amaratha:

Also known as shieldstone, amaratha is a soft, greenish white or very pale green, sparkling type of jewel. When cut and polished, such nodules usually yield a dozen or more 1-inch-diameter smooth spheres (the base-price, most common amaratha stone). Amaratha is too soft and easily chipped or shattered to wear well in exposed settings such as rings, the tops of staves, or the peaks of ornamented helms, but it serves magnificently as a gemstone set in pieces of personal jewelry, ornamental armor, or other lapidary pieces worn in protected locations. Shieldstone attracts and absorbs electricity in a 10-foot radius and can be used to protect those who wear it or accompany the wearer from lightning and electrical discharges. Static charges and the like are continuously absorbed by shieldstones without altering them in any way, but a piece of amaratha automatically neutralizes even the most sudden and powerful of electrical effects (such as an electric eel shock, lightning bolt, or the like). A 1-inch-diameter sphere of shieldstone absorbs up to 6 points of

electrical damage; in absorbing the charge, the shieldstone is consumed, vaporizing at the rate of a 1-inch-diameter volume per 6 points of damage absorbed. (A 1-inch-diameter stone disappears, and a 2-inch-diameter stone becomes a 1-inch-diameter stone, etc.) If an electrical discharge exceeds the capacity of a shieldstone or group of shieldstones (such as several set in a necklace) to absorb it, all of the amarathas vaporize and the excess points of damage are suffered by those creatures or objects in the vicinity who would have normally been the targets of the discharge.

Amber:

A golden or orange-hued, fossilized resin, this fancy stone is soft and brittle and is usually tumbled smooth and cut cabochon. Some amber contains other preserved fossils, such as primitive plants and insects. These variants with identifiable inclusions are valued much more highly in the Realms than clear amber, and command four or five times the prices of empty amber. Amber pellets strung on thongs are used as a medium of trade by northern barbarians, but these same pellets are graded and valued among civilized peoples as gemstones, not just currency. Amber is often used as a good luck charm to ward off diseases and plague and as a component of spells and magical items with healing- or disease-related effects. In magical uses, amber serves as a spell component and spell ink ingredient in most enchantments that involve lightning and electrical discharges, from shocking grasp through chain lightning.

Amethyst:

Amethysts are the most valuable of the quartz gemstones and are normally facet

cut into brilliant shape. Related to agates and other less valuable quartzes, amethysts vary in purple hue from a lilac color to a royal purple, but the rich deep purple stones are most remembered and valued. Amethyst is one of the nine secrets types of gemstones that can be transformed into ioun stones by the proper spells and also serves as ink ingredient or spell component in magics involving the communication of messages (such as magic mouth spells) and the augmentation of Wisdom.

Andar:

Also known as andalusite, this hard, durable semiprecious stone is found as small, translucent crystals (sometimes as water-worn streambed pebbles) averaging ½ inch in diameter that flash green-red or brown-red when properly faceted. Andars are known to alchemists and adventurers as the easy half of the two alternative ingredients for a potion of treasure finding. They must be powdered and then boiled with a dragon scale of amethyst, gold, or silver; the scale is the difficult half of the two power ingredients, which must then be combined with an oily base using the process and enchantments that give the potion its powers.

Archon:

This soft, readily carved, purple-and white hardstone glows with a faint greenish radiance if magically invisible (not disguised or ethereal) objects or creatures come within 20 feet of it.

Augelite:

A soft, fragile ornamental stone found naturally in clear, colorless crystals, augelite is easily worked without special skill or tools but does not last long in normal use for adornment, though it is

often used for such by the Uthgardt barbarians and other primitive peoples. It cannot be carved into delicate or intricate shapes without splitting.

Augelite is magically inert, and in fact has the property of lessening magical effects in its vicinity. The damage done by a spell is lessened by 1 point per die within 10 feet of any augelite stone, and saving throws vs. all spells and magical effects are augmented by a +2 bonus within the same area of effect.

Aventurine:

Sometimes called love stone, this semiprecious quartz gemstone contains many mica crystals that give a spangled appearance to the stone when it is viewed from the proper angle. Aventurine can be golden, medium to light green, or dark to pale blue in color. It is used for tumbled gemstones, cabochons, and ornamental inlays or carvings. It occurs in large deposits, and 20-pound blocks are not uncommon. Powdered aventurine is often used to penetrate magical disguises; its touch shatters most illusion and transformation magics.

Azurite:

Azurite is a form of malachite slightly rarer than that mineral's banded, multitone-green normal color variety. This ornamental stone is a deep blue with opaque mottling in darker shades of blue. It is often smoothed from its irregular natural condition and used to ornament belts and rings. Its powers are akin to those of malachite but more restricted: Azurite prevents all heat damage to any being in direct (flesh-to-gemstone) contact with it. This lessens most fire and flame damage by half.

Beljuril:

These jewels are found as smooth-surfaced, asymmetrical (but roughly spherical), fist-sized stones. They occur in old rock, and most frequently are quarried from blue claystone. They are durable and very hard, and cutting one typically wears out several sets of metal tools. Because of this, beljurils are usually worn whole or simply split in half in pectorals or shoulder plates that are fashioned with pronged (claw) settings. No beljurils significantly larger or smaller than approximately 3 to 5 inches in diameter have yet been found. Normally a deep, pleasant, sea water green, beljurils periodically blaze with a sparkling, winking, flashing light. This discharge is pleasantly eye-catching in a candlelit great hall or a lantern-lit dancing grove, but in a dark chamber or the murky night, it is dazzling. At random, beljurils absorb some small amounts of heat, light, and vibratory energy from their surroundings (the area within a 30-foot radius around them) without negating that energy's normal effects. Periodically, they then discharge this stored energy in a sparkling flash. Beljurils usually flash about once per hour, but rates vary from stone to stone, regardless of size or age and for no known reason. Their discharge is silent and cold; the sparks given off are few and do not carry a strong electrical jolt. Beljurils are sometimes used in experiments by alchemists, sages, and artisans, but have not yet proven useful as a power source, but wands of lightning and other magical items that discharge electricity) fashioned with beljuril chips at their ends deal an additional D6 points of damage beyond the normal 6D6, and powdered beljuril is a prized ingredient in spell ink formulae and item enchanting baths for all things

magical concerned with gathering, storing, or conducting electricity. The gemstones are often used for warning lamps or night beacons by the wealthy.

Black Opal:

Black opal is a greenish type of opal with black mottling and gold flecks. Usually found in ancient hot springs or their dry remnants, this gem is most often tumbled smooth and cabochon cut. Those who work with magic know black opal as a potent explosive: When powdered and mixed with powdered orl and then introduced to any open flame in a particular way, the result is a violent explosion that does 6D8 points of damage to all within 10 feet, 4D8 to all 11 to 20 feet distant, and 2D8 to all 21 to 30 feet distant. A saving throw vs. petrification is allowed to sustain only half damage, and whether owner's save or not, items must make a successful saving throw vs. disintegration if within 10 feet or against crushing blow if 11 to 20 feet away or be destroyed. Items need not save if beyond 20 feet from the blast.

Black Sapphire:

Black sapphires are a rare variety of sapphire that is a deep, rich black with yellow or white highlights. Dwarves prize them highly, as do a growing number of wizards who have learned that once a black sapphire has been cut and polished, it prevents temporal stasis, time stop, and all chronomancy wizard or priest spells and time sphere spells from functioning within 30 feet of it. Such magics cease to function if a black sapphire is brought within 30 feet of their areas of effect.

Bloodstone:

Bloodstone is a dark greenish gray variety of semiprecious quartz gemstone flecked with red crystal impurities that resemble drops of blood. When worn as gemstones (typically by farmers and foresters who have little wealth to spare on such things), these semiprecious stones are usually cabochon cut with beveled edges into smooth ovals. The magical uses of bloodstone are many. It has long been known that a single bloodstone and a leafy spring of the herb heliotrope can serve as alternative material components for the invisibility spell without altering the magic in any way. A bloodstone laid on an open wound acts as a cabochon cut and polished, looking rather like ivory, closing the wound, banishing any disease or blood shed. Varieties of this semiprecious stone are mostly white, but poisoning, and stopping bleeding instantly. It cannot heal damage rare variations slip to gray or black.

Bluestone:

A colloquial name for the ornamental stone sodalite (sometimes called ditroite), this soft, brittle gemstone is rich blue and sometimes veined with pink, cream, white, and yellow. It can be found in old and weathered rocky environments. Powdered bluestone added to plain water lit by any magical radiance yields a potion that acts either as a neutralize poison or heals D4 points of damage. If added to any magical healing potion, it adds both a neutralize poison function and an additional D6 points of restorative boon to the draft.

Chrysoberyl:

This hard, transparent green fancy stone is usually facet cut for adornment. One of the nine secrets (types of

gemstones that can be transformed into ioun stones by the proper spells), chrysoberyl is used in enchantments that protect against magic jar spells, other hostile forms of possession, and similar necromancies, and in the making of weapons designed to strike incorporeal creatures such as certain undead. It also has medicinal uses, can aid in divination and scrying magics, and of old was used by certain sorcerers in message stones that would utter magically recorded speech when touched treasures collected today as inspirational utterances, heart-stirring words of passion, valued instructions in the working of magic, or directions to hidden treasures.

Brandeen:

Also known as stibiotantalite, this rare, hard mineral yields small reddish-brown to honey-yellow faceted fancy gemstones which are worn by many merchants and courtiers who are unable to afford more expensive gemstones. Brandeen's magical use is as a cure for deafness. It is powdered and added to the sap of any living hardwood tree, a message spell is cast on the mixture (the message consisting only of vowel sound utterances). The resultant potion, which must not see sunlight unprotected, must then be drunk within a day.

Bronzewood:

is a special type of wood that can replace steel in most items. Any item that's normally made of metal is 10% lighter. Light armours can't be made with it, neither can chains or spikechains. Any item that's normally made of metal is 10% lighter. Unlike most woods, bronzewood can be used instead of metal to fashion heavy armour and weapons—

it is somewhat shapeable during manufacturing, and it keeps a sharp edge. Although dense and weighty compared to other woods, it is still lighter than steel: Items weigh 10% less when made from bronzewood rather than metal. Breastplate, banded mail, splint mail, halfplate, and full plate can be made from bronzewood. Armour made of bronzewood is somewhat less obtrusive than similar armour made of metal.

Chitin:

Chitin armour is constructed from the exoskeletons of giant aquatic vermin, such as giant crabs and lobsters. It is full-body armour.

Chrysopease:

A translucent stone with an apple-green color, this semiprecious stone is found in mountains. It is also used in the making of magical items and spell inks concerned with invisibility and as a material component in spells concerned with both invisibility and seeing invisible beings and objects. It is also one of the nine secrets (types of gemstones that can be transformed into ioun stones by the proper spells).

Clamshell:

Clamshell armour is made by connecting together various sized shells harvested from giant clams.

Crown of Silver:

Crown of silver is an ornamental stone usually sliced and polished for inlays so as to best show its black bands, but it can also be tumbled or cut cabochon. Crown of silver prevents rusting when powdered and applied to ferrous metals. It sees use in spell ink and as a casting

component of the everbright spell, and can also serve in place of iron filings in most castings (such as the clerical protection from evil magic).

Crystalline:

True crystalline weaponry is rare in the extreme. These weapons are made entirely from a precious crystal or gem and are fragile but very lethal weapons. A true crystalline blade is typically made of diamond from the underground and capable of slicing through the toughest of hides. A weapon edged in crystal ignores half of the AC granted by armour (round up). Against magical armour, this applies only to the armour, but not the enhancement bonus of the armour. This also applies to shields. Furthermore, if used to sunder a weapon or strike an inanimate object the weapon deals an additional +D6 points of damage. Only slashing and piercing weapons may be crystalline.

Darkleaf:

Darkleaf cloth is a special form of flexible material made by weaving together leaves and thin strips of bark from darkwood trees, then treating the resulting fabric with special alchemical processes. The resulting material is tough as cured hide but much lighter, making it an excellent material from which to create armour. An item made from darkleaf cloth weighs half as much as the same item made from normal cured leather, furs, or hides. Items not primarily constructed of leather, fur, or hide are not meaningfully affected by being partially made of darkleaf cloth. As such padded, leather, studded leather, and hide armour can be made out of darkleaf cloth (although other types of armour made of leather or hide might be possible). Because darkleaf cloth

remains flexible, it cannot be used to construct rigid items such as shields or metal armours. Darkleaf armour is immune to rust monsters' special item damage, and is slightly harder than steel. Also, depending on your campaign certain classes that have prohibitions against wearing metal armour, like Druids, can wear Darkleaf armour freely.

Dioptase:

A soft, brittle semiprecious stone of vivid emeraldgreen hue, dioptase (also known as diopside) is found in tiny, flawed crystals and yields only the smallest of faceted gemstones that are used in figurine adornment or to decorate lace. Larger specimens are extremely rare and highly valued, commanding the same prices as more valuable color and clarity variations. In two turns dioptase dissolves in liquids that have already been enchanted by any spell effect and each gemstone that is so dissolved restores 1 hit point of damage to a creature who drinks the resulting mixture.

Dragonhide:

Armoursmiths can work with the hides of dragons to produce metal armour or shields that count as hide. One dragon produces enough hide for a single suit of hide armour for a creature one size category smaller than the dragon. Enough hide is available to produce a small or large masterwork shield in addition to the armour. Because dragonhide armour isn't made of metal, druids can wear it without penalty. If the dragonhide comes from a dragon that had immunity to an energy type, the armour is also immune to that energy type, although this does not confer any protection to the wearer.

Glasteel:

This material has the strength and durability of steel while being as transparent as glass. Spellcasters and alchemists, via transmutation, have developed the ability to give glass the properties of steel, and steel the properties of glass. The resulting material is transparent and the colour of the caster's choice (though is most often colourless), appearing much like clear volcanic glass. The weight of the item is as normal for an item of that type. This material is subject to neither magnetism nor rust.

Flamedance:

This precious stone is an extremely rare translucent gemstone found in small crystals or fragments. It is hard and resists cleaving when worked, making it ideal for use in carving. It is usually used in lapidary work only when faceted gemstones can be cut from the crystals. A very pale yellow or green in hue, it sees magical use for the property for which it is named: It can withstand any fire, protecting items set with it and beings wearing it alike.

Garnet:

Garnets are general class of crystals ranging from deep red to violet in color. These precious stones are normally isometric in shape, with 12 or 24 faces to a typical crystal, though 36- or 48-faced crystals have been found. Garnets are found in granites and in metamorphic rocks, such as marbles. They actually have the ability to double or treble damage done by weapons they are mounted on when such weapons have been properly enchanted to call on this property.

Hihi'irokane:

Hihirokane is from Japanese mythology in which it is generally depicted as harder than diamond, resistant or immune to rust, an excellent conductor of heat (or even a generator of heat), and an even better conductor of souls, emotions or spiritual energy. It is more or less the Japanese equivalent of Orichalcum. Its name is Japanese for "flame-coloured metal" or "brilliant scarlet metal". In most depictions it's rustproof, ultra-hard, and an excellent conductor of both heat and spiritual energy (sometimes to the point of being warm to the touch). It is used for swords. The sword comes essentially comes with fire aspect, igniting any target hit with it.

Horn Coral:

This precious stone is a deep black coral. Horn coral is used in jewelry as a polished twig or branch of material or is cabochon cut. Those who wear horn coral and touch it with one of their own tears can call forth its magical property (as the cost of the gemstone, which dissolves when the effect ceases): It empowers creatures to water walk (as the 3rd-level priest spell) for up to 6 turns at a time.

Iol:

Also known as iolite, cordierite, or violet stone (despite its usual overall hue of blue), this semiprecious stone is usually cut into faceted gemstones to best display its color change when viewed from different directions. Iols so viewed appear straw-yellow, blue, and dark blue. Small, cut iols can be clear, but larger specimens usually contain silky inclusions of another substance that gives them an internal star effect which give the same rich golden flash of color as is found in sunstones. They are the

best sort of gemstone to transform (with the proper, secret spells) into ioun stones.

Iris Agate:

Iris agate is a massive hardstone variety of agate much used in temples for effect. Its many swirling colors can be seen vividly when light shines through it, but it otherwise appears white. Its sole magical property is that of spell reflection: A spell that is hurled against a screen or statue of this material rebounds right back at its source. For this reason, false guard statues or silhouettes of iris agate are sometimes placed in vault doorways when magical attacks are expected.

Iron, Meteoric:

This metal is rare at best. It is forged from ore garnered from stars that have fallen to ground, or harvested from amongst the rocks of space. It suffers from the same weight penalty as normal iron, but doesn't rust and performs much better in combat. Weapons gain a +1 to hit bonus, do +2 more damage; Armour gains a +1 bonus. Additionally, objects made of this metal gain a +1 bonus to all saving throws and have the ability to strike creatures which normally require +1 magical blades to harm them.

Irtios:

Also known as danburite, this hard, transparent-to translucent semiprecious stone is found as crystals in deep rock or as water-worn pebbles in streambeds or gravel deposits. It is either colorless or a very pale yellow. Irtios crystals are often found on sword scabbards and wizards' staves because they prevent mildew, rot, and molds from affecting any organic substance they are in contact with. This protection includes yellow

mold, mummy rot, and fungal diseases, and it can extend to a living or even undead creature if an irtios crystal is in continuous, direct flesh contact with them.

Jade:

Jade is a class of fancy stone including both jadeite and nephrite. It is often found in a massive, carvable form of a lesser grade and is then classified as a hardstone. It appears as an opaque, waxy mineral of light to dark green or white. As jade ages, it darkens further to become a rich brown. Jade is said to enhance musical ability, and powdered jade is the preferred base for spell inks and used as a substitute for all nonorganic spell components for all illusion/phantasm spells. It is an essential ingredient in enchantment baths for magical items that cast illusions as any of their functions and when so used.

Jasper:

Jasper is an opaque quartz semiprecious stone found in reds, browns, and blacks. Vary rare specimens are blue or have bands of blue against the other colors. Crushed jasper is a universal substitute ingredient in the making of potions, antidotes, and magical items that protect against or neutralize poison and drinks stored in vessels of carved jasper for at least a day are leached of any poisons, taints, or corrosive powers they may carry. Jasper is the preferred stone for use in both periapts of foul rotting and periapts of proof against poison.

Kornerupine:

Kornerupine is a hard, rare, brown or green, translucent fancy stone usually found in streambed or esker ridge deposit gravel that yields faceted gemstones of up to middling size.

Brown kornerupines have no known magical properties, but if a magic mouth spell is cast on a green kornerupine and the last word of the incantation is left unsaid, the stone reveals a potent property. It can be carried indefinitely, and when the caster later touches it and utters the missing last word of the spell, the stone does not grow a mouth to utter the usual message, but instead records all sounds that can be heard within 20 feet of it for 4 rounds after the caster says the final spell word. Any number of beings may make the sounds, and noises made purely by items are also heard when the sounds are called forth and played back for other listeners). The stone holds these sounds forever until it is destroyed.

Laeral's Tears:

These soft, brittle, colorless fancy stone crystals tend to be large and to keep a glossy, magnificent finish. This stone is the rarest and least known of the nine secrets (types of gemstones that can be transformed into ioun stones by the proper spells) and has another important magical use: If prepared by a complex, secret process these gemstones can absorb the harm done to warriors who wear them into battle until the stones shatter, exhausted (whereupon they cease to instantly heal all wounds, leaving the warriors to fend for themselves).

Luriyl:

A soft stone, easily worked and widely used, luriyl is also known as apatite. Found in crystals, this semiprecious stone commonly yields attractive faceted gemstones of vivid yellow, green, and yellow-green and on rare occasions comes in hues of blue and purple. Large specimens of blue or purple command

high prices (commanding six times the price of the other luriyls or more) and are often used in necklaces, pendants, belts, and as insets in gowns or cloaks. Luriyls glow and vibrate slightly when touched by a magical tracer or scrutiny (any form of scrying or a clairaudience spell, for instance) and hence serve as warnings of unseen eavesdroppers.

Luspeel:

Also known as magnetite, this magnetic hardstone is used in temple furnishings for effect (to awe the faithful by tugging on their ferromagnetic metal items) and also has many uses in the making of magical items. In particular, its use is considered vital by many for the proper tempering of swords that will be endowed with several enchantments.

Magmanite:

This metal resembles solid lava, even retaining the intense heat. Flammable items touching it have a 90% chance of catching fire, and living flesh takes D10 damage from it per round unless protected by thick gloves or similar safeguards. Weapons forged from it inflict +7 points of fire damage with their blows.

Manite:

This ore is so called because it drains mana (spell points, etc.) from anything in contact with it at a rate of two units of mana per minute per kg present. Resembling copper in appearance, manite can be told apart by almost any spell user at the merest touch.

Mellochrysos:

Mellochrysos is a vivid yellow variety of zircon found in large crystals. This semiprecious stone is hard, and when left in crystal form, mellochrysos resists

chipping. Its magical use comes from its reaction to a light spell: If a mellochrysos stone is held in an open flame within a day of a light spell having been cast on the gemstone (the spell can also have just been cast on the gemstone or have been cast some time ago but still be in effect), a single flame rises from the gemstone. The gemstone fuels that flame for up to 12 hours, dwindling away very slowly and the flame thus produced is not extinguished by wind (including magical breezes) or water (even immersion). An adventurer can therefore carry a flame while swimming underwater or employ the gemstone as a long-term light source. It is also ideal for starting fires particularly fires designed to harm enemies or their property because the ignited gemstone can easily be thrown into the midst of flammables or hidden away where its flame is not discovered until too late.

Mithral:

Best known of all the magical metals, mithral resembles silver in many respects, though it is physically stronger and never tarnishes. Mithral is the lightest and most supple of metals hard enough to be used in the making of armour. Material made from mithral has only 50% of the mass of a similar item made from regular steel. Wearers of mithral armour gain a +1 saving throw bonus or lessening of damage done by the magic by 1 point per die, whichever is more favourable to the mithral wearer.

Nelvine:

Nelvine is the common name of albite, a variety of white feldspar. It is soft and fragile, but easily cut with crude tools. It is found in large amounts in older rocks. Nelvine is occasionally

called pigeon stone due to its white, cream, fawn, or brownish pink color. This ornamental stone exhibits a beautiful celestial blue flash of iridescence known as peristerism. It sees magical use as a spell or spell ink component in magics that disguise or change the appearance of an object or being (without altering such an item's or person's its true nature).

Octel:

Also known as scheelite, this fancy stone occurs in soft crystals that yield sparkling faceted gemstones of pale yellow or orange hue. Larger, irregular octel crystals are sometimes mounted on silver for wear as pendants (some jewelers call them savage fire), used for slicing and polishing as inlays, or carved and mounted. Octels that have been touched to a ring of free action are called awakened. They glow with an inner fire bright enough to illuminate their surroundings to a distance of 2 feet when taken into darkened areas. More importantly, they prevent all manner of paralyzation and hold magics from affecting anyone touching them or bearing them. These awakened properties are permanent, once gained.

Onyx:

Onyx is an opaque agate of black or white hue or bands of both colors in straight lines. This semiprecious stone carves and wears well. In addition to being finished into gemstones, it is often used for figurines, statuettes, and game pieces, including the magical onyx dog. It is one of the nine secrets (types of gemstones that can be transformed into ioun stones by the proper spells). Contact with onyx aids in safe, relatively painless childbirths, but the stone is otherwise considered unlucky.

Ophealine:

Ophealine is also known as axinite, glass stone, or (if violet) yanolite. Ophealine is cut in facets, and although it does not possess one of the most attractive gemstone hues, it can yield finished gemstones of considerable size that are both hard and durable. When worn, ophealine prevents all manner of magical hold spells and paralyzations from taking effect and is in fact so deadening to magic that it cannot be used in any castings or spell preparations or the magic fails.

Orbaline:

Also known as benitoite, this blue to colorless, soft precious stone shatters easily and is usually found in fragments. These can yield small faceted gemstones, but orbaline is most often used in inlays in statuettes and small ornamented boxes and coffers. Orbaline renders objects (but not living things or undead) it is in contact with resistant to fire, giving them a +4 bonus to all item saving throws vs. normal fire and a +5 bonus to all item saving throws vs. magical fire.

Orblen:

Orblen crystals yield deep golden gems of large size that can be faceted or cabochon cut. If any healing spell is cast into it, an orblen radiates a warmth and a golden radiance of 60-foot radius for 12 turns. Anyone in this radiance is affected as if they had imbibed a potion of vitality; beings who remain within the radiance for at least six consecutive turns also are cured of 2D6 points of damage. If any invocation/evocation school or combat sphere spell is cast into an orblen, however, it explodes in a triple-strength meteor swarm, hurling 12 2-foot-diameter, fiery spheres that cause

10D4 points of damage each outward for 20 feet in all compass directions with the same overlapping effects as the 9th-level wizard spell of the same name.

Orichalcum:

A distinctive red-orange metal, orichalcum is heavier than gold and just as soft, though not as malleable. It is the fabled metal alloy of Atlantis, used by ancient civilizations to construct immense cities and technological marvels. Extremely desired for its ability to store, deflect, absorb and release magical power, some contemporary sages and metallurgists claim to have discovered the method of producing it, albeit in very small amounts.

Armour and shields fashioned from orichalcum can conduct and capture magical energy without harming the wearer. When wearing an orichalcum armour or shield, the wearer gains spell resistance equal to the character's (INT + WIS) x1%. Weapons fashioned from orichalcum can focus the energy of their magical enhancement, and penetrate energy fields. An orichalcum weapon gains a +2 damage bonus for every point of magical enhancement bonus it has.

Orichalcum weapons ignore all deflection bonuses to AC, as well as some protective spells that grant a shield bonus, such as shield and variants.

Orichalcum weapons ignore shields and all forms of damage reduction granted by spells or magic items.

Charge-dependent magic items made from orichalcum are more powerful. They enhance the output of any spell cast through them, and can maximally hold up to 20% more charges than regular magic items of that sort. Wands and staffs created from orichalcum grant a +2 bonus to caster level and a +1 bonus to the spell strength of any spell

cast through them, and can hold up to 60 charges. Furthermore, due to ambient absorption of magical power, charge-dependent magic items made of orichalcum regain up to 10% of their maximum charge capacity per day.

Orichalcum does not rust or corrode, not even from a rusting grasp spell. Like gold and platinum, it is impervious to corrosion and supports spells very well, though no awakening is needed.

Orl:

Orls occur in the softest rock as sharp-edged, spindle-shaped, symmetrical crystals. These crystals are of red, tawny, or orange hue, but redhued orls are the most valued. Some orl fanciers prefer to wear the uncut, natural crystals rather than faceted cuttings, but most orls are finished into faceted forms. Those who work with magic know orl as a potent explosive: When powdered and mixed with powdered black opal and then introduced to any open flame in a particular way, the result is a violent explosion that does 6D8 points of damage to all within 10 feet, 4D8 to all 11 to 20 feet distant, and 2D8 to all 21 to 30 feet distant. A saving throw vs. petrification is allowed to sustain only half damage, and whether owner's save or not, items must make a successful saving throw vs. disintegration if within 10 feet or against crushing blow if 11 to 20 feet away or be destroyed. Items need not save if beyond 20 feet from the blast.

Phenalope:

Also known as rhodonite, this rose-red or pink semiprecious gemstone related to rhodochrosite is occasionally found in deposits large enough to yield cut slabs the size of books, which are shattered, tumbled, and then cut into attractive faceted gemstones. Phenalope prohibits

all magical flames (including explosive effects such as fireballs) from igniting or remaining alight within 60 feet, and so it is included in the polished floor mosaics of many palaces and grand houses. (An Unleashed fireball spell would manifest only as a momentary flash of light and a puff of smoky vapors outlining the edges of where the fiery blast would have occurred.) Phenalope also inhibits or extinguishes nonmagical fires. Such fires within its radius of effect have a 6 in 8 chance of extinguishing themselves per round, unless the fire is oil-based (whereupon the chance falls to 4 in 8). Once a normal fire is out, no re-ignition can occur.

Plandanium:

is light, half as heavy as hard steel, yet just as strong. More importantly, it is strangely resistant to magic. An object made of plandanium gains a +4 bonus on any saving throw made against a magical source. Weapons made of plandanium weigh half as much as normal, and gain a +1 enhancement bonus on damage rolls against constructs, magically created undead, and summoned creatures. Plandanium armour weighs half as much as other armours of its type, and is treated as one category lighter than normal for the purposes of movement and other limitations (light armour is still treated as light armour, though). The wearer gains a +2 resistance bonus on all saving throws against spells and spell-like abilities. A plandanium shield does not add a resistance bonus to saving throws or reduce spell failure but it adds a +2 deflection bonus from spells and spell-like abilities that require a ranged touch attack.

Prima Materia:

In alchemy, Prima materia, materia prima or first matter, is the ubiquitous starting material required for the alchemical magnum opus and the creation of the philosopher's stone. It is the primitive formless base of all matter similar to chaos, the quintessence, or aether. It contains in itself all colours and all metals. Thus when added to any metal it can be transmuted into whatever metal the smith desires.

Ravenar:

Ravenar, a glossy, black variety of tourmaline. Ravenar is commonly used for inlay work on daggers, buckles, and the like. It shares the magical property of all tourmalines: If any sort of spell is cast into a ravenar (regardless of level or class), the gem drinks the spell and transforms it into an instant burst of lightning bolts: three 6D6, straight-line bolts that radiate out from the ravenar in any directions desired by the caster, consuming the ravenar in the process.

Samarskite:

Samarskite is a hard and heavy, velvet-black rare earth mineral with a metallic luster. These semiprecious stones are cabochon cut for use as mourning gemstones or in black ceremonial finery in the Realms. In either use it has the same magical function: The presence of samarskite anywhere on a being diminishes all damage done to that being by any undead attack by 1 point of damage per attack or, if an attack causes multiple dice of damage, per die of damage.

Satin Spar:

Also known as feather gypsum, this extremely soft but sparkling and easily polished ornamental stone is too fragile

for wear. It is white, pink, pale orange, or pale brown in hue. It can readily be dyed to any hue at the cost of its sparkle and is often used in gemstone carvings. It has the sole magical property of partially negating magic missiles: Any such missile vaporizes a satin spar stone worn, carried, or touched by its target being, but deals only half damage to that being.

Serpentine Stone:

Serpentine ranges in use from being cut into fine faceted gemstones to in less valued forms such as this dark green hardstone variety being carved into ornamental screens, furniture inlays, and such items as the serpentine owl. Also known as verde antique, this carving hardstone is really a group of very similar stones. They afford the same magical protection as a priestly resist fire or resist cold spell. Each piece of the right sort of serpentine stone functions once against cold and once against fire, automatically and regardless of the bearer's wishes, and then crumble into useless, ashen dust. If a being carries, is in contact with, or wears multiple serpentine stones, only one act to protect in a trigger situation, not all of them.

Skydrop:

The common name given in the Realms to clear or lightly colored tektite material, especially fragments of glass of celestial (meteoritic) origin. Such semiprecious stones are usually buffed and polished to sparkling clarity and fixed in claw mounts to be worn as pendants or teardrop earrings. They render any beings touching, carrying, or wearing them immune to petrification

Soarwood:

lightweight wood used for building airships. Soarwood possesses a magical buoyancy. Ships made from soarwood skim effortlessly over the surface of the water. The speed of a boat or ship made from soarwood is double that of an equivalent boat made from ordinary wood, and the cost is four times normal. Soarwood has the same physical characteristics as normal wood, but weighs only 75% as much. Soarwood itself is light, but not lighter than air.

Sphene:

Sphene is a soft, brittle precious stone easily worked by unskilled cutters. It comes in various yellow to green shades, but a fine emerald green is the most prized hue. Sphene crystals can be cut into beautiful, sparkling, faceted gemstones of small and medium size. It has the little-known magical property of warding off lightnings (including those borne of spells), causing saving throws against such effects to be made at a +4 bonus and all damage rolls from lightning to be made at a penalty of -1 point per die.

Star Diopside:

Star diopside is the most prized form of a hard, durable mineral that is rarely found in attractive colors. This mineral is usually too dark green in color for great beauty, but mountain- and treambed-pebble crystals of pale to medium green hue produce attractive semiprecious stones. A few mineral specimens of darker green appear to radiate four- or six-rayed stars when cut, and these fancy stones are rated at higher values for gemstone variation under this classification rather than that of diopase. These starred stones are valued in

both jewelry use and for mounting in palace, temple, and courtroom entryways, because they have the sole magical property of winking and flashing vigorously when any sort of active illusion/phantasm magic (in other words, a magically disguised person) passes within 10 feet of them.

Starstone:

Starstone is a mineral that appears underground in small cubical formations near sulfur springs and volcanically active areas. Growing in small clumps no larger than a person's fist, it has an oily feel despite being dry, and leaves no residue. If it is hit by anything hard, this ordinary-looking material immediately begins to glow like a torch and give off mild heat. Starstone is often powdered and mixed with sulfur and other ingredients to manufacture the flash powder used in flashglobes. Its strong illuminative qualities affect darkvision and low-light vision in particular, making it useful for decoration and as a diversion.

Sunstone:

Sunstone is a feldspar ornamental stone closely related to moonstone. It is more properly known as oligoclase. Sunstone can be colorless or faintly greenish and of facet grade, but most common by far is its softer variety suitable only for being cut cabochon. The cutting of a cabochon rarely yields a gemstone larger than 3/4-inch diameter. Such gemstones have bright red or orange spangles (minute crystals) suspended in parallel in a nearly colorless background, giving the whole a rich golden or reddish brown color. Sunstones are prized for their ability to store light related and energy-discharge magics of

all sorts for later release by touching the stone and speaking the last word of the spell incantation, whereupon the magic erupts out of the stone at a target chosen by the will of its activator or at a random target (depending on how the spell was cast and if the activator concentrated on a target or not). This touch and utterance need not be made by the spell's original caster or even by a spellcaster at all. Such an activation destroys the gemstone.

Tabasheer:

This semiprecious stone is an opal-like silica found in the joints of certain types of bamboo. Tabasheers are irregular in shape and are usually tumbled and buffed to a velvet smooth finish and worn as tiny stones in rings or fringe stones on jeweled pectorals or shawls. It has the magical property of infusing beings with temporary extra hit points. If a tabasheer is crushed and a cure light wounds spell cast on the powder while it is on the tongue of (or in an open wound on the body of) a being, the being gains 3D6 hit points for 24 hours (or less, for each one lost is gone for good). Any damage suffered by an augmented being is taken from these phantom hit points first, but gaining them does not increase a being's level, spell abilities, saving throws, or anything else.

Tchazar:

Also known as aragonite, this soft, fragile strawyellow gemstone is found in elongated, prism-shaped crystals. This semiprecious stone requires skilled cutting to yield faceted gemstones, and cabochon-cut tchazar is much less valuable than such faceted gemstones. (Tchazar gemstones revalued as ornamental are cabochon cut.) Any cut of tchazar has the same curious magical

property: It clouds scrying magics from seeing anything but a blur within 2 feet of it. For this reason, coffers, collars, reading desks, locks, keys, and wrist bracers are often adorned with tchazars. If a tchazar shatters, its magical power is instantly lost.

Tremair:

Also known as hexagonite (a pink variety of tremolite), tremair is found in small, translucent, pink crystals that yield even smaller faceted gemstones. These fancy stones do just what legends say they do: make anyone who wears them next to their skin immune to all magical curses.

Ulvaen:

Also known as amblygonite, this soft, but shatterresistant, pale to rich yellow fancy stone can readily be worked by the unskilled into large cabochons or faceted gemstones and so is very popular for jewelry. If touched to an open wound (or placed on the tongue, in the case of internal injuries), an ulvaen stone melts away in D4+1 rounds, regenerating the human, demihuman, or humanoid body it is contact with, in the following order: stop bleeding, restore organs, close wounds, regain lost hit points. For the efficacy of a particular ulvaen stone, roll D4. On a result of 1, the victim gains is healed of 2D4 points of damage, and the stone's power ends. On any other result, bleeding stops; roll D4 again. On a result of 1, D6+1 points of damage are healed, and the stone's power ends. Any other result means that any damaged organs are healed (as well as the cessation of bleeding); roll D4 again. A result of 1 heals D4+1 points of damage and ends the work of the stone, but any other result means that all

wounds are closed (in addition to ending all bleeding and restoring organs), and D4 must be rolled again. A result of 1 means the healed being is healed of 1 point of damage to end the stone's work, but any other result means the stone heals D10 points of damage.

Variscite:

Also known as lucinite and peganite, this deep to pale yellowish-green, translucent ornamental stone is found in nodules or in rock seams. It is cut cabochon, and on rare occasions displays gray and yellow bands and eyes (rings) when so cut. Variscite is poisonous to lycanthropes. If mounted on an arrowtip or blade, it triples the damage done by that weapon on its first strike (only) against a particular lycanthrope. (Thereafter, that individual lycanthrope suffers no further damage from variscite contact for one full day.) If worn as a gemstone, variscite can have a one-time damaging effect of D6+4 points only if pressed into an open wound on a lycanthrope or brought into contact with one's tongue.

Violine:

A purple variety of volcanic gemstone found in patches mixed with other minerals, violine is cabochon cut or faceted into a baguette shape. Deposits of this ornamental stone occasionally yield gemstones of unusual size (as big as a human fist, for example). Upon contact with a being afflicted with mummy rot, violine in any amount is consumed, but it negates the mummy rot. If a mummy is brought into contact with any amount of violine, it suffers 4D4 points of damage. If this destroys it, the mummy dust that results is ineffective for magical uses.

Voidglass:

This material is as hard as steel, but made of crystals that voidglass shapers grow into the desired shapes. Voidglass resonates with a creature's mind, bolstering thought and mental defences. Any suit of armour normally made from metal can be made of voidglass. A suit of light voidglass armour grants a +1 resistance bonus on all saving throws against mind-affecting magic. This bonus increases to +2 for medium voidglass armour, and +3 for heavy voidglass armour. Voidglass weapons can funnel violent bursts of psychic energy on a hit (if the wielder has psionic powers). In the hands of any creature, a voidglass piercing or slashing weapon deals 1 additional damage on a hit—bludgeoning weapons gain no benefit.

Water Opal:

Water opal is a clear, translucent variety of opal with only a play of color to it, like oil on a clear puddle. Transparent opals without a play of color are known as hyalite. They are considered inferior and are those variations of the gemstone which are nigh worthless. Water opals are rare and valuable gems used as ornaments around mirrors and windows or in the crafting of magical scrying devices (such as crystal balls). They have an additional property: If powdered and mixed with holy water, an elixir of health is created without any enchantments being necessary.

Webstone:

The ornamental stone known commonly as webstone is more properly called spiderweb obsidian. Webstone is an obsidian variety in which small pieces of the stone have been cemented together by heat and pressure in an irregular

mass; the joints show as irregular, weblike lines. It is usually black with whitish join lines, but webstone of brown, reddish brown, and rust-red hues with lighter webbing has been found. When carried in direct flesh-to-stone contact by humans or demihumans (certain jewelers make armpit bands of soft-tumbled webstones strung so as to be worn around a shoulder), webstones protect their wearers from all harmful gaseous and airborne particulate effects, from smoke to poisonous gases to airborne fungi spores. Each contact with such things involuntarily and automatically causes a webstone to partially vaporize at an irregular, variable rate until nothing is left. The protection a webstone confers also varies wildly and randomly from specimen to specimen from complete to nothing which keeps the value of webstone low.

Ziose:

Ziose is the name given by sages to a particular facetgrade variety of ziosite. This rare mineral yields cut stones that flash three vivid hues depending on how the light catches them or in what direction they are viewed: purple, blue, and red or purple, green, and red. Very large, human head-sized specimens of this fancy stone are sometimes found, and they are prized for use in pendants by giants. Ziose stones of any size have the potent magical property of being able to unleash six magic missile pulses (each dealing D4 + 1 points damage) per round whenever this effect is desired by the last intelligent being to touch the stone (so long as the stone is within 30 feet of the being). The controller of the ziose is free to do other things while the stone is operating even perform quite exacting tasks such as

spellcasting, playing musical instruments, picking locks, and the like. A ziose stone can function continuously in this way for seven rounds, but then falls inert for two turns before being usable again. If it is never used for seven continuous rounds, no rest period is necessary.

2. FUTURE MATERIALS

Future materials represent materials which are not available yet but will be in the near or far future.

Biofibre:

A bio-engineered compound used in cybernetics. It is designed to mimic the operation of a muscle, with Biofibre being wrapped around muscles to provide additional reinforcement and added strength and stamina.

Bioflex:

A bioengineered compound used to create the muscles and organs of androids and bionic replacements.

Composite Alloy:

A composite metal/ceramic alloy, stronger than hard steel.

Crystallion:

A special form of crystal molded into whatever shape required. It is about the same in weight to hard steel but stronger. No relation to Crystalline.

Duranium:

An incredibly strong and versatile metal alloy. It is capable of withstanding blistering heat, frigid cold, and monumental physical stress, even when very thin. Because of these properties, it is used for everything from smelting pots for other less hearty metals to spacecraft hulls. However, it can still corrode in the same manner as lesser steel alloys, and likewise required maintenance.

Dwarf Matter:

A metal whose molecular structure has been partially collapsed in a massive artificial gravity field (like a white dwarf

star). Bonded Dwarf Matter uses a small induced electronic current to strengthen the internal electron bonds. While Coherent Dwarf Matter has been dynamically manipulated to polarize the subatoms in the armour.

Ferrocabon:

Ferrocabon is an incredibly strong, corrosion-resistant building material made from the combination of iron and carbon.

Ferrocete:

A composite building material made from the combination of concrete and iron that was molecularly bonded to produce a substance with exceptional resistance to wear and tear. The material is used primarily in the construction of roads and walkways, but also for reinforced bunkers and building foundations.

Fixit:

This is a type of quick-setting aerosol foam that is used in construction and building maintenance. Designed to be sprayed into cracks, dents, holes or other spaces, the foam expands and quickly hardens upon application, becoming indistinguishable from its surroundings once dry and possessing the strength and wearability of ferrocete.

Glaesteel:

A transparent, armour-strong steel alloy. It is used in the construction of windows for spaceships, space stations, undersea cities and bases.

Metal Sealant:

This is an adhesive used to seal fissures in metal surfaces, typically the hulls of spacecraft. Once applied on a ruptured metal surface, it will crawl over the area,

smooth out, and then seal down the fissures in the surface. It will hiss and steam as it did its work.

Nanofluid:

Consisting of a thick layer of gel-like fluid sandwiched in a dwarf matter structure, nanofluidic armour is “smart” armour—it concentrates at the point of impact to blunt physical blows and circulates around heat sources to dissipate energy.

Neutronium:

This is a rare, extremely dense, incredibly strong form of matter found naturally in the cores of neutron stars. It is impossible to scan through neutronium. It is a dense alloy made up of non-toxic, trans-uranic elements on the periodic table that had far more neutrons than protons or electrons and is difficult to produce. As armour, it is resistant to almost any form of energy and matter. This makes it impervious to all known forms of contemporary weapons.

Plascrete:

A very strong and heat resistant material consisting of a combination of plastic and concrete. It is used mostly in the construction of landing pads and pits for spaceports and as paving for roads. It is a fluid material that can be poured into any form and then hardened, resulting in a virtually impervious surface.

Plasteel:

Plasteel is a extremely durable, lightweight, and expensive material combining the properties of plastic and steel. The material can also be used in reconstructive surgery. By placing a plasteel sleeve over a fused bone segment, a surgeon can lend it enough

strength so it is as sturdy as the original bone. Similarly, a plasteel mask can be attached over newly reshaped facial muscles.

Promethium:

Promethium alloyed with titanium and vanadium it forms a nearly-indestructible metal capable of absorbing energy in proportion to its mass without loss of efficiency. When absorbing energy it activates the alloy's regenerative properties which in turn allows it to mend itself. If damaged it will self repair at a rate of 1 HP per 2 damage taken.

Rockcrete:

An incredibly strong, durable building material used to create immense skyscrapers especially on worlds with hostile weather conditions.

Steel, Hard:

A harder ferrous alloy than soft steel. This is the material that is now most commonly used to build ships. It is stronger and lighter than soft steel and it has the added benefit of never rusting.

Steel, Soft:

A soft ferrous metal. Steel is the cheapest hull material available, more commonly found on older vessels. Steel is an alloy and as such quite strong and resilient but prone to rust, tending to mean the hull needs constant care and maintenance to maintain its integrity, it is however inevitable that steel will eventually need patching or replacing.

Synthflesh:

This is a meltable material that imitates natural flesh and is used to cover prosthetic replacements. Synthflesh could also be used by healthy individuals

as a means of disguise: by applying lumps of synthflesh putty to one's face, it is possible to alter the shapes of the nose, chin, and cheeks.

Therminium:

This is an alloy based on aluminium used to create solar sails, and is highly resistant to all forms of radiation. It is also a component of reflective coatings on hulls.

Thermoplast:

This is a protective gel like substance. It is used in the shells of escape pods and aerospace vehicles to dissipate the heat of re-entry. Additionally, when exposed to sufficient kinetic impact (such as that of the cocoon hitting the ground) the gel will harden, and absorb the kinetic force - protecting the cocoons contents from harm.

3. NORMAL MATERIALS

This is a list of the more well used normal materials.

Bone:

Bone can be used in place of wood and steel in weapons and armour. Other animal-based materials like horn, shell, and ivory also use the rules for bone weapon and armour. The cost of a bone weapon or bone armour is half the price of a normal weapon or armour of its type. Weapons Light and one-handed melee weapons, as well as two-handed weapons that deal bludgeoning damage only, can be crafted from bone.

Hafted two-handed weapons such as spears can be crafted with bone tips, as can arrowheads. Other two-handed weapons cannot be constructed of bone. Armour and shields can all be constructed with the bone either replacing the metal components of the armour, or the wooden parts of shields.

Bronze:

Weapons Light and one-handed weapons can be crafted from bronze. Likewise, spear points, arrowheads, and axe heads can be crafted from bronze, even those that are parts of two-handed weapons. Bronze is too weak to be used for two-handed weapons made entirely out of metal. Bronze weapons do the same damage as steel weapons of the same type, and have the same cost and weight.

Copper plated:

Copper-plated objects take half damage from acid effects. Armour composed primarily of metal that is plated in copper confers to its wearer acid resistance +1 for light armour, +3 for medium armour and shields, and +5 for

heavy armour. Copper-plated armour or shields render the wearer more vulnerable to electricity attacks, however, either granting any attack against the wearer that deals electricity damage a +2 bonus to attack rolls.

Copper-plated weapons that channel or that deal electricity damage deal 1 extra point of electricity damage per electricity damage die on a successful hit (this extra damage is multiplied on a critical hit). For example, a magus channelling a 3D6 electrical spell through his copper-plated longsword would deal 3 extra electricity damage on a hit. Copper-plated steel has the same statistics as normal steel.

Coral, Chitin, and Shell:

Items made from coral, chitin, or sea shells are refined and shaped through various alchemical processes. They are relatively cheap, but not particularly strong compared to objects constructed of metal.

Coral:

Armour made of coral is grown, not made. Special corals are shaped and moulded while growing, and then harvested and hardened to be worn as armour. Coral armour often has a bizarre organic look to it.

Gold:

Soft, heavy, yellow, and nearly impervious to tarnish, gold is well-known across the many worlds. By itself, gold is magically inert, and is nearly worthless for battle. But nobles like to make ceremonial items from it, and there are a few rare monsters which can only be hurt by golden weapons.

Iron:

Mystically the mirror image of copper in several regards, iron is the metal of offence. Unfortunately, unenchanted iron has some anti-magical properties, its presence especially disturbing faerie spells and illusions. Once magically awakened (whether through spell or via alchemy), iron loses all anti-magical qualities. This was the first metal used to make armour and weapons. It has some drawbacks that caused it to be replaced by steel. However, there are times when are fighting a creature that is vulnerable to this metal, thus a small number of weapons are still crafted from it. Although Iron doesn't cost any more than steel, it weighs 25% more and can rust if not carefully maintained.

Lead:

Heavy, soft, and resistant to magic, lead is not used much except as a defence against scrying or teleportation. Occasionally an alchemist will make an essence from it, but not often. Despite endless tales to the contrary, few alchemists try to turn lead to gold. Like iron, lead can be awakened in large quantities. Under some conditions, lead can extend the duration of spells or shield them from anti-magical environments.

Magnesium:

Magnesium is a light strong metal, quite hard to refine, that can be ignited by white hot coals or other hot fires and which burns with an actinic light that should severely annoy demons, undead, and other creatures of darkness.

Platinum:

Strong, nearly immune to acids, and silvery, platinum is used in small amounts in a wide variety of magics,

being the sole mundane metal which is a better magical activator and supporter of spells than gold is. Like gold and silver, platinum should be awakened to utilize it to the fullest extent.

Quicksilver (mercury):

A heavy, gleaming liquid metal, quicksilver is a slow-acting poison, care should be taken in handling it and its' fumes. Absolutely useless for fashioning items from, quicksilver can be combined with other metals for some magical uses, such as certain talismans needing its resonance. Used in magic, quicksilver excels at reversing standard effects, laying curses, and changing constructive forces to destructive ones. Small amounts of the stuff are used in making all of the alchemical essences, as it is needed for conversion of alchemic solution into an acid, which then is made into the alchahest used to distil essences.

Silver:

The metal of the moon, silver is well-known for being able to ignore lunar-based defensive powers such as those of lycanthropy. Unlike gold, silver will tarnish readily unless protected, but it needs no special preparation for most magical uses. Awakened, 3 ounces of silver will grant moderate bonuses to divinations and magical wards it is used in. A wide selection of alloys can be made using silver, many exhibit varying degrees of tolerance for magical lightning, a quality the pure metal does not seem to have.

While normally reserved for jewellery and monetary uses, there are certain creatures which are vulnerable to this metal - especially undead and lycanthropes. As such, weapons makers usually keep a small supply of Silver

weapons on hand. Being a softer metal, it is not preferred for everyday use.

Steel:

This is the standard in most areas of the planes when it comes to weapons and armour. While there may be many different colours and textures depending the Plane of origin, one steel is much the same as the other. All standard stats of armour and weapons reflects the fact that they are made out of steel.

Stone:

Stone age weapons almost always utilize stone in some way. From rocks lashed to wooden hafts to create early maces and axes, to flint knives and stone arrowheads, these primitive weapons are still deadly. Weapons Light and one-handed bludgeoning weapons, spears, axes, daggers and arrowheads can all be made of stone. Armour cannot be constructed from stone.

Tin:

Not a very good metal for most magic, tin's primary use is in making household objects.

4. MATERIALS FROM THE DC UNIVERSE

Absorbium:

A rare radioactive element found only in the center of the Earth, which paralysed Eterno the Immortal over the course of a billion years. The element was weakly radioactive, owing to the very long half-life it required to maintain the irradiation of Eterno; and it only occurred in the very center of the Earth. Its most valuable property was either absorbing or neutralizing deadly gases, as it would have saved the Xan from the space-gas that loomed in the path of Earth's orbit. Absorbium could be destroyed by Cyclo-Rays, and the material could be created in an Atomic Transmuter.

Acoustium:

A fictional metal featured in the episode Shriek of the Batman Beyond series. Acoustium was found in a metal alloy of a sonic device able to generate sound waves potent enough to demolish whole buildings. It's not clear what acoustium exactly does, except increasing the acoustic properties when included in a metallic alloy.

Amazonium:

The Pre-Crisis name of the indestructible metal used for the construction of Wonder Woman's Bracelets of Submission. Found only on the island of Themyscira, this metal is used in alloys to create extremely strong and lightweight armor.

Amnesium:

An alien mineral that induced memory loss. Superman kept some of it in the Fortress of Solitude.

Batmanium:

Batmanium is a metal element with supernatural capabilities, discovered and named by Powers International in their quest to find undiscovered elements in the "island of stability"—the concept that, at some point, elements stop being too radioactive to remain stable.

Batmanium's atomic number is 206.

Batmanium can be utilized in the form of a liquid or a solid at room temperature. It is extremely dense, as shown when Powers International fashioned a large batarang for its public reveal to weigh two tons.

Cancellite:

A chemical created by Supergirl that cancels Durlans shape-changing powers. The Legion of Super-Heroes obtained it from her and use it in spray form.

Cavorite:

Cavorite is an artificial mineral that possesses anti-gravity properties (also referred to as a "gravity-blocking substance"). It can also shield other materials from its effects. Functionally, Cavorite was designed to shield a craft from Earth's pull, allowing easy flight. The material was invented in the latter half of the 19th century by Doctor Selwyn Cavor.

Coridite:

Coridite is an extremely powerful mineral, that is located in the mines of the Widget Fortress, on Eternia. The mineral is too powerful for the Widgets to use, so they tend to guard and protect it, making sure that it does not fall into the wrong hands. It comes in two different colors: green and pink. Cordite can be used to power just about anything from lasers to reactors and is sought after by many. He-Man's harness, which

gives him even greater strength, was fashioned from Cordite by the Goddess and the Sorceress. The Sorceress created He-Man's chest harness from a rare Eternian mineral crystal called Coridite, that adds to amplify He-Man's great physical strength.

Dark Metal:

A metal discovered by Batman in the Dark Nights: Metal storyline. It has the power to link the known multiverse with the "Dark Multiverse."

Dilustel:

Dilustel is a highly durable, extra-dimensional metallic substance with a high melting point with a connection to the Quantum Field. It was grafted from the skin of the alien Silver Shield, and used in experiments by the US Government's Project Atom. Most Quantum-powered heroes and villains (Captain Atom, Bombshell, Major Force and Iron Fire) had a Dilustel skin coating.

Dionesium:

A chemical compound that existed in nature long ago, something very rare but present in certain places. Something that could activate just the right genes... the same ones we tinker with endlessly. Dionesium, named by its researcher and discoverer Paul Dekker after Dionysus - the Greek god of rebirth, is a naturally occurring liquid metal that has the supernatural ability to revive dead tissue, bringing those who encounter it back to life. Natural, uncorrupted Dionesium is hard to come by, often found mixed with other materials, such as the rock that gave Vandal Savage his powers, Lazarus Pits, which are usually controlled by Ra's al Ghul, or mixed in with the Court of Owls' Electrum alloy.

Eighth Metal:

The form of metal known as the Eighth Metal is the purest form of metal used by gods, two steps from the pure Tenth Metal, and one step from Nth Metal. Hephaestus used this metal to forge the godly weapons such as the Sunblade for Apollo, along with eleven others for those of the other members of the Gods of Olympus. Wonder Woman's invisible jet are forged of this metal as are her Bracelets of Submission.

Electrum:

Electrum is a metallic alloy that, when prepared in the correct way, has the ability to reanimate the dead.

Element 152:

Element created by Mon-El by combining gold, silver and iron. It has anti-gravity properties and was eventually used in rings, allowing members of the Legion of Super-Heroes to fly.

Element X/Tenth Metal:

Element X also known as the Tenth Metal, is the purest form of creation itself, capable of overcoming anything from the Dark Multiverse. It can be manipulated by thought alone to achieve nearly anything, and is present in small quantities in every single thing, sentient being or otherwise, in the Multiverse. The metal, also known as the "fire of the Fourth World", is the very power source of most technology belonging to the New Gods such as Mother Boxes, Father Boxes and the Miracle Machine.

It is the metal of pure imagination personified, having the ability to shape and materialize anything the user can think of and make it real. Tenth Metal by itself can also change shape and alternate

physical form in coherence to the users desires. Becoming most anything they can imagine be it weaponry, shielding or armor. Anyone who adorns 10th Metal has any natural abilities on hand magnified by the strength of their will.

Users of the Tenth Metal often receive visions of various occurrences throughout space and time, as well as all across the Multiverse. The Metal can reveal to it's handlers visions of the future based upon what their hearts truly desire. Showcasing a preview of whats to come in the near future. Through the connection to his Element X powered Mother Box, Cyborg has a deeper connection to his universe and beyond. Reality itself speaks to him and provides greater understanding of the Multiverse in order to act as its penultimate guardian against the Dark.

Eternium:

This rare, silvery metal found only on Eternia is virtually indestructible. When refined properly, Eternium is capable of being forged into powerful weapons, armor, and even prison cell doors. This unique metal is the alloy that He-Man's Power Sword was forged by King Grayskull. Just a little piece can act as a source of energy for the city of Eternos for a long time.

It generates huge amounts of raw energy. This is the most solid source of energy that exists in the universe. A small piece of Eternium can provide enough energy to power an entire planet for centuries. The Eternium is also incredibly rare, occasionally finding small pieces or nuggets among rocks, never as deposits or reefs. It is so rare that not even the Royal Family Of Eternos can afford to keep a stock of

emergency Eternium. Apparently, Eternium can also be consumed in small fragments by robots or semi-mechanical beings to get a huge jolt of raw power for short periods of time. It also has teleportation properties.

Feminum:

Element found only on Paradise Island. Ore can be fashioned into a bulletproof metal, but is usually used for jewelry, such as bracelets. Feminum was created for the TV series only and is not canonical in the DC Universe, where it is an analog to Amazonium.

Illium 349:

An extremely rare, radioactive element used exclusively and sparingly in Enlarging Rays to restore shrunken beings to full size.

Inerton:

Inertron is a virtually indestructible metal of the 30th/31st Century. The metal has anti-graviton properties that make it a viable option against gravity technology like the Ikon Suit.

Kryptonium:

The hardest and most durable element on the Planet Krypton. It was used sparingly due the difficulty of forging it. But once formed, it was unbreakable and could cleave inch-thick solid steel, a diamond, or even Superman's ultra-dense flesh. The rare element was first used by Kryptonian scientist Hab-Rull; who built a power-chamber of Kryptonium to contain his super-nuclear power generator. Jor-El, accompanied by a young Kal-El, warned Hab that even Kryptonium was not enough to control the energies that he would unleash; and not for the last time, Jor-El was ignored and disaster followed. Kryptonium as a non-

ductile metal, with a hardness exceeding that of Diamond and a tensile strength exceeding any earthly metal such as Maraging Steel. The material is otherwise unworkable and unbreakable, but for the De-Coherer Ray — a device whose secrets died with Krypton — which could cut or shape it. Unlike many other materials from Krypton, Kryptonium's supreme durability was not affected by the particular quality of the local sun's light. Thus on Earth, or under the red light of Rao; Kryptonium was adamantine.

Kryptonite:

The name given to shards of matter cast off from the planet Krypton after its destruction. Exposure to Kryptonite can have a wide variety of effects depending upon its color and present form, the majority of them detrimental if not outright deadly.

Green Kryptonite

Easily the most abundant and the first discovered, the green variety of Kryptonite sapped Kryptonians of their strength provided by a yellow sun. They initially get flu-like symptoms and would quickly get weaker until death if not removed from the radiation. Humans can be adversely affected by the mineral's radiation as well with sufficient long-term exposure and it can be carcinogenic as a result.

Red Kryptonite

Red Kryptonite has unexpected consequences and what happens varies from exposure to exposure: turning into a dragon, excessive hair growth, gaining telepathy, etc.

Gold Kryptonite

This rare form of the mineral would destroy a Kryptonian's ability to process yellow sunlight, thus permanently

removing their superpowers. It was not otherwise harmful to Kryptonian life.

Blue Kryptonite

Has the same effect on Bizarros as Green Kryptonite does on normal Kryptonians. It's also an antidote to the effects of Red Kryptonite.

White Kryptonite

Kills all plant life, regardless of origin.

Platinum Kryptonite

Gives Kryptonian powers to humans permanently.

Kryptomites

Living beings composed of various forms of Kryptonite.

Silver Kryptonite

In Post-Crisis continuity, Silver Kryptonite demonstrates certain mystical properties that are of great value to the supernatural community. Two known samples of this "magic Kryptonite" have been forged into a pair of twin medallions known as the Ach-om Rashay - the Amulet of Mindfulness. One-half of the amulet was located inside of a volcano on Dinosaur Island while its twin was forged into a stone tablet found at the Oblivion Bar. For Kryptonians, exposure to Silver Kryptonite yields effects similar to that of Cannabis on a human being. Those affected by it experience a loss of inhibition, altered perceptions, extreme hunger cravings, and some psychotropic hallucinations.

Jewel Kryptonite

Jewel Kryptonite possesses the ability to amplify the psychic powers of people in the Phantom Zone.

Kryptyliu:

This was a utilitarian metal, used on Krypton to make household utensils and devices. It was strongly attracted by magnetic fields, and thus when Krypton's Weather Control satellite

malfunctioned all of the Kryptylium was drawn upwards toward it.

M-Metal:

This was a radioactive metal, of which a small amount was accidentally discovered in the 64th Century in a meteorite which fell to Earth.

In 6363, scientists were able to use the M-Metal to build a time machine. However, its radiation was losing intensity, and only one trip through time could be made. Abra Kadabra invaded the laboratory in which the machine was being kept, and used it to travel to the 20th Century.

Marvelium:

A metal developed by Captain Marvel. Using a stolen bracelet made of Shazamium (Element no. 98), Dr. Sivana adopted ethereal form, as part of an elaborate plan to eliminate both Shazam and Captain Marvel. In order to capture Sivana, Captain Marvel temporarily commandeered an atomic laboratory, and using modern scientific equipment, he single-handedly developed a 99th element for the Periodic Table, Marvelium, the world's mightiest metal. It is the heaviest and strongest of all elements in the Earth-S Universe, and can be used to bind even immaterial ghosts. From this material he created a room-sized box, in which he trapped Marvelium is so strong that no force in the universe, short of Captain Marvel's own strength, can work the metal into new forms. Captain Marvel believed that even his magic lightning would be unable to penetrate it, thus he had to leave the door into his Marvelium trap open momentarily, in order to spring his trap on Sivana.

Nth Metal/Ninth Metal:

A heavy isotope of iron, Fe676 it is native to Thanagar. Among the unusual properties of Nth metal is the ability to negate gravity, allowing a person wearing an object made of Nth metal, such as a belt, to fly. In addition, Nth metal also protects the wearer from the elements and speeds the healing of wounds, increases their strength, and protects them from extremes in temperature.

Grants the ability to fly and allows the wearer to carry objects 20 times heavier than what they normally could. The metal generates a heat aura, sufficient to keep a man alive under Arctic conditions. The metal bonds to and vastly augments the physical dexterity of the host wearer, even restoring lost physical attributes which recede over time.

Pure Nth Metal bonded to a host can shape and form into weapons or armor with adaptive features at their command. It will even move to protect the wearer from oncoming assaults against their person. Its restorative powers are such that Nth Metal allows its user to regrow missing body parts.

The metal can also restore the host after total biophysical desiccation, restoring life to a dead body, or even physically reintegrate its user at a bio-molecular level. In recent continuity users can physically interact with as well as disrupt the presence of ghostly entities. Nth metal has the power to absorb and store vast quantities of energy for later redistribution.

The metal has the effect of greatly enhancing a user's powers, Despero

having used it to augment his already considerable physical and mental capabilities beyond the norm. The symbiotic metal has the capacity to adjust and augment itself in order to better aid its wearer with new abilities. Can weaken the recovery abilities of its user's foes, allowing the user to deliver killing blows.

Orichalcum:

Orichalcum is a mystic mineral native to Thierna Na Oge. Materials made of Orichalcum can resist any force of pressure, be it physical or magical.

Photanium:

Photanium is a material mined and exported from the planet of Phantos. It is used by the Eternians to make very strong weapons and machines. If the Eternians were to surrender all of their Photanium, it would leave the Royal Palace defenseless. The only individual who has ever managed to break Photanium is He-Man.

Plastalloy:

An artificial substance created by scientist Professor Andrew Zagarian. Zagarian used this substance in the creation of a powerful artificial being that came to be known as the Shaggy Man.

Promethium:

Promethium is the name given to two metal alloys: "Depleted" and "Volatile" Promethium.

Depleted promethium

Invented and patented by Steve Dayton of Dayton Industries. When alloyed with titanium and vanadium, it forms a near-invulnerable metal. The bionic and cybernetic components of Cyborg are

made out of depleted promethium, and Arsenal of the Justice League of America wears a bodysuit that combines both depleted promethium and Kevlar.

Volatile Promethium

This is also capable of generating and absorbing near-limitless amounts of energy, and so can be used as a power source for many gadgets. However, this "volatile promethium" is a dangerous mutagen that can be used to mutate living beings or trigger their metagene. Dayton used it when creating the super-powered criminals known as Hybrid. Deathstroke the Terminator's mesh armour, sword and staff are made (either wholly or in part) of volatile promethium.

Quixium:

Quixium is a metallic element that is found deep beneath the Earth. It has transmutative properties and can alter the genetic structure of those exposed to it. The people of the subterranean world of Strata use it to transform their chosen Earth protectors into super-heroes. Industrialist Richard Faulkner was exposed to Quixium and was transformed into a being of shiny, blue metal.

Radion:

The New Gods are vulnerable to a substance called Radion. Its source is unknown and its effects are toxic only in sustained amounts or after explosive exposure. The average New God can be slain by an application of Radion from a Radion blaster or bomb.

Shazamium:

The Spirit of the Egyptian Wizard Shazam is able to materialize himself, in his throne room within the Rock of

Eternity, by means of a bracelet, made from the metal Shazamium. The bracelet enables its wearer to adopt ethereal form and to instantly travel to remote locations. Without this Shazamium Bracelet, Shazam would vanish utterly, within one day.

Sivanium:

An element created by Dr. Thaddeus Sivana. This "living metal" (Element no.97) had a curious property: It could easily be fashioned into human shape, duplicating the form and function of every organ, enabling the building of android duplicate Sivanas. When the mad scientist was in ethereal form, from wearing a bracelet of Shazamium, he blackmailed Captain Marvel to create a small army of duplicates of Sivana, made with Sivanium. While Sivana was away, Captain Marvel used the metal to create a duplicate of himself, and this in turn enabled the big red superhero to turn the tables on Sivana, using a trap composed of a third new element called Marvelium (Element no.99).

Smartskin:

Smartskin is a material that bonds with the collagen in human skin, making it indestructible. It is used by the Bulleteer.

Supermanium:

Apparently the hardest metal in the known universe; it is practically as indestructible as the Superman himself. It was used in the construction of Superman's Supermobile, as well as a jail for Brainiac. According to Superman, he forged it out of the heart of a star, similar to how the Atom obtained his costume. Superman used it to construct a rocket to securely protect radioactive material waste from being exposed on its journey in space.

Suspendium:

An artificial compound developed by Doctor Sivana. He used it to trap the Marvel Family in a force field bubble which kept them in a state of suspended animation for over twenty years. Unfortunately for Sivana, he unwittingly trapped himself and his own family within the same stasis bubble.

Tellurium:

This has the unique ability to transmute mental energy into heat.

Trolium:

An element native to Krypton. Trolium crystals were first discovered by Kryptonian Scientist Dol-Nd 2000 years ago in a geyser forced up by the element's amazing power. As he plans to use Trolium to power his mechanical wings, he names Trolium after the Kryptonian Lord of the Sky, Trolius. The flight was disastrous as the Trolium is stimulated to emit deadly and permanent radiation contrails which obliterate all matter that come into contact with it - in this case a Quasi-Bird is disintegrated. Trolium creates radiation underground and can be made to fire into the air when struck. The young valley where the Trolium was found had been buried in the subsequent 2000 years. Trolium is an emerald-hued crystal that emits radiation. It is unknown what link there is between Trolium and Kryptonite.

Valorium:

Valorium is a metallic alloy of Thanagarian Nth Metal. It is the primary element used in the construction of Legion Flight Rings.

Vaxxium:

A Kryptonian element. Because of Krypton's much heavier gravity; Jor-El studied ways to make potential spacecraft lighter. At an atomic level, he found rare particles that were repelled by gravity, rather than attracted. He reproduced them and called them Vaxxium. The material is never seen in a solid form; only controlled through some type of intermediate device such as an Anti-Gravity Belt or Ray; or the spacecraft Anti-Grav I. The material was so effective that Jor-El built his first spacecraft out of Gold knowing that the Vaxxium cancelled out the enormous density and ductility of Gold. Vaxxium is most often seen in the form of Kryptonian Anti-Gravity Belts, which are used by Jor-El extensively, and occasionally by Superman and Jimmy Olsen on visits to Kandor. Certain forms of the belt bequeath limited superpowers to the wearer, including escaped criminal Ed-Ilv or even Krypto and baby Kal-El. Krypton itself lost its Vaxxium (along with the Space Ark and Warp Fuel) with Kandor, when it was stolen by Brainiac, and thus Nor-Kann has a supply of Vaxxium for the Anti-Gravity Belts he provides to various men wearing the costumes of Nightwing and Flamebird inside the bottled city of Kandor.

White Dwarf Star Fragments:

These come from the heart of degenerated stars that have ceased fusion, and shrunk under their own gravity. A millilitre of core material would weigh a metric tonne. The star heart itself retains a certain self awareness that can become sentience that persists even in its fragments. If two White Dwarves collide, they supernova and expell pieces of matter throughout the galaxy; some falling as meteorites on

Earth. The Atom and Brainiac have both recovered pieces and engineered novel devices from White Dwarf materials that have shrinking effects on any matter -- it can even shrink itself. Doctor Ray Palmer saw one of many meteorites that fell that evening, and recovered that fragment which he made into a compound lens. When extra-spectral light was shone through it, there were two effects:

Ultraviolet light caused matter to compress and its mass could be reduced. Infrared light caused matter to expand and mass could be increased.

It took Ray Palmer some time to solve the lens' side-effect - most matter would explode when returning to regular size.

Xium:

An element isolated by Lex Luthor between incarcerations in Metropolis Prison. It contained an astonishing amount of power for its size.

The element was small enough and radioactively stable enough that Luthor hid it in a hollow tooth; using it to power an Atomic Transmitter, and generating a Super-Ray that would give a human being powers to rival Superman. Through trickery, Clark Kent -- Luthor's unfortunate choice for test subject -- made Luthor think that Xium withdrawal caused the user to give away all their wealth. And thus Luthor destroyed the Xium.

Zuunium:

An extremely rare element found only within the cavernous mining planet of Zoon. It was used by Dr. Mar Londo to give his son Brin limited superpowers. Those superpowers did not include invulnerability.

6. MATERIALS FROM THE MARVEL UNIVERSE

Adamantine:

Greek god's version of True Adamantium, durable, tough, golden-colored, very rare and nearly-indestructible. Described as the "Metal of the Gods". Adamantine is nigh-indestructible, very much like the metal alloy it inspired Adamantine has demonstrated its incredible durability many times, with one particular example, where it, in the form of Hercules' mace, was able to withstand the force of Thor's hammer blow.

Adamantium, Beta:

Wolverine's Skeleton and claws are made from this (unique to Wolverine). Wolverine's mutant healing factor allowed him to survive the Adamantium bonding process, but it also induced a molecular change in the metal. Adamantium Beta functions like True Adamantium but does not inhibit the biological processes of bone. This fact only became apparent after Magneto forcibly extracted the Adamantium from Wolverine's skeleton.

Adamantium, Primary:

Also known as True Adamantium. Is a very dense, artificial steel-based alloy that is nearly-indestructible. Incredibly hard to come by, can be used to coat normal metals to enhance their durability as well. Almost impossible to make on Earth-616, process is limited to a select few corporations. Most notably found in Ultron's indestructible carapace (outer armor).

Adamantium, Proto:

The most indestructible material/metal in the Marvel Universe created by the American metallurgist Dr. Myron MacLain, found uniquely within Captain America's Vibranium-Steel alloy shield (now with added Uru!). The process of creating Proto-Adamantium has never been duplicated.

Adamantium, Secondary:

Also known as Adamantium Steel. When you can't afford real Adamantium, you make, buy or steal this. Far more durable than normal metallic alloys, very, very expensive.

Adhesive X:

This chemical was created by Nazi scientist Baron Zemo, that could bond with anything, and was practically indissoluble.

Argonite:

This substance is from the Squadron Supreme universe. It is the name given to shards cast off from Hyperion's destroyed home planet, Argon.

Black Dechantment:

This stone-like material that was acquired by Dormammu while "plumbing the depths of prehistory." When properly applied, it puts the person affected by it under the control of the Lord of the Dark Dimension, slowly turning them into one of the Mindless Ones through a "Mindless Plague." This plague affects the most intelligent people in the vicinity first, and works its way down the area's intellect to control all, regardless of their mystical potential. However, the substance is also capable of bypassing any spell or other magical defense, with any who manipulate the mystic arts being vulnerable.

A meteorite composed of it sent out into the Nine Realms, where it collided with the Bifrost, and a shard implanted itself in Heimdall's chest when he struck with Hofund, only to be removed when Vision phased through his torso to destroy the entire piece from within. Mys-Tech was also granted a supply of the substance to create magical bullets for their assassin Ethan Slaughter, with Horguun to forging weapons to near-fatally wound Earth's mystics. Even after the destruction of most of them, Agent Leo Fitz was infected with the "Mindless Plague" and shot Scarlet Witch. Only by going to the Dark Dimension were the agents of S.H.I.E.L.D. able to stop the plague, using Absorbing Man's abilities to turn him into a being who could temporarily fight back very effectively against the magically empowered Dormammu, before he used his ball and chain to destroy the only known source of the material.

Carbonadium:

Is a resilient, unstable radioactive metal that is vastly stronger than steel, but more malleable and cheaper than Adamantium. It was developed when the Russians created the Carbonadium Synthesizer (the only device that can produce Carbonadium), in a failed attempt to recreate True Adamantium. While not as durable as Adamantium, it is much more flexible. Carbonadium is toxic to organics like most heavy metals, and slowly poisons those who use it. The metal has the ability to disrupt mutant healing factors. Most commonly associated with Omega Red.

Cognium:

This unique metal alloy invented by Oracle Inc., noted for its characteristics of being a "metal with a memory," and

its capability to easily morph into small blocks, making them easy to transport. It can also morph back into the original shape of its manufacture when necessary. When a supply of Cognium was stored during a midnight conclave held by some of Oracle's members, the A.I.M. spy and thief Highwayman crashed in and attempted to steal it for the terrorist organization, only for his mission to be intervened by the superhero Iron Fist. After a brief but brutal fight with Iron Fist, the Highwayman was defeated by the superhero before he was ultimately handed over to Oracle Security, who arrested him afterwards for his crimes that was his attempt on stealing the Cognium.

Dargonite:

Dargonite is an extremely tough alloy of uru and vibranium capable of puncturing Secondary Adamantium.

Epidurium:

This metal is even rarer than Vibranium or Adamantium, and a key element in the creation of the synthetic skin of Life-Model Decoys.

Furyium:

This ancient, rare mystic metal was used to create Spider-Knight's sword.

Gravitonium:

Gravitonium (Gr) "is an extremely rare, high atomic numbered element" that "distorts gravity fields within itself, causing an undulating, amorphous shape." Additionally, "when an electric current is applied, the gravitonium solidifies, and those gravity fields erupt randomly, changing the rules of gravity around it." The atomic number of

Gravitonium is 123, while its atomic mass is 308 Da.

Horton Cells (H42N2C2O6):

These are synthetic replicas of human cells using plastic and carbon polymers, they duplicate the structures found in organic human cells. They were created by brilliant scientist Professor Phineas Horton. These cells can be grown in a culture, and are compatible with humans. The cells can activate latent mutant and Inhuman physiology. Even in small clusters, they are capable of generating and storing a remarkable amount of power. Professor Horton used the cells to create the first android. However, when exposed to Oxygen the cells burst into flames. The android then became known as the Human Torch. The Horton Cells in the Human Torch's blood are compatible with humans, making him a universal donor.

Isotope 8:

The material which would be later known as Isotope 8 was brought to Earth by a mysterious Pulse, a phenomenon which also affected technology worldwide and left strange energy signatures. S.H.I.E.L.D. arrived to the conclusion that the Pulse was a charged cloud of an "Isotope-8," a material was capable of multiplying people's powers. Both S.H.I.E.L.D. and a Syndicate of supervillains used the Isotope-8 to create different types of armaments and to empower their forces.

Different types of unstable Isotope-8 later appeared, including a green Iso-8; a blue Iso-8 mutated by the Brotherhood of Mutants; a cosmic yellow Iso-8 created when the Phoenix Force interfered in the Pulse's path towards Earth; a red demonic Iso-8 spawned from Hell; an Asgardian purple Iso-8

modified by its contact with the magic of Asgard; a derivated purple Iso-8 developed by Hank Pym; a "chaotic" Iso-8 created by Ultron; a red Iso-8 created from the demonic Iso-8 synthesized by the power of Tony Stark's arc reactor, and a violet Iso-8 variant created by Wonder Man. After consulting his mentor, Doctor Strange discovered the Iso-8 might be native of Earth, and that emanations similar to Iso-8 were detected by the Ancient One in the 18th century.

The true nature of the Isotope-8 is unknown. Mutable at a subatomic level, the Iso-8 attaches itself to the essential characteristic of a material it touches and intensifies it. According to Otto Octavius, the Isotope-8 can be considered "the perfect catalyst," although Reed Richards has stated it is not because, unlike catalysts, the Isotope-8 also changes itself. If the Isotope-8 is put in a crystal array to focus a laser, it makes the laser have more focus. If it's put in an electrical field, it magnifies the charge and the momentum of electrons, and becomes magnetic. If it is implemented as part of a plasma, the plasma gets denser, hotter and more powerful. Mr. Fantastic has studied the reactions of Isotope-8 with heat, electricity and magnetism, and stated that in those areas, the Iso-8 is an "energy intensifier the likes of which I've never seen."

Kylight:

This rare mineral is found in the Arctic Circle. It is used in Tony Stark's artificial heart and in most of the inventions in Howard Stark's Vault , the Stark Laser Harness, and the Holographic Disguise Mask.

Mojonium™:

This powerful and resistant material used in the Mojoverse. Most of Mojo's technology is made from the metal.

Molynite:

This rare element found mostly in Rotruvia, with the potential to be an irreplaceable power source in next generation electronic innovations. Its export was the economic backbone of this country, as Rotruvia was responsible for the trade of 94% of the world's Molynite.

Nanominium:

This metallic substance that can be applied as a gloss for anti-magical properties. It appears to be roughly as durable as Vibranium, enough to create a shield of comparable durability to Captain America's Shield. The substance is owned by MI-13, and was used in its gloss form by quartermaster O to coat the shield of Captain Midlands (Sid Ridley) to combat mystical threats such as fairies.

Netheranium:

A psycho-sensitive metal from Satan's extradimensional plane in the Son of Satan comics originated by Roy Thomas (writer) and Gary Friedrich (artist). Daimon Hellstrom's trident is made of this metal, which channels magical energy and gives him the power to fly and shoot soulfire. Netheranium also has the power to harm Satan himself.

Neutronium:

This element found only in the Exo-Space, a dimension outside of reality. It is theorized by Blue Marvel, the discoverer of the Exo-Space, that the Neutronium was formed as a byproduct of creation itself. Blue Marvel tried to

harvest it for years due to the Neutronium's potential to solve hundreds of global problems, but its atomic structure refused to cohere in normal space, until after a death and rebirth of the Multiverse. This event affected the structure of Neutronium, changing its isometric form from seven to eight-atom groups, an "Isometry-8" form (Iso-8 for short), making it more stable, powerful, and perfectly comfortable in real space. The Neutronium is scarce in regular universes, but it's abundant in one specific reality known as "Battlerealm," a broken portion of time-space which once was the reality of Doctor Doom's Battleworld. Two Elders of the Universe, the Collector and his brother the Grandmaster pitted themselves against each other for the possession of Battlerealm's Iso-8, and an object known as the ISO-Sphere, in a competition known as the Contest of Champions, in which they summoned people from the Multiverse to Battlerealm to fight in the name of each of the brothers against each other.

Blue Marvel described the crystals of Neutronium as frozen spacetime. Their atoms fall naturally into structures of eight. When these used to be seven-atom groups, the isometric lattices tore themselves apart at the quantum level. The change of structure of the Neutronium into Iso-8 and Blue Marvel's theory that the Neutronium formed as a byproduct of creation itself presented the possibility that there had been in total seven instances of "multiversal renewal," and that the Neutronium's structure changed each time the universe was in a new iteration. The structure of the Neutronium's atoms in its Iso-8 form It has been stated that the Neutronium is an incredibly powerful substance. The

true extent of its capabilities is unknown, but it has shown to have different uses, like empowerment, healing or stasis of individuals. It can even be used to bring people back from the dead. The Neutronium's most powerful form is known as the ISO-Sphere, which according to the Collector, it grants him power enough to rival gods.

Omnium:

Omnium is an extremely hard, extremely rigid metal that is second in resilience only to adamantium. It is even less likely to bend without snapping than that metal. Omnium is not a commonly used or mentioned metal, but it has appeared on rare occasion in Marvel comics whenever someone needs something strong but doesn't want to resort to adamantium. A steel alloy stronger than Titanium but weaker than Adamantium.

Orichalc:

Orichalc and Orichalcum, was respectively the lost, legendary magical metal of Atlantis, and a rare Atlantean mineral. Eight thousand years after the Great Cataclysm, Avalon the largest surviving island of Atlantis flourished through the trade of gold and orichalcum. In the Age of Conan, the materials necessary to make Orichalcum were very hard to come by. Daedikaron seemingly managed to produce some, which he used to fashion his wings. After boarding a valley from escendants of Atlanteans, Conan found a casket of Orichalcum containing a map of the isles of Antillia. Orichalc was required for the spell assembled by the Logomancer to destroy the Aqueos. Namor used a liquid form of it.

Osmium:

Also known as Osmium Steel or Organic Steel, is a dense and resilient metal; most commonly associated with the mutant power of Colossus to transform into a being composed of this metal.

Phlogistone:

This powerful source of renewable clean energy created from the reaction of the Moon's ore with numerous different types of energies, including cosmic radiation, M'Kraan Crystal energies, Phoenix Force radiation, the Beyonder's energy, Infinity Gem manifestation, and the White Event. Not long after the White Event, the Phlogistone started manifesting in the surface of the Moon. The robot Udarnik found it and discovered it was a powerful source of energy, with which he created his Lunar fortress, the "Crimson Dynamo." With the Phlogistone, Udarnik empowered weaponry he used to attack the Earth in order to draw the attention of humanity.

Plandanium:

Plandanium is the metal used by Galadorians to create the Spaceknights' armour.

Plasti-thene:

This is the chemical basis from which the Leader constructed his Humanoids. In its raw state, Plasti-thene was a rubbery material that could absorb any force directed against it. Plasti-thene was porous enough to be air-permeable, so that a person trapped within it would not suffocate.

Primagen:

(also known as Prima Materia) is a substance created and harvested by the Progenitors in the Garden-World inside the World Farm used as fuel. To the

Progenitors, Primagen is easily farmed and widely used. The Primagen was additionally employed as a catalyst to evolve the Kree from their primitive form. The Kree's failed attempts at re-creating it resulted in the much less pure Terrigen, Antigen and Amphogen. To the Kree, the Primagen became a forbidden legend, of which only high-ranking Kree soldiers have the clearance to discuss it.

Promethium:

This magical metal found only in Belasco's dimension known as Otherplace. In Otherplace, it takes the form of a giant animal heart, hidden in a cavern deep below its surface. Removal of the promethium to another dimension will cause Limbo to vanish. The heart of Limbo was once sought by Doctor Doom (Victor von Doom) as an inexhaustible energy source for his nation of Latveria. It is currently in the possession of Darkoth.

Psychic Clay:

This a mysterious substance used by the Puppet Master. Through intense concentration, he is able to control the physical actions of anyone after whom he models one of his puppets. How he did this was never adequately explained other than he used some type of special radioactive mixture. The clay he used in this mixture was magical, slightly radioactive, and came from a remote area near Wundagore Mountain, Transia, site of the prison of the elder god Chthon. The clay cannot control the actions of essentially mindless creatures, or control beings with supremely strong will-power. It's control is limited to one person at a time, and the degree of control decreases with the distance from the person controlled.

Pym Particles:

Dr. Henry Pym originally discovered and isolated a rare group of subatomic particles, which have become known as the "Pym Particles", which could alter the size and mass of objects or living beings. The Pym Particles allowed the user to bypass the Square-cube law of physics. Originally, Pym Particles were only used to decrease the size and mass of organic and inorganic materials. With some alterations, Pym was able to increase the size and mass of subjects as well. The Pym Particles work by shunting matter into the Kosmos Dimension when shrinking a subject or accruing extra matter from that dimension when enlarging them. See Conservation of Energy for details. In their original formula, these Pym Particles existed in a liquid elixir form which would shrink objects or living beings on which it was applied.

Later, Pym was able to synthesize Pym Particles into a gaseous form for quick shrinking results by inhalation. He created Ant-Man's Suit to allow him to control his size. Pym Particles can be used to reach the Microverse along with the Overspace and Underspace.

Repeated, long-term exposure to Pym Particles can result in the subject's body naturally producing its own Pym Particles. Pym, Janet van Dyne, Cassie Lang, and Nadia van Dyne's bodies all biologically produce Pym Particles because of this phenomenon. Pym Particles exert a large amount of physical and mental strain on the subject's body.

Reverbium:

Is an artificial variant of Vibranium that was created by Sajani Jaffrey. This

variant is imperfect, so rather than absorbing vibrational and kinetic energy, it does the opposite and pushes it away, making it a powerful weapon even in small amounts. One of the flaws of Reverbium, is that while the metal itself is incredibly potent. Its atomic structure is highly unstable, making it less resilient than pure Vibranium. The right particle bombardment can send its subatomic structure crumbling into dust.

Ruby Quartz:

The only known natural substance that block the optic blasts of Cyclops without damage. The crystal resonates at the same frequency as the psionic field that protects both Cyclops and Havok from their own powers.

Terrigen:

This is a rare mineral existing in Crystal form. They were found by Randac, an Inhuman geneticist, 25,000 years ago. Using their gaseous form, the Mists, he was able to grant his people with great powers.

Unstable Molecules:

A synthetic material created/discovered by the famous scientist Reed Richards, which can be altered easily and adapt to a certain environment, allowing them to be incredibly resilient to drastic changes in heat, cold, pressure, density, dirt, etc. making them ideal for use as superhero costumes

Unstable Molecules are configuration of unknown atomic nuclei and electrons discovered or synthesized by Reed Richards, which is responsive to certain energized matter around it. Used in the making of clothing for the Fantastic Four and certain other superhuman beings, unstable molecular cloth mimics its

wearer's physical properties, it can turn invisible like The Invisible Woman, allowing it to stretch like Mister Fantastic and burst into flame without burning like the Human Torch. Essentially, it acts as an extension of the wearer's skin.

Uru:

Norse god's virtually indestructible super-metal, Mjolnir is made from it; tough, strong, holds enchantments well. The appearance of Uru metal ore is in two forms, from one as "metallic gold" (Gungnir, Stormbreaker) and the other having a luster that has been described as "badly wrought iron" (Mjolnir). Hard to come by even in Asgard, dwarves hoard it.

Vibranium A:

Wakandan Vibranium is a rare, extraterrestrial metallic ore which absorbs vibrational and kinetic energy. Theorized to have been first deposited on Earth by a meteorite 10,000 years ago. It is found exclusively in the African kingdom of Wakanda.

Vibranium B:

Antarctic Vibranium also known as Anti-Metal, which destroys the atomic and molecular bonds in solid metals, causing them to liquefy (even in adamantium). Black Panther used to have claws made from it. This material has thus far been found only in the isolated region of Antarctica known as the Savage Land.

Victorium:

This is a steel alloy developed by Doctor Doom. It was both adamantine and cutting and, when presented as a cable-like rope, it could cut up a human being easily simply by pressing. Doctor Doom

first demonstrated Victorium during an encounter with Mr. Fantastic in Doom's New York Castle. Doom stunned Mr. Fantastic, led him to an automated murder room, then activated a mechanism to tie Mr. Fantastic and press him. Initially hurt, Mr. Fantastic released himself using his plasticity powers, only to fight Doom's next trap devices.

Yaka:

This is a sound-sensitive mineral found only on the planet Centauri-IV. It is used in creating the Yaka Arrow used by Yondu.

Cosmically-Enhanced Metals:

Including the armor of the Celestials, Galactus and the material of the Silver Surfer's board are made of super-strong, nearly indestructible materials, unable to be affected by most normal forces on Earth.

7. MATERIALS FROM

THE ROLEMASTER

UNIVERSE

Arinyark:

Arinyark is a luminous bluish-green mineral that absorbs raw Essence radiation. It is extremely difficult to make into weapons and armors, and with armor it would typically be a laminate on something else to act as a mana battery. There is no modern lore for this material, though "ahnver" does exist in the game. If a confined space were subjected to a large enough concentration of arinyark, it would have the effect of severely dampening the local flows of essence, imposing steep penalties (say 90%) on Essence realm spells. Arinyark stores essence radiation like a battery which can then be tapped to renew mana. When coating a full suit of armor with arinyark, it provides +30 to mana resistance rolls (warding) or applies -3 damage to elemental attacks such as bolts.

Black Alloy:

It is an alloy of iron, titanium, and "meteoric metals." It ranges from steel grey to black in color, and does not require special forging equipment. For this reason the "meteoric metal" component presumably does not refer to star

Black Eog:

Black eog is an unholy metal that inhibits light magic in the same way that white eog does for dark magic. Black eog is only mentioned as a color variation of normal dully silver-grey eog, which is described as an Elven magical alloy made from mithril,

titanium ("durang"), and other unknown materials.

Boernerine:

Boernerine is an elemental metal made from smelting light elementals with earth spirits, creating items with perpetual magical radiance. Boernerine is steel or iron that is sufficiently corrupted with elemental light, becoming a shiny black metal that is a better mirror than silver.

Catoetine:

Catoetine is allegedly the "heat-based counterpart of Eog", which is not nearly as effective at holding spells. Its property is speeding things up, such as making a weapon swing faster or more often.

Dwarven Steel:

White alloy is the dwarven "adacer" in the Treasures of Middle Earth book, which is likely too potent. Low steel or enclantine ("enchanted iron") from Shadow World are closer to the bonus of invar, but are not markedly dwarven in any way. It is likely supposed to be an iron and carbon alloy with a relatively significant amount of carbon, possibly with trace amounts of something more valuable to dwarves, the most logical candidate being mithril. Invar is a processed metal in the modern lore but it is a dwarven secret. The "Enchanted Iron" is refined and magically worked. Enclantine is a magically worked

Elrodnite:

Elrodnite is allegedly a cousin of Eog that is not as magically potent or as good at holding spells. It resembles zinc and is perpetually surrounded by cold mist. This is usually used defensively with gear designed to obscure the location of

the wearer. There is mention of making wands of frost, but seemingly nothing about cold flares.

Eog:

Common Eog is an extremely hard but brittle metal that is incredibly rare, and only becomes used for weapons and armor in alloy forms. It is a dull silvery-grey in appearance, but comes in other forms, including blue and red. White and black eog are somewhat anti-magical in that they locally inhibit the flows of essence. When used in combination they would act similar to kregora, though not to the same severity and without power draining. (Including significant amounts of arinyark would come closer.)

Fabrinine:

Fabrinine is allegedly a bonding weapon metal where all of the elements are perfectly in balance, and it binds with the soul of the first person to wield it. It dies with this wielder, but the bond provides protection from "death magic" and critical blows.

Galvorn:

Galvorn is an alloy with unspecified color in Rolemaster made from "meteoric iron" and other substances known only to a few smithing guilds. It is extremely malleable but puncture and cut resistant. When forged with "specific elements" it becomes the hardest material known to exist. It is only worked in extremely hot forges. In the I.C.E. Middle Earth system its color is implied to be black, but in GemStone it is now defined to look gold or red-gold. Galvorn has a higher enchantment bonus in Rolemaster than golvern does in GemStone, where it is considered dwarven, but they are both extremely hard metals.

High Steel:

Non-magical "high steel" has a +1 damage bonus from its hardness and ability to hold an edge compared to iron.

Inniculmoid:

While gornar shakes uncontrollably creating the risk of inflicting an impact critical, inniculmoid is allegedly an elemental metal that both generates and harmlessly absorbs tremendous "concussion blasts." It is the "metal of force" and hard to make because there are no "spirits of force." Gornar in contrast is a pure metal. Gornar is notably rumored to be the remnants of a powerful earth elemental. Inniculmoid is primarily used to make tools such as hammers and anvils, though a few shields supposedly exist, and it is wasted on swords. This implies it is an absorber unlike gornar.

Iorake:

Iorake was named after the Shadow World deity Iorak, who is the Eonak of modern GemStone religion. It is inherently sanctified in weapon form. It is quite strong and difficult to break while being lighter than steel. It is unclear if it was a Dwarven metal.

Ithilnaur:

Ithilnaur is an Elven metal also known as "moon-fire", which is supposed to be incredibly hard and keeps a "superbly keen edge." It is an alloy of mithril, titanium, and other metals forged under extreme heat, with the appearance of pure silver. Weapons of Ithilnaur are refolded dozens of times, forming "extremely strong laminates."

Ithloss:

Ithloss is a light golden colored enchanted alloy that was made by the

Lords of Essaence in the First Era of the Shadow World history. It is extremely lightweight and flexible, making superior armor. It would also add +2 again Elemental attack spells. In practice the metal was not worth much because the knowledge of how to work it is extinct. The only items made of it should be ancient artifacts of the Essence Lords.

Keron:

Keron is a "black alloy" that differs from actual "black alloy." It is a shiny metal that when polished looks like it is wet or oily, and it does not corrode and should be treated as enchanted. It adds +1 to damage.

Kregora:

Kregora is the most powerful of the anti-Essaence metals, such as white and black Eog which locally inhibit the flows of essence, providing an absurdly high warding bonus. It is an extremely rare alloy made from mithril, gold, uranium, and other materials. It is supposed to be useless for weapons because it is extremely ductile and malleable, but even a mesh or netting of kregora is enough to render powerful magical items dormant. Its magic suppression powers are equally effective across all realms, and it will drain the power points (mana) of those around it. Highly specialized, non-magical tools are required to work kregora, and it is golden in color.

Laen:

Laen is an almost indestructible volcanic glass that is very rarely naturally colored. Its strength is attributed to its "long crystal lattice structure", which is paradoxical because glass by definition is a non-crystalline amorphous solid lacking long range periodicity.

Regardless, laen has an inverted thermodynamic profile, becoming stronger and more rigid with heat. It is only softened by subjecting it to extreme cold temperatures using magical furnaces. This does not seem to be true of glaes, which also comes in other colors, including rainbow glaes. It is supposed to occur rarely in nature.

Low Steel:

In Rolemaster it is simply a carbon steel with a relatively high carbon content, but less carbon than high steel, white alloy, and black alloy

Lysaughton:

Lysaughton is allegedly a white colored chaos metal, though its colors and shape fluctuate chaotically. Supposedly no mortal knows how to "make" this metal, the "primary source" of it is some demon realm. This is presumably the lore basis behind making the name into Urnon, which is now treated as a pure metal found in this world. Forges for reworking bits of lysaughton supposedly are fueled with uncontrolled magic, broken wands and gemstones, and the dung of demons and shapeshifters.

Mcgrail:

Mcgrail is allegedly an utterly black metal that throws off shadows, where weapons of it will hide the wielder in darkness and armor allows you to vanish into the shadows and emerge from different shadows. Similar effects have been implemented modernly for pure black ora and ShadowDeath weapons, except the former inflicts wounds on those touching it and the latter thirsts for blood. Urglaes is inherently cursed and its powers will sometimes be directed back at the wielder. Pure black ora is

also cursed and touching it will inflict damage on the wielder from shadows. Mcgrail can only be forged from ore and well water that has never seen light, as well as the distilled essence of shadow creatures, and fire from things that are inherently black. This is much like the way the bark trees are made modernly. Urglaes is supposed to be a pure metal. The idea of inflicting unexplained mutations on the body of the forger does not come from mcgrail.

Mithglin:

Mithglin is an alloy of mithril, platinum, titanium, and other materials, sometimes gold to make it more workable. It is used for weapons and jewelry, "prized for its shining hue." It is forged with high temperatures and hard labor, which is still true in its modern documentation. In contrast, modernly it is an alloy of mithril and vultite (shaalk), intended to make an alloy with superior strength and durability to them.

Mithril:

Mithril is a pure metal that is highly prized by Dwarves for its value in making unique enchanted alloys. It is malleable and silver-white, but unlike silver it does not tarnish. In the modern documentation it is a dull grey or has bluish hue, and is mostly a Dwarven metal, prized for weapon and armor due to being "extremely dense" (though its weight modifier is actually 90%).

Neurolite:

Neurolite is a metal that shreds other materials as though they had been exposed to strong acid, except there is no actual dissolving involved. The effect comes from the metal holding things in stasis, while the surrounding material moves around the parts that cannot be

moved. It is very difficult to work neurolite without repeatedly destroying your tools. In effect this means the metal is inherently crit weighted. In the modern documentation for razern this is explained as being able to be folded a great many times without any need for more weighting or balancing, allowing extremely sharp edges on weapons and so all the better for cutting.

Rularon:

Rularon is a very soft, malleable enchanted metal with a dull silver color. While this would make it useless for weapons and armor, its primary value is it is a powerful inhibitor of Mentalism spells. Full helms plated with Rularon have the ability to completely protect the wearer from mentalism, as well as prevent their ability to cast it. It is unclear if it is an alloy. In contrast, rolaren is an extremely strong and durable deep blue-grey to black alloy, made primarily out of mithril with trace elements and used for weapons and armor. The color change is consistent with the changes for mithril and mithglin.

Shaalk:

Shaalk is supposed to be an "extremely light and flexible" enchanted material, pliable and "perfectly resilient." It is not a "true metal" but also not a glass, so its material composition is somewhat mysterious. Its utility is supposed to be many-fold, but it is normally not used for weapons (though it is said to make exquisite bows.)

Star Iron:

Star iron is an extremely rare alloy forged from metals collected from certain meteorites. It is always a dark, dull grey in appearance. Star iron is

inherently anti-magical, but is believed to have other more arcane powers, though their nature is uncertain. In the Shadow World setting the formula for making star iron has been lost since the First Era, so the only items made of it should be Lord of Essaence relics. The Shadowstone of the Empress Kadaena, for example, was set within star iron. It cannot be worked by any known means, so there are few interested buyers of the raw metal.

Veil iron in its most pure form has the power of draining the magical power of items in its vicinity. This was symbolically represented by an Ur-Daemon obelisk found in the ora mines of Rhoska-Tor, and possibly an orb of "pure veil iron" and krodera found in the ancient monolith on Melgorehn's Reach. This was discovered in recent years, "pure star iron" would have been meaningless. Veil iron is now a pure metal found in meteorites, black or charcoal grey with specks or streaks of white or blue, and there is no premise of being unable to work it. Instead of being associated with a powerful race from 100,000+ years ago as star iron is with the Lords of Essaence, it is described as one of the first metals ever found by primitive tribes, with veil-iron spearheads older than the Ur-Daemon War.

Vaanum:

Vaanum is an extremely rare silver-white metal that is thought to only exist on Charon (Lornon), and as such most alchemists and smiths will refuse to work on it. This was still the most recent lore for the metal at the time the Sheruvian Monastery was designed, which explains why there is so much vaalin in it, and why vaalin lockpicks

were the highest end. Vaanum had the unique property of being "Of Slaying" on any living creature whenever there was a critical hit, which on a man sized creature allows a second critical hit and large or huge creatures have a slaying column on their critical tables.

White Alloy:

It is an alloy of iron, titanium, carbon, and zinc. It is white in color, and does not require special forging equipment. It is similar to damage weighted undead bane but only for non-corporeal undead, allowing them to then take critical hits.

White Eog:

White eog is an anti-magical metal that inhibits dark magic in the same way black eog does for light magic.

Xenium:

Xenium is a blue-silver hued alloy of arinyark, titanium, and other more dangerous substances. Its constituent materials together nullify the force of gravity, allowing objects plated with xenium to float. Skyships are coated with xenium on their undersides, and most fabulously, the city of Eidolon itself in Sel-Kai of northern Emer floats in the air from the use of xenium. In the modern documentation xenium is a pure metal rather than an exotic alloy. The lightening property of xenium depends on the purity of the metal, whereas xenium might be unwieldy as a weapon, and as armor would float you away.

8. MATERIALS FROM THE PALLADIUM UNIVERSE

Black Iron:

Doubles SDC of Armour and adds one Armour Rating. +2 to damage.

Black Metal

Does double damage and is lightweight and invulnerable to all but magic. It is psycho-absorbent'

Dark Metal:

A metal in Nightbane that gathers magical energy into itself, making it capable of doing damage as a magic weapon without being enchanted.

Gantrium:

Forged with a magic fire, is indestructible and doubles the P.P.E. recovery of its holder, and it can be enchanted into jewelry that reduces P.P.E. costs of magic by half. Halves cost of spells and doubles PPE regeneration rate.

Killaryte:

An explosive crystal found almost entirely within the Thundercloud Galaxy.

Kisentite:

Super dense metal capable of even parrying energy blasts.

Kisthintie:

A special metal that transmits magical energy uninhibited while amplifying it.

Korobite:

Can be used to edge weapons so they can harm supernatural creatures. Natural alloy of gold, silver and other

components that is harder than 10 carat gold. Can harm creatures that require magic weapons to be hurt.

Psylite:

A crystal that can store ISP, used by the Noro in Phase World to make psionic technology.

Red Metal:

Armor has triple the SDC of normal armor and is in many ways effectively immune to damage.

Stone Wood:

Arrows do +1D6 damage, but have half the range.

Strata Crystal:

Similar to psylite, it can store and even discharge energy, as well as holding a really sharp edge; weapons made of it don't show up on weapons scanners.

White Iron:

Ignores the first 20 points of damage done to it and is +1 to strike.

Xanthine Gems:

Gemstone that stores 20 PPE per carat.

Yellow Wood:

A tough wood that adds +2 to damage.

9. MATERIALS FROM THE STAR TREK UNIVERSE

Bio-mimetic Gel:

Star trek. This is a volatile substance with medical applications. It is also highly sought after for use in illegal activities, such as genetic experimentation and biological weapons development. As such, its use is strictly regulated by the United Federation of Planets, and sale of the substance is prohibited. The substance was first mentioned in an episode of Star Trek: The Next Generation, and was used as a plot element in several episodes of Star Trek: Deep Space Nine.

Chronoton:

Star Trek. Associated with manipulating or traveling through time in Star Trek, as well as in Futurama.

Dilithium:

Star Trek. Although dilithium (Li₂) does exist as a molecule composed of two covalently bonded lithium atoms, a different substance is referred to in fiction. In the Star Trek fictional universe, dilithium is a material occurring in crystalline form which serves as a controlling agent in the matter-antimatter reaction cores used to power the faster-than-light warp drive propulsion. In the original series, dilithium crystals were rare and could not be replicated, making the search for them a recurring plot element. It has been noted that when the crystals appeared in the original series they looked much like petalite, an important ore of lithium. The use of the name dilithium has led to speculation as to whether it is meant to be an isotope of

lithium or a compound with two lithium atoms. However, according to a periodic table shown during a Next Generation episode, it is shown as an element with the chemical symbol Dt and the atomic number 87, which in reality belongs to francium.

Duranium:

Star Trek. The fictional metal duranium was referred to in many episodes of Star Trek as extremely hard alloys used in starship hulls and hand-held tools.

Latinum:

Star trek. Featured in many episodes of Deep Space Nine as a medium of exchange used by Ferengi and others. For convenience's sake (Jadzia Dax joked "probably someone got tired of making change with an eyedropper") the actual currency consisted of the latinum, which is a liquid in its natural state, enclosed in gold casings of standardized size (called slips, strips, bars, and bricks) and was referred to as "gold-pressed latinum". Latinum was useful as a medium of exchange, unlike the (worthless) gold in which it was enclosed, because it is impossible to replicate.

Nitrium:

Star Trek. A metal mined from asteroids, and used in dilithium chambers.

Omega:

Star Trek: Voyager. An unstable and vastly dangerous molecule capable of destructive explosions that also disrupt subspace, making warp travel impossible. This atom is a perfect energy source, but also highly unstable and can destroy subspace. Seven of Nine mentions that the Borg revere it religiously due to its perfection and

multiple components working together perfectly. By contrast, the United Federation of Planets will ignore all other considerations, including the Prime Directive, to ensure the destruction of the particle if it is detected.

Photonium:

Star trek Voyager. Used in starship hull construction. This "photon matter" has almost no mass, allowing for the impressive maneuverability. It can alter its refraction index to absorb light and energy, which is why energy-based weapons and sensors have little to no effect. This matter, however, can only absorb a specific amount of light and energy before becoming overloaded, and thus returning to its original state.

Protomatter:

Star trek. This is a key component of the Genesis Device prototype—an experimental terraformation device introduced in Star Trek II: The Wrath of Khan. Protomatter is presented as an unstable substance that, due to its instability, is considered unethical for usage in scientific research.

Red Matter:

Star Trek. Red matter is a red liquid material introduced in Star Trek (the 2009 film) that is able to create a black hole when not properly contained. Spock attempts to use it to stop a massive supernova, but the resulting black hole causes his own ship and a Romulan mining vessel to travel back in time. Later in the film, the antagonist Nero uses it to destroy the planet Vulcan. Shortly after, the future Spock's ship containing the red matter is used to destroy Nero's Romulan mining vessel.

Transparent Aluminum:

Star Trek. Strong, lightweight, transparent material used for making windows and other transparent partitions.

Trilithium:

Star Trek. An experimental compound capable of stopping all fusion within a star. Dr. Soran used this in an attempt to return to the spatial anomaly known as the Nexus (Star Trek Generations).

Trilithium Resin:

Star Trek. A hazardous by-product generated by the matter-antimatter reactions in warp cores, it is considered to have no practical use other than as an explosive. Mentioned in the episode Starship Mine.

Tritanium:

Star Trek. The fictional metal tritanium was referred to in many episodes as an extremely hard alloy used in starship hulls and hand-held tools.

Verterium Cortenide:

Star Trek. Verterium cortenide plays a key role in Star Trek's warp drive propulsion system, since it is referred to as the only compound capable of generating warp fields when supplied with energy from the warp core. The crew of USS Voyager are forced to land on a planet to retrieve verterium cortenide to repair their warp nacelles after a sabotage.

10. MATERIALS

FROM THE WARHAMMER UNIVERSE

Adamantium:

Warhammer 40,000. The Imperium uses adamantium (an incredibly strong metal that is practically invulnerable), and is the main ingredient in high-grade armors like Astartes power armor and Terminator suits.

Armplas:

Warhammer 40,000. A heat-resistant plastic and metal composite for carapace armour.

Auramite:

Warhammer 40,000. An extremely rare golden substance that's similar to ceramite but even stronger. It's only available to the Adeptus Custodes, the Primarchs and the Emperor.

Bone Mortar:

Warhammer Fantasy. Created by the Daemons of the Marcher Fortress, this mortar is incredibly strong. If even a small portion is used in the construction of a building, it becomes practically immune to the ravages of time, weather, and physical assaults, and can stand for untold centuries. However, the building takes on an unpleasant and unholy appearance—stone turns black and drips with disgusting ichors, lights never seem to provide enough illumination, and strange whisperings can be heard within its walls. Most sane people soon flee such places; although, Mutants, Chaos worshippers, and other vile creatures find them much to their liking. In addition, a building crafted with this

mortar becomes conducive to Dark Magic.

Cathayan Jet:

Warhammer Fantasy. Cathayan jet is used to make finely crafted pendants, bowls, rings or other trinkets, which protect their wearers (often, well-travelled Ogres) against all forms of hostile magic, except for High Magic, Dark Magic (both considered sacred and described as ying and yang in the East) and Gut Magic.

Ceramite:

Warhammer 40,000. A type of ceramic that is extremely resistant to directed-energy attacks.

Gromril:

Warhammer Fantasy. Gromril, also known as Meteoric Iron, Star Metal, Silverstone, Silversteel or Hammernought Armour, is the toughest and sturdiest metal in the world and is forged into the best and hardest swords, axes and armour. No weapons made by mundane means last forever, except for perhaps gromril weapons. It is the favoured metal of any Dwarf Runesmith, and in its purest form, it holds runes better than any substance in the world. As only Dwarf Runesmiths have the secret knowledge and skill to work this ore, gromril armour and arms are quite rare.

Gromril is the hardest metal in the known world, and one of the rarest. It is found deep under the earth, at depths that only Dwarf mines can reach. Of all the races in the Old World, only Dwarf Runesmiths have learned the art of forging gromril ore into plate armour. Many times more precious than gold, gromril is used to make armour and

weapons for the Dwarf, and for elite military units such as the Ironbreakers who guard the gates to the Underway. Because of its rarity, the Dwarfs do not trade items made of gromril with other races.

Nearly impenetrable and of unsurpassed beauty, this armour is priceless and never for sale. Dwarfs alone have the techniques and skill necessary to fashion complete suits, and so this armour, if found at all in other lands, is by component only and then likely taken from corpses on battlefields or stolen from a wealthy knight's armoury. So valuable is gromril armour, wars have been fought for the mere possession of a full suit. It is impervious to weapons wrought from lesser ore, and though heavy, no one doubts its sturdiness when forged into armour. Armour forged of pure gromril is highly coveted for its protective value and such suits are treasured heirlooms, many of which date back to the Golden Age. Gromril armour is always made in plates; only Grungni himself, it is said, possessed the skill and magical power to work gromril into chain mail. Gromril armour is always made to be worn by Dwarfs, and does not fit members of other races. In theory, gromril armour might be made for a Dwarf-friend in recognition of some truly exceptional service to the Dwarf race.

The most skilled Dwarf weaponsmiths make axes and hammers from gromril. Gromril weapons are normally inscribed with runes. A gromril weapon has the same characteristics as its steel counterpart, except that it can never be broken by normal means. Gromril plays a key part in Dwarf rune magic - it holds runes better than any

substance in the world, armour runes can only be inscribed on gromril armour, and for instance a small amount of pure gromril is the most important element used when inscribing the Master Rune of Gromril - if the sample is even slightly flawed, the rune will not work. Dwarfs have made many great weapons and armours out of gromril, such as many of the heavy, but perfectly balanced, great hammers that Dwarf Lords give to their Hammerers as a symbol of their bond, but by far the most iconic items are the full suits of plate armour worn by Ironbreakers. All manner of fell creatures lurk below and the Ironbreakers guard the deep abandoned tunnels from those that would otherwise invade the hold.

They spend much of their time below ground in the deepest, least visited parts of the stronghold. In these dark places, ambush and rockfall are commonplace hazards and survival is often dependent on wearing the right armour. Accordingly, Ironbreakers wear fine suits of gromril armour, crafted by the smiths of the hold and worn as a badge of honour by this select band of warriors. Irondrakes use an even stronger version, as when first used, even the gromril armour of the Ironbreakers struggled to protect against the intense heat generated by the fiery blasts of their Drakeguns. With the aid of Runesmiths, new armoured suits were developed for the Irondrakes, bearing runes of protection first designed to safeguard those who work in the high temperatures of the massive forges.

Ithilmar:

Warhammer Fantasy. Ithilmar (lit. 'sky-silver' in Eltharin) is a wondrous, lightweight metal found only in Vaul's

Anvil, the largest volcano in Ulthuan. Forged by Elven smiths, ithilmar is priceless, and serves as an excellent alternative to steel or iron mail. In Norsca, it is also known as the "witch-metal" of the Elves.

Necrodermis:

Warhammer 40,000. A metal used by the Necrons to build their war machines and bodies. It heals and grows like an organism and has other unknown properties. Originally developed to serve as hulls for relativistic star ships which needed to resist the radiation of space. The C'tan use physical avatars made of this material.

Obsidian:

Warhammer Fantasy. The black stone known as Obsidian is the bane of magic, totally refractory and inactive. In instances such as the Obsidian Hall of Altdorf, Wizards can feel their power dimmed by the presence of so much while all around them.

Obsinite:

Warhammer Fantasy. Obsinite is the term used by outsiders for a form of rock or volcanic glass used as tools by the Lizardmen of Lustria. Neither the metallurgists of the Imperial College of Engineering nor the wizards of the Golden Order in Altdorf have been able to truly identify what kind of material obsinite really is. Obsinite appears to be some form of super-hardened stone, yet it is not brittle or fragile like the stone weapons of other crude, warm-blooded races. The secrets of the manufacture of obsinite have thus far remained hidden from the jealous eyes of strangers, guarded carefully by the caste of Skink artisan-priests responsible for constructing the weapons. Indeed, it is

said to be more durable even than the highest quality steel and capable of smashing any armour it strikes.

Plasteel:

Warhammer 40,000. A material that acts like plastic but has a tensile strength comparable to steel alloys,

Promethium:

Warhammer 40,000. An adhesive liquid that acts like napalm on steroids. It can also be used as fuel.

Sigmarite:

Warhammer: Age of Sigmar. An ultra-tough metal that Stormcast armor and weapons are forged from.

Starwood:

Warhammer Fantasy. The Starwood tree is anathema to all things unclean; no truer weapon can there be against corruption than arrows fashioned from its boughs. Such arrows glow with an unnatural light and emit a piercing wail when they draw blood, chilling the soul of even the bravest warrior. High Elves have been known to craft staves and Dragonships from starwood, the wood bled resin glitters like shimmering gold, making the whole hull resemble the scales of a dragon. Such wood flourished in the forest of Anhara Draconis, but was burnt to the ground by Dark Elves during the Sundering.

True Silver:

Warhammer 40,000. A silver and iron alloy used by the Grey Knights as protection against the supernatural.

Ur-gold:

Among the duardin (dwarfs), the Fyreslayers have ur-gold that they can

forge into empowering runes they embed in their flesh.

Warpstone or Wyrdstone:

Warhammer Fantasy, also Warhammer 40,000. A greenish-black crystal apparently of solidified magic that holds tremendous transmutatory powers: Among other things, it can be used as fuel, or even to turn base metal into gold. Its chaotic nature makes it difficult to use, and more often than not causes mutations and unstable weaponry in those dealing with it.

Warpstone, also known as Wyrdstone, Seer Stone, Blackstone, Foulstone, Witch Stone or Abn-i-khat ("Burning Stone") in the language of ancient Nehekharu, is a bright, emerald green crystalline substance that is actually the solidified form of pure Chaos energy. As Chaos is the true source of all eight Winds of Magic, Warpstone is considered by Old World scholars as the ultimate physical manifestation of pure magic. When Chaos first entered the Warhammer World through the two polar gates of the Old Ones, most of its energy is divided into the eight Winds of Magic, flowing steadily southward and eventually towards the isles of Ulthuan where the excess magic is drained into the Great Vortex at the centre of the Inner Sea.

However, some of this magical energy is far too potent to be divided by simple contact with the physical universe into the Winds of Magic and sometimes it coalesces into a solid, crystalline form. Warpstone is therefore very rare, and can be found, smuggled, or brought into the Old World in many different ways. Powdered Warpstone is sometimes brought south on the unnatural winds of

the Northern Wastes, carrying with it a furious storm of wild Dark Magic that sows terror and destruction upon many parts of the southern lands.

Most Warpstone falls to earth in the form of meteorites that have broken off of the sinister Chaos Moon Morrslieb with the majority of falling into the harsh domains of the Dark Lands. Warpstone can also be crystallised from a sufficiently powerful current of Dark Magic into small pieces by very powerful sorcerers or magicians.

Being the source of all magic, Warpstone is highly coveted by magicians, alchemists and sorcerers for its ability to turn lead into gold and heal the sick and wounded. Most Warpstone is found in fallen meteorites than in any other location in the known world. Warpstone meteorites usually have a larger abundance of the substance than ordinary deposits found on the world's surface, but they are sometimes irregular in shape and size, and require refinement before being used in rituals, crafting or to power other magical abilities. It is difficult to determine the exact physical form most Warpstone takes, but many scholars have noted that nearly all Warpstone has a black and greenish glow to it.

Warpstone has no characteristic odour and is slightly warm to the touch. Unrefined Warpstone is highly toxic to all living things; prolonged exposure to the substance will lead to madness, mutation and eventual death. Prolonged consumption produces an addiction much greater than any other natural drug, an addiction that never ceases and will plague its victims for the rest of their lives.

Wutroth:

Warhammer Fantasy. Most Dwarfs regard trees simply as useful fuel for their forges. There is one exception - wutroth, or ironbark. In latter centuries, the Dwarfs have taken to making most of their goods and arms entirely from smelted steel, brass and gold. Yet in ages past they fashioned items from wood-like men and elves, and through careful lacquering from a hold's overground realm is used to make charcoal for fires, but there is one tree that the Dwarf value as much as metal. This is the wutroth, known variously as ironbark, stonetrunck, or mountain oak.

The wutroth is not the tallest of trees, but its trunk and boles are exceptionally broad. It grows incredibly slow, and only at the highest altitudes. To preserve itself against the wind and cold it has a very thick bark, which is worn smooth by constant mountain gales. Its leaves are small, and its nuts form in dense clusters that the Dwarfs' ancestors used to employ as bullets for hunting slings. With each passing season, the wutroth layers on ring after ring of fine new growth, leading to a very dense, heavy wood. Yet for all of its strength, this wood keeps moist for a long time and thus can be shaped like willow or ash into bows, shields, canopies and other curved structures.

Wych Elm:

Warhammer Fantasy. A Wych Elm is a rare and innately magical tree that draws magical power out of the ground and stores it in its wood. Any wand cut from such a tree may have centuries of stored magical power locked within it, yet only a demigod or wizard of exceptional skill can unlock and use such power, such as Ariel with the aspect of Isha.

11. MATERIALS

FROM THE DR WHO

UNIVERSE

Axonite:

Doctor Who. Axonite is a "thinking" molecule that can replicate any substance. Axonite, in the end, turns out to be a malevolent element that intends to spread itself across the cosmos in order to feed itself.

Bazoolium:

Doctor Who. A gold-coloured metal that can predict the weather.

Bernalium:

Doctor Who. Evidentially a conductive material, given its use in a high-energy weapon system. It gets its name from J. D. Bernal, a British physicist.

Dalekanium:

Doctor Who. A fictional bonded polycarbide material from the Daleks' homeworld of Skaro that is, among other things, a powerful but unstable explosive that will even affect the Daleks' body casings and, ironically, is also the material used in the makeup of said body casings.

Jethrik:

Doctor Who. The rarest of elements, Jethrik (also spelled Jethryk) is found native as a blue mineral of incredible value. A few kilograms could "power a battlefleet for an entire campaign." In The Ribos Operation the Doctor and his assistant Romana retrieve the first Key to Time in its guise as a lump of the mineral.

Thaesium:

Doctor Who. Radioactive element used as fuel for spaceships of the Earth Empire during the 30th century that also serves an important role in the lifecycle of the native inhabitants of the planet Solos.

Vionesium:

Doctor Who. In the serial Terror of the Vervoids, Vionesium is described as a rare metal from the planet Mogar. It burns brightly in air, similarly to Magnesium. The Sixth Doctor used this effect to destroy the plant based Vervoids by accelerating them through their lifecycle.

12. MATERIALS

FROM OTHER

UNIVERSES

AM2:

Anti-matter mineral from parallel universe (only known to Emperor), the unique energy source that provides all power needs of mankind and the Earth Empire. From the Sten Chronicles series

Arcanite:

Warcraft universe. A dull, flexible metal that can be forged to an edge sharper than iron and steel.

Argon-886:

Judge Dredd. An unstable element that is used to propel rounds fired from a Lawgiver. Note: The most common weight of Argon is 40. Thus it's practically impossible for 886 to be the weight of the isotope in question.

Balthazate:

Guild wars. A Crystalline material found beneath the shiverpeaks. Balthazate looks similar to Quartz crystals roughly half the size of a man. It is a highly potent explosive as shown when four crystal brought down a large portion of a cave when ignited.

Bendezium:

Metroid Prime. An extremely tough metal that can only be destroyed by a power bomb.

Calculon:

Tintin. Discovered by Professor Cuthbert Calculus. This substance has a silicon base and can resist very high temperatures. It was one of the scientific discoveries that enabled Professor

Calculus to plan a manned mission to the Moon.

Carbonite:

Star Wars. Carbonite was a liquid substance that was made from carbon gas and could change into a solid through rapid freezing. Goods could be encased in carbonite for preservation, through a process known as carbon-freezing, and an example was condensed Tibanna gas because carbon-freezing was used as a way to condense it for transport. Carbonite blocks could also be used to place people in hibernation. Before the invention of the hyperdrive, some early spacers would use carbonite to endure long voyages. That technique, however, had brutal side effects, collectively referred to as hibernation sickness.

Ceratanium:

Mega Man. Ceratanium (also known as ceramic titanium) is a material that is shown to be quite useful. It is sturdy yet lightweight, and according to Magnet Man in the comic series, is paramagnetic. This material is thus used in multiple robots, being the key component in Mega Man's armor, the Metal Blades of Metal Man, Cut Man's Rolling Cutter, and Hard Man's body.

Chlorophyte:

Terraria. A bright-green metal found deep beneath the jungle, implied to be the toughest ore that can be mined from the ground (only being topped by Luminite, a material dropped by the final boss). As the name suggests, Chlorophyte holds various plant-themed properties, and can be used to craft armor and weapons that harness the powers of plants. It can be combined with glowing mushrooms to create

Shroomite, a blue fungi-themed version of the same metal used in ranged weapons and armor, or with ectoplasm to create Spectre Bars, a glowing ghost-themed metal used in various magical weapons and mage armor.

Chromedigizoid:

Digimon. A digital metal alloy, present in many Digimon as armor or weapons.

Corrodium:

Ben 10. A high-energy-yielding and unpredictable extraterrestrial mineral from Anur Khufos that is used as a power source. However, it is very dangerous, as those exposed to it can be mutated into hideous creatures, though once exposure to Corrodium is removed, the mutated victims return to normal. The only ones immune to its mutative effects are those from the Anur system. An alien element that is capable of mutating certain lifeforms. Prolonged exposure is required for the mutations to be permanent.

Dark Steel:

Magic: The Gathering. This is so indestructible that it's "forged" by using Retconjunction to warp reality so it just so happens to have been in the desired shape all along.

Darkstone:

In The Darksword Trilogy, darkstone is an ore with Anti-Magic properties. When weaponised and placed in the hands of the Dead (i.e. an Un-Sorcerer), it furthermore grants Energy Absorption abilities.

Destronium:

Transformers. A liquid that helps Cybertronians repair themselves. It is plentiful on Cybertron but on Earth,

humans were only able to synthesize small samples. At high speeds, destronium can get very volatile and would take out half a city the size of Detroit if it detonates.

Dimeritium:

The Witcher. Its Anti-Magic properties make it useful for making shackles to bind sorcerers.

Duetronium:

Lost in Space. A flammable liquid with many uses. The Robinsons spent much of their time drilling for deutronium, as they required it as fuel for the Jupiter 2. It often appears like small, white pebbles, that is refined by either drilling or pumping out of the ground.

Etherium:

Magic: The Gathering. Etherium is a magical Aether-infused alloy found on Esper, one of the five shards of the plane of Alara. Most of Esper's inhabitants have parts of their body replaced by etherium. It is also used to craft artifacts like the Filigree texts, sacred texts worked in etherium containing the Vedalken's accumulated knowledge.

Element Zero (0-Ez):

Mass Effect. Element Zero, or "Eezo", is naturally created within dying stars and harvested from supernovas. This material is used to generate the mass effect fields of many advanced technologies in the Mass Effect universe. Applying a positive or negative charge to this substance reduces or increases the mass of any objects within the emission field. Also found in organics, and the source of biotic abilities. Nodules forming throughout the bodies of most species, such as the Asari. Introduced into human species via alleged

experiments by a shadowy government agency. Also known as eezo, this is generated when solid matter is affected by the energy of a star going supernova. When subjected to an electrical current, it produces a field that increases or decreases the mass of an object. Used in a number of applications, the most noticeable being FTL travel. Humans exposed to this element while still in the womb may gain the ability to generate their own fields and are known as biotics.

Element X:

Ben 10. Element of extraterrestrial origin that, when combined with a precise mixture of terrestrial iron ore at high temperatures, has enough explosive capacity to destroy an entire solar system.

Elementium:

World of WarCraft. An element that came from the Elemental Plane, thus making it very rare. It is capable of channeling elemental energies. It is used to craft the Thunderfury, Blessed Blade of the Windseeker.

Elerium-115:

X-COM: UFO Defense. The element, atomic number 115, upon which all alien power systems are based. It facilitates space flight (although whether faster-than-light or not is not explicit) due to its property of emitting gravity waves under particle bombardment. Used as a fuel for advanced craft, and to power weapons and devices based on alien technology.

Endurium:

Starflight. Crystalline element discovered during an archeological dig powering an ancient starship. Subsequently used to power other

starships based on the discovered starships technology. An entire planet comprised of the element is discovered moving through the galaxy triggering solar flares wiping out all life in the solar systems it passes through. Eventually the element is discovered to be a sentient life form.

Energon:

Transformers. A substance or form of energy serving as the primary fuel source for the Cybertronian/transformer race. Often takes the form of a liquid, most frequently in the form of "energon cubes" refined from other sources of chemical energy. Highly radioactive, highly unstable material that can be synthesized through refinement of other materials (though the process to do this is unknown, and naturally-occurring Energon does exist). Energon can be either crystalline or liquid in form, and can appear in a variety of colours.

Galvorn:

J. R. R. Tolkien's Arda has, beyond mithril, a jet-black metal called galvorn. Galvorn, even stronger than mithril, is invented by Eöl the Dark Elf and the secret of its making was lost when he and his son Maeglin, who also had the know-how, died.

Gundanium Alloy:

Gundam Wing. A material that is practically immutable, highly heat-resistant, and electrically neutral. The material also has the property of absorbing Electro-magnetic waves. These properties combine to produce a material that is extremely hard to damage, lending to the Gundams' atmosphere of invincibility and intimidation and highly stealthy. Additionally, heat and beam weapons

produced using Gundanium are much stronger than similar weapons made using traditional titanium, thanks to its extremely high melting point and ability to absorb EM waves allowing it to produce hotter and therefore stronger beam energy without being damaged.

Imperium X:

Sten series. Highly inert element that does not annihilate when comes in contact with AM2. Is used to contain and store AM2.

Japanium:

Mazinger Z. Extremely strong material used in the construction of Mazinger Z. Discovered by Doctor Tanaka.

Katchin:

Dragon Ball Z Said to be the hardest material in the Dragon Ball universe. When testing the Z Sword, Son Goku threw a cube of Katchin, which was summoned by Supreme Kai, at Son Gohan in order to test the sword's supposed legendary strength. The block of Katchin proceeded to snap the Z Sword when Gohan attempted to slice it.

Kerium:

Bravestarr. Kerium is a fluorescent, slightly glowing, reddish-orange crystalline mineral. Kerium is fairly rare across the Galaxy, and is extremely valuable given its rarity and importance. Kerium is one of the most powerful, safest and most reliable fuels for interstellar travel. Kerium also has extremely potent medical properties, but medical research into kerium is in its infancy given the scarcity and value of the mineral. Large deposits of kerium have been found on the planet of New Texas. The discovery of an abundance of kerium caused a "Kerium Rush" towards

the planet by settlers from Earth and many other planets. Given that it the mineral is more valuable than gold - and also given that anyone who could control kerium it in its entirety could in theory control the Galaxy - that kerium often the focus of the conflicts between BraveStarr and Tex Hex. Kerium was mainly used for powering spaceship engines. But many other uses were constantly being developed. In Fort Kerium, Kerium was used as a means of currency.

Kyber crystal:

Star Wars. A rare, semi-sentient, crystalline material found across the galaxy. Kyber crystals vary in shape and color, but all are deeply connected to the Force, the vast energy field connecting all living things. They are most commonly used by the Jedi and the Sith in the construction of lightsabers, however larger, rarer crystals are sometimes used in superweapons, including the planet destroying Death Star.

Lunar Titanium/Gundarium Alloy:

Gundam. Lunar Titanium is an Titanium alloy that is manufactured in space and while having a perfect crystal structure, it also exhibits the properties of foam metal. It can take direct hits from a 120mm machine gun and survive unscratched for the first time that area got hit. It is also a material that is highly heat-resistant and can survive atmospheric reentry heat for around a certain period (but cannot survive the total duration of the reentry and needed other systems to assist it). It was originally named Lunar Titanium during the One Year War since it is manufactured in Lunar II, the asteroid base of the Earth Federation Forces. It

was used in Gundam and thus after the war, the material was renamed as Gundarium Alloy Alpha when newer version named beta and gamma were developed.

Magicite:

Final Fantasy. A red-marked dark green crystal. Contains the magic and soul of a dead Esper.

Megacyte:

EVE Online. An extremely rare mineral found in comets and very occasionally in asteroids that have traveled through gas clouds. Has unique explosive traits that make it very valuable in the armaments industry.

Metatron:

Zone of the Enders. It serves functions similar to those of silicon, forming computer chips, but is much more advanced, capable of creating completely self-aware artificial intelligence. Also has space-compressing qualities in weapons and machinery, able to create pocket dimensions and allow faster travel from A to B by compressing the space in between.

Mexallon:

EVE Online. Very flexible metallic mineral, dull to bright silvery green in color. Can be mixed with Tritanium to make extremely hard alloys or it can be used by itself for various purposes. Fairly common in most regions.

Mizzium:

Magic: The Gathering. An alchemically potent, flameproof metal used in the experiments and devices of the Izzet League in the Guildpact expansion set. Its only appearance on cards is in the Mizzium Transreliquat, and the

flavortext of Stomp and Howl. Other than that, its only other references are when mentioned in passing by members of the Creative department.

Monopasium-239:

Blake's 7. A radioactive isotope known to exist in quantity on only two planets within the Federation. When processed it can be used as fuel for extremely long-ranged (possibly intergalactic) spacecraft.

Moonsilver:

Exalted. The most protean of the five magical materials, can be formed where the light of the moon has boiled away the Wyld. Can be made to mimic muscle and nerves.

Morphite:

EVE Online. Morphite is a highly unorthodox mineral that can only be found in the hard-to-get mercoxite ore. It is hard to use morphite as a basic building material, but when it is joined with existing structures it can enhance the performance and durability manifold. This astounding quality makes this the material responsible for ushering in a new age in technology breakthroughs.

Naqahdah:

Stargate. A rare, superheavy metal first depicted (but not named) as a quartzite-like "mineral" in the original Stargate movie. Its most basic use is as a weapon: naquadah greatly amplifies energy, making it extremely potent if paired with explosives. Due to its unique properties, naquadah forms the basis for many advanced technologies; the Stargates themselves are composed almost entirely of naquadah. Naquadah is also present in the bloodstream of the Goa'uld, which allows them to control their technology

and sense the presence of other symbiotes.

The Goa'uld have naquadah mining operations on many planets; its refined form, "weapons-grade naquadah", is extremely valuable and often used as currency. Weapons-grade naquadah is so dense that two Jaffa are required to lift a quantity the size of a couple of common housing bricks, which probably indicates that naquadah is meant to lie in the island of stability. Alternate forms of naquadah include liquid naquadah, used to power Goa'uld staff weapons, and heavy liquid naquadah, used to power Goa'uld AG-3 weapons satellites. Naquadah is a superconductor. Naquadah does not occur naturally in the Solar System.

Naquadria|Naquadriah, an isotope of this element, discovered and mined on Kelowna, is 100x more powerful than Naqahdah but known as highly unstable. Mostly used for massive destruction weapons. A dull grey heavy metal used by the Goa'uld and others as a power source, for the construction of Stargates, and in atomic weapons. The liquid Naquadah power-sources modules used in staff weapons glow fluorescent green. One isotope of Naquadah, Naquadriah, has similar properties but in a more extreme form. It is both more powerful and more unstable.

Necrogen:

Magic: The Gathering. A material that exists solely on Mirrodin. In its natural state it's a thick mist covering most parts of the Mephidross but can be crafted into a spellbomb for later use. It consumes metal and flesh, turning living creatures exposed to it for a long time into Nim, a kind of living zombie bent on consuming

all that is not infected with necrogen. Mephidross vampires can use the necrogen mists to temporarily turn other creatures into vampires without harming them.

Netherite:

Minecraft. A rare, very strong metallic alloy forged from Gold and Netherite Scrap, which themselves are obtained by mining Ancient Debris found deep within the Nether. When combined with diamond gear the alloy creates incredibly powerful weapons and Armour, strongest currently within the game in both power and durability. Netherite's unique properties make it completely resistant to fire and lava, which all gear infused with the metal also feature.

Noxium:

EVE Online. A highly volatile mineral only formed during supernovas, thus severely limiting the extent of its distribution. Vital ingredient in capsule production, making it very coveted.

Octiron:

Discworld. A strange, iridescent metal that is highly valued. It radiates dangerous amounts of raw enchantment and is so unstable it can only exist in a universe saturated with raw magic.

Oxyale:

Final Fantasy. A strange liquid that produces oxygen. Used to breathe underwater.

Phazon:

Metroid Prime. A blue or occasionally orange mutagenic and (in high quantities) toxic substance which is actually a form of inorganic life. Originates from the planet Phaaze,

which sends out seeds called "Leviathans" to corrupt planets with it.

Phostlite:

Tintin: The Shooting Star. Extraterrestrial mineral found in a meteorite that lands in the Arctic Ocean. Phostlite accelerates growth and increases size, causing gigantic apple trees to grow from a single apple core and causing insects and spiders to grow to enormous sizes.

Primum:

Mage: The Ascension. A material designed by the Technocracy to resist magical abilities. It is also tough enough to be used as armor plate.

Protonite:

Piers Anthony's The Apprentice Adept series. A mineral found only on the planet Proton, it was used throughout the galaxy as a powerful energy source. On Proton's magical alternate world, Phaze, it was Phazite, the source of magic energy.

Psitanium:

Psychonauts. An element that bestows or amplifies psychic powers... or conversely, drives people insane (or makes them more insane. Delivered to Earth on a meteorite; Indians used them as arrowheads. In Whispering Rock Psychic Summer Camp, they're also used as currency.

Pyerite:

EVE Online. A soft crystal-like mineral with a very distinguishing orange glow as if on fire. used as conduit and in the bio-chemical industry. Commonly found in many asteroid-ore types.

Pyreal:

Asheron's Call. Fictional metal found on the planet Auberean and used as currency and to forge weapons.

Quantium:

Babylon 5. This rare and expensive substance used in jumpgates is formed when ordinary matter is subjected to the stresses of a supernova, pushing some of its electron pair-bonds into hyperspace. Any element can become a quantum; the most commonly-found form is derived from an isotope of potassium with an atomic weight of 40, hence Quantum-40.

Radical Isotope:

Andromeda. Radical isotopes are one of ten elements with negative atomic weights. They are used by the Spirit of the Abyss to control beings. Detecting radical isotopes reveals a being in league with The Abyss.

Rearden Metal:

In Ayn Rand's *Atlas Shrugged*, Rearden metal is a fictitious metal alloy invented by Hank Rearden. It is lighter than traditional steel but stronger, and is to steel what steel was to iron. It is described as greenish-blue. Among its ingredients are iron and copper, two metals seldom found together in real-world alloys.

Red Mercury:

Various. A substance which it is said to be used in nuclear devices production. It is speculated to be a mercury-derived or a similar substance, but its existence wasn't still proven and remains a mystery.

Red Stone:

Fullmetal Alchemist. A reddish stone made with the Red Water, a high-toxic liquid. It is used as an alchemic amplifier, as it amplifies the transmutation power of alchemists. It is also known as the incomplete Philosopher's Stone, because it has similar properties.

Redstone:

Minecraft. Redstone is a material that can be found in the award-winning independent sandbox video game Minecraft. Redstone has been described as "perhaps the biggest stroke of genius in Minecraft". This material serves as in-game wiring, allowing players to lay down logic circuitry that controls pistons, minecarts and other dynamic elements in the game and can be crafted into various mechanical objects.

Relux:

Arcot, Wade, and Morey stories by John W. Campbell. Material created from light; indestructible and totally reflective. Used in the hull of the heroes' spaceships, among other things. See also Lux.

Runite:

RuneScape. A light blue metal that is stronger than mithril or adamantine. It is the most common armor in the game and can be crafted with a smithing level of 85 and over.

Sakuradite:

Code Geass. An element, plentiful in Japan but rare elsewhere, that possesses incredible superconductive properties. It is used to generate and channel energy in great quantities, and is an essential component of Knightmare Frames' propulsion systems.

Saronite:

World of Warcraft. A teal-colored metal found in the land of Northrend. Said to be created from the blood of the old god Yogg-Saron, those who spend prolonged periods of time in Saronite mines will complain of ghostly whispers and be driven to insanity. This metal is also used by the Scourge and Knights of the Ebon Blade to create armor, although the creators of the game have confirmed that using Saronite in armor will not affect the wearer[citation needed]. In the game, Saronite can be used by blacksmiths and engineers to craft rare and epic-quality armor and weapons.

Seastone:

One Piece. A naturally-occurring (but supposedly rare) substance that "gives off a wavelength that is the same as the sea itself", making it, in effect, a solid form of the sea. Any person with superhuman powers obtained from Devil Fruit have said powers temporarily neutralized should they come into contact with Seastone. Used primarily by the Marines for apprehension and/or containment of such individuals, using it to construct devices like batons, bullets, handcuffs, nets, etc., most such devices invented by the world-renowned genius Dr. Vegapunk.

Silverstone:

Elemental Assassin series by Jennifer Estep. Magical metal with the ability to absorb and negate elemental magic, at the cost of generating heat, ultimately melting the metal if it absorbs too much. This ability allows Silverstone to be used for both storing magical energy to be used later and to protect people/objects/structures from mystical attacks. Additionally, Silverstone is durable against mundane force, with shooters

preferring it to Teflon for armor-piercing bullets.

Siniste:

Sinistar videogame series. A high-energy material occurring naturally in crystalline form, it is found in white (1983 original game) or blue and green (1999's Sinistar: Unleashed) variants, usually mined from asteroids. It is used in the building of pieces of technology, or purified to form the high-explosive weapons known as Sinibombs

Solium:

Blake's 7. A highly radioactive element utilized by the Terran Federation in a neutron bomb-type doomsday weapon to hold down hostile planets without a large military garrison.

Soulsteel:

Exalted. The newest and the second strongest of the five magical materials, formed by alloying human souls and ore dredged up from the nightmares of dead elder gods that teeter upon the edge of oblivion. They always bring with them the chill of the abyss.

Space Titanium:

Godzilla vs. Mechagodzilla. Also referred to as "space metal", this is a strong metal from outer space used by the Simians to create Mechagodzilla. After Godzilla defeats Mechagodzilla, the Simians use this metal to create a second Mechagodzilla in the 1975 sequel, Terror of Mechagodzilla.

Starmetal:

Exalted. The rarest of the five magical materials, created by the remaining essence of fallen gods.

Stygium:

Discworld. Dull black metal which heats up in the presence of light; direct sunlight will cause it to burn or explode. Typically made into rings which are always worn under a glove, usually by alumni of the Assassins Guild because of the colour. Havelock Vetinari, an Assassins Guild alumus, wears a Stygium ring with the initial "V" carved into it. In Making Money A copy of Vetinari's Stygium ring was worn by Cosmo Lavish and caused Cosmo's finger to turn gangrenous as it was too tight for his fingers. The finger was removed by Moist Von Lipwig in an emergency amputation by placing the hand (and therefore the ring) in direct sunlight.

Stygian Iron:

Rick Riordan books (Introduced in The Battle of the Labyrinth). A type of iron mined in the Underworld and forged in the River Styx. Unlike Celestial Bronze and Imperial Gold, monsters killed by it cannot reform, and it can kill non-magical creatures as well as magical creatures.

Taydenite:

Ben 10. Taydenite an extremely hard gem, and the most precious material in the galaxy, used as both currency and fuel for spaceships. Kevin Levin often uses it as a material to absorb, and it is also one of the only things that can pierce the containment suit of a Prypiatosian-B.

Thorium:

World of Warcraft. Metal found on Azeroth that has a silvery green tint and is said to be as strong as steel but as heavy as lead. Used to construct heavier

weapons and armour. Should not be confused with the real life Thorium.

Thyrium:

Matthew Reilly's Temple. A non-terrestrial element, and supposed not even indigenous to Earth's solar system, a rare element only observed in trace elements in meteorite crater walls. It is evidently stable, trans-uranic, non-radioactive and apparently fissionable - producing several orders of magnitude more energy than either Uranium or Plutonium without generating waste products or measurable radiation.

Tibanna:

Star Wars Expanded Universe. A metallic gas mined from certain gas giants (notably Beshpin), it has many high-tech applications including use as high quality hyperdrive coolant and to increase the effectiveness of blaster weapons.

Tiberium:

Command & Conquer series. Tiberium is a fictional crystal found in the game Command and Conquer. Typically green, it is named after the place of its initial discovery on the Tiber River in Italy in the late 20th Century, Although the Brotherhood Of Nod claims it is named after Emperor Tiberous. It leaches metals out of the soil, concentrating them in crystals which can easily be collected and processed. It also converts other matter into more tiberium. The leaching process leaves the landscape depleted, leaving the ground underneath effectively useless for agriculture. Human exposure to this element can trigger mutations, but it more often proves fatal.

Timonium:

Rise of Nations: Rise of Legends.
Timonium is a fictional resource from the Microsoft game, Rise of Legends. It is initially mined from the ground as an ore, and is used both to construct new technology and provide energy.

Transformium:

Transformers: Age of Extinction. A programmable material that the Transformers are made from.

Trinium:

Stargate SG-1. Alien material used in the show as a substance 100 times stronger than steel, which makes up the Stargate's Iris.

Tritanium:

EVE Online. The main building block in space structures. A very hard, yet bendable metal. Cannot be used in human habitats due to its instability at atmospheric temperatures. Very common throughout the universe.

Tritanium:

Eve Online. In the Eve universe, tritanium is a versatile material and is the primary material used in the construction of virtually all star ships and star ship components. It is described as being unstable at atmospheric temperatures, and thus is only used in constructing objects intended to stay in space permanently.

Tronium:

Super Robot Wars Video Game. An alien mineral several times more radioactive than Uranium, it is used as a power source for the RTX-011 Hückebein Mk III, R-2 Powered, R-GUN Powered, and SRX. It is also the ammunition used in the battleship

Hagane's Tronium Buster Cannon. Only six chunks of this material are said to exist on Earth.

Turbidium:

In the movie Total Recall, it was a metal/alloy mined for use as a war material on Earth and ultimately used to extract oxygen from the ice in Mars's core.

Tylium:

Battlestar Galactica. A fictional ore in both versions of the science fiction series Battlestar Galactica. It is very rare throughout the known universe, but essential for fueling both human and Cylon space ships, including for the purpose of faster-than-light jumps. Also referred to as "Tylinium."

Valyrian steel:

A Song of Ice and Fire. It is a magical alloy created in old Valyria, and Valyrian steel weapons are far superior to weapons made of ordinary steel. The secret of creating Valyrian steel was lost when Valyria fell, but especially skilled blacksmiths can reforge swords from existing Valyrian steel.

Vizorium:

Dirty Pair. A rare metal used in the construction of warp engines in the Dirty Pair universe. First referenced in the Dirty Pair movie, Project EDEN.

Wellstone:

The Wellstone by Wil McCarthy. Formally known as Quantum Wellstone, it is a quantum dot, programmable substrate that can emulate the properties of other elements, including the copyrighted atom Bunkerlite, impervium, and various other super-reflectors and super-absorbers.

Z-Crystals:

Pokémon. Mysterious crystals to be held by Pokémon and used in battle to upgrade normal moves to Z-Moves through the use of a Z-Ring by their trainer. Crystals are available for each move type (from Bug to Water) as well as for 17 specific Pokémon.[80]

Zexonite:

EarthBound. An elemental ore not found on Earth, it is taken from a meteorite and used to complete the Phase-Distorter, a machine capable of sending metals and souls, but not complex organic matter, across time.

Zfylud Crystal:

Super Robot Wars. An elemental alien material found on the planet Balmar. Named after the Balmarian god of creation and divine justice, Zfylud crystals are capable of self-replication and radiate energy that can be harnessed as a power source. The crystals also gain sentience in large numbers and are thus used by the Ze Balmary empire in its giant robots as a power source. Their most advanced mech, also named Zfylud, can change its form to adapt to its enemies. In the Original Generation series, a large chunk of Zfylud crystals assumed sentience and called itself the Septuagint. It appeared as the final boss of the aforementioned game.

Zoridium:

Operation: Red Jericho. The most powerful explosive substance available in the novel's timeframe (i.e. before the splitting of the atom). Known to the Sujing Quantou orders as "Daughter of the Sun". Used to power the torpedoes of pirate lord Sheng-Fat and the Coterie of St. Petersburg's gravity experiments

Zydrine:

EVE Online. Only found in huge geodes; rocks on the outside with crystal-like quarts on the inside. The rarest and most precious of these geodes are those that contain the dark green zydrine within. Very rare and very expensive.

6. MATERIALS COST TABLES

Materials cost in weight during the Roman era

<u>Magical Material</u>	<u>Cost (sestertii) per kg</u>
Adamant	2000
Adamantine	3000
Bronzewood	1000
Crystalline	200
Darkleaf	500
Dragonhide	2500
Glasteel	500
Hihiirokane	4000
Iron, Meteoric	150
Magmanite	3000
Manite	5000
Mithral	5000
Orichalcum	4000
Plandanium	5000
Prima Materia	4000
Soarwood	1500
Starstone	1000
Voidglass	100

<u>Normal Material</u>	<u>Cost (sestertii) per kg</u>
Bone	1
Bronze	6
Chitin	1
Copper	5
Coral	1
Gold	50
Iron	1
Lead	1
Magnesium	5
Platinum	500
Quicksilver	2
Sea Shell	1
Silver	5
Steel	5
Tin	12

Materials cost in weight during the Modern era

<u>Magical Material</u>	<u>Cost (dollars) per kg</u>
Adamant	20,000
Adamantine	30,000
Bronzewood	10,000
Crystalline	2000
Darkleaf	5000
Dragonhide	25,000
Glasteel	5000
Hihiirokane	40,000
Iron, Meteoric	1500
Magmanite	30,000
Manite	50,000
Mithral	50,000
Orichalcum	40,000
Plandanium	50,000
Prima Materia	40,000
Soarwood	15,000
Starstone	10,000
Voidglass	1000

Magical materials become available in the modern world after the Shattered Realms invasion.

<u>Normal Material</u>	<u>Cost (dollars) per kg</u>
Copper	6
Diamond	1,000,000
Gold	76,000
Iron	.16
Lead	1.5
Magnesium	3.3
Platinum	45,729
Quicksilver	19
Silver	816
Steel	1
Tin	21
Titanium	17

Materials cost in weight during the Far Future era

<u>Magical Material</u>	<u>Cost (cred/credit standard) per kg</u>
Adamant	10,000
Adamantine	15,000
Bronzewood	5000
Crystalline	1000
Darkleaf	2500
Dragonhide	12,500
Glasteel	2500
Hihiirokane	20,000
Iron, Meteoric	750
Magmanite	15,000
Manite	25,000
Mithral	25,000
Orichalcum	20,000
Plandanium	25,000
Prima Materia	20,000
Soarwood	7,500
Starstone	5000
Voidglass	500

<u>Future Material</u>	<u>Cost (cred/credit standard) per kg</u>
Biofibre	20
Bioflex	20
Composite Alloy	10
Crystallion	200
Duranium	100
Dwarf Matter	500
Ferrocabon	7
Ferrocete	8
Fixit	4
Glasteel	9
Metal Sealant	30
Nanofluid	1000
Neutronium	5000
Plascrete	5
Plasteel	7
Promethium	2500
Rockcrete	6
Steel, Hard	6
Steel, Soft	5
Synthflesh	10
Therminium	7
Thermoplast	8

DC Universe Materials Costs

<u>Material</u>	<u>Cost (dollars) per kg</u>
Accoustium	600,000
Amazonium	5,000,000
Batmanium	700,000
Cavorite	1000
Coridite	1,000,000
Dilusteel	300,000
Dionesium	700,000
8 th Metal	800,000
ElementX/10 th Metal	6,000,000
Eternium	5,000,000
Inerton	7,000,000
Kryptium	3,500,000
Kryptonite	100,000
Nth Metal/9 th Metal	3,000,000
Orichalcum	2,000,000
Phantanium	8,000,000
Plastisteel	3000
Promethium	1,000,000
Quixium	900,000
Radion	4,000,000
Smartskin	500,000
Supermanium	7,000,000
Valorium	400,000

None of these materials are available to the general public.

Marvel Universe Materials

<u>Material</u>	<u>Cost (dollars) per kg</u>
Adamantine	4,000,000
Adamantium, Beta	3,000,000
Adamantium, Primary	2,000,000
Adamantium, Proto	5,000,000
Adamantium, Secondary	1,000,000
Carbonadium	500,000
Cognium	50,000
Dargonite	8,000,000
Epidurium	3,500,000
Furyium	6,000,000
Gravitonium	100,000
Kylite	125,000
Molynite	200,000
Nanominium	850,000
Netheranium	4,500,000
Omnium	300,000
Osmium	400,000

<u>Material</u>	<u>Cost (dollars) per kg</u>
Plandanium	900,000
Reverbium	800,000
Ruby Quartz	5000
Terrigen Crystal	2,500,000
Unstable Molecules	650,000
VibraniumA	900,000
VibraniumB	700,000
Victorium	750,000
Uru	7,000,000

None of these materials are available to the general public.

Warhammer Universe Materials cost in weight during the Roman era

<u>Magical Material</u>	<u>Cost (sestertii) per kg</u>
Adamant	2000
Adamantine	3000
Bronzewood	1000
Crystalline	200
Darkleaf	500
Dragonhide	2500

7. ARMOUR MATERIALS TABLES

Beyond Heroes Universe Ancient Armour Types

Western Armour Types	HPs	AC	Weight	Cost (sesterii)
Padded	15	8	10	500
Padded, Darkleaf	15	8	5	750
Leather	30	8	15	1000
Leather, Darkleaf	30	8	7.5	1250
Bone	19	7	12	1500
Studded Leather	38	7	25	2000
Studded Leather, Darkleaf	38	7	12.5	2250
Ring Mail	40	7	30	2500
Hide	50	6	30	3000
Hide, Darkleaf	50	6	15	3250
Brigandine	75	6	35	5000
Scale Mail	75	6	40	4000
Scale Mail, Voidglass	75	6	35	5000
Scale Mail, Plandanium	75	5	20	7500
Coral, Chitin, and Shell	60	5	30	1500
Chain Mail	44	5	40	5500
Chain Mail, Voidglass	44	5	35	7500
Chain Mail, Orichalcum	60	5	70	22,500
Chain Mail, Plandanium	44	4	20	10,500
Banded Mail	50	4	35	6500
Banded Mail, Voidglass	50	4	30	8500
Banded Mail, Orichalcum	75	4	45	25,500
Banded Mail, Bronzewood	80	4	31	27,000
Splint Mail	82	4	40	6000
Splint Mail, Voidglass	82	4	35	6200
Splint Mail, Orichalcum	97	4	70	30,000
Splint Mail, Bronzewood	112	4	36	32,000
Banded Mail, Plandanium	50	3	17	15,000
Splint Mail, Plandanium	82	3	20	20,000
Plate Mail, Bronze	100	3	45	7000
Plate Mail	160	3	50	8000
Plate Mail, Voidglass	160	3	45	35,500
Plate Mail, Orichalcum	175	3	75	40,000
Plate Mail, Bronzewood	190	3	45	42,000
Plate Mail, Field	120	2	60	9000
Chain Mail, Mithral	100	2	20	45,000
Plate Mail, Plandanium	160	2	25	25,000
Plate Mail, Meteroic Iron	200	2	65	50,000
Plate Mail, Full	150	1	70	10,000
Hide, Dragon	175	1	75	20,000
Plate Mail, Glasteel	225	1	50	60,000

<u>Western Armour Types</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (sestertii)</u>
Plate Mail, Mithral	250	0	25	75,000
Plate Mail, Adamant	250	-1	30	85,000
Plate Mail, Adamantine	300	-2	25	100,000

<u>Eastern Armour Types</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (sestertii)</u>
Lamellar, Cuirass	20	8	8	1000
Lamellar, Leather	40	6	25	4000
Do-Maru	50	5	30	5000
Kikko	60	5	25	4500
Lamellar, Horn	75	5	30	5500
Four Mirror	100	4	45	7000
Lamellar, Steel	90	4	35	6000
Mountain Pattern	100	4	40	6500
Kusari Gusoku	110	3	45	7500
Lamellar, Iron	120	3	50	8000
Lamellar, Stone	150	2	45	9500
Tatami-do	130	3	45	85000
O-yoroi	140	2	45	9000

<u>Gauntlet Types</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (sestertii)</u>
Gauntlet, Chain	10	8	11.25	500
Gauntlet, Plate	15	7	11.25	1500
Gauntlet, Leather	5	9	9	200

<u>Helm Types</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (sestertii)</u>
Helmet, Armet		25	6 3	2000
Helmet, Barbut	18	7	3	1000
Helmet, Burgonet	20	7	3	2500
Helmet, Close	30	7	3	2200
Helmet, Galea	25	6	3	1000
Helmet, Great	35	5	4.5	3000
Helmet, Morion	10	8	3	1200
Helmet, Myrmmillo	5	9	3	1000
Helmet, Pikeman	12	8	3	800
Helmet, Sallet	20	7	3	1500

<u>Shield Types</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (sestertii)</u>
Buckler	10	+3	5	1500
Shield, Large Bronze	25	+4	10	1200
Shield, Large Steel	30	+5	15	2000
Shield, Large Wooden	20	+3	10	700
Shield, Small Bronze	13	+1	5	600
Shield, Small Steel	25	+2	6	900
Shield, Small Wooden	15	+3	5	300
Shield, Tower	35	+5	45	3000

<u>Modern Armour Types</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (dollars)</u>
Leather Jacket	30	8	4	40
Light Undercover Shirt	20	7	2	50
Pull-up Pouch Vest	40	7	2	75
Undercover Vest	50	6	3	1000
Concealable Vest	60	5	4	1200
Light-Duty Vest	80	4	8	100
Tactical Vest	100	3	10	150
Special Response Vest	120	2	15	400
Forced Entry Unit	150	1	20	600
Riot Shield	75	5	6	120
Ballistic Shield	125	3	16	200

<u>Future Armour Types</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (cred/credit standard)</u>
Soft Steel	75	6	60	5000
Hard Steel	100	6	70	7500
Plasteel	125	6	50	10,000
Composite Alloy	175	5	60	15,000
Crystallion	200	4	50	25,000
Dwarf Matter	250	3	80	50,000
Dwarf Matter Bonded	300	2	70	100,000
Dwarf Matter Coherent	350	1	60	200,000
Nanofluidic	400	0	40	300,000
Promethium	250	0	20	500,000
Neutronium	500	-1	100	750,000

DC Universe Armour Types

Armour Types	HPs	AC	Weight	Cost (dollars)
Cavorite	75	5	5	5000
Plastisteel	140	3	7	15,000
Kryptonite	150	3	7	500,000
Dilusteel	160	2	8	1,500,000
Valorium	150	1	10	2,000,000
Smartskin	175	1	8	2,500,000
Accoustium	200	0	12	3,000,000
Dionesium	250	0	15	3,500,000
Batmanium	275	-1	20	3,500,000
8 th Metal	300	-1	10	4,000,000
Quixium	325	-1	25	3,500,000
Promethium	350	-2	30	5,000,000
Coridite	375	-2	35	5,000,000
Orichalcum	400	-2	25	10,000,000
Nth Metal/9 th Metal	450	-3	12	15,000,000
Kryptium	500	-3	30	17,500,000
Radion	500	-3	50	20,000,000
Coridite	500	-3	60	5,000,000
Amazonium	525	-4	75	25,000,000
Eternium	550	-4	100	25,000,000
ElementX/10 th Metal	600	-4	15	30,000,000
Supermanium	650	-4	200	35,000,000
Inerton	650	-5	300	35,000,000
Phantanium	700	-5	400	40,000,000

None of these materials are available to the general public.

Marvel Universe Armour Types

Armour Types	HPs	AC	Weight	Cost (dollars)
Ruby Quartz	75	5	5	25,000
Cogmium	90	4	4	250,000
Gravitonium	100	4	1	500,000
Kylite	110	4	2	625,000
Molynite	120	4	4	1,000,000
Omnium	140	3	6	1,500,000
Osmium	150	3	8	2,000,000
Carbonadium	160	2	12	2,500,000
Unstable Molecules	150	1	1	3,250,000
VibraniumB	200	0	10	3,500,000
Victorium	210	0	12	3,750,000
Reverbium	225	0	12	4,000,000
Nanominium	230	0	14	4,250,000
VibraniumA	250	-1	15	4,500,000
Plandanium	350	-1	25	4,500,000
Adamantium, Secondary	375	-2	20	5,000,000
Adamantium, Primary	400	-3	30	10,000,000
Terrigen Crystal	420	-3	30	12,500,000
Adamantium, Beta	425	-3	30	15,000 000
Epidurium	440	-3	35	17,500,000
Adamantine	450	-3	40	20,000 000
Netheranium	475	-3	40	4,500,000
Adamantium, Proto	500	-4	40	25,000,000
Furyium	550	-4	60	30,000,000
Uru	600	-4	100	35,000,000
Dargonite	700	-5	150	40,000,000

There are no costs given as none of these materials are available to the public.

Warhammer Universe Armour Types

Ancient Armour Types	HPs	AC	Weight	Cost (sesterii)
Padded	15	8	10	500
Leather	30	8	15	1000
Bone	19	7	12	1500
Studded Leather	38	7	25	2000
Ring Mail	40	7	30	2500
Hide	50	6	30	3000
Brigandine	75	6	35	5000
Scale Mail	75	6	40	4000
Chain Mail	44	5	40	5500
Banded Mail	50	4	35	6500
Splint Mail	82	4	40	6000
Plate Mail, Bronze	100	3	45	7000
Plate Mail	160	3	50	8000
Plate Mail, Field	120	2	60	9000
Chain Mail, Ithilmar	100	2	20	45,000
Plate Mail, Full	150	1	70	10,000
Plate Mail, Ithilmar	250	0	25	75,000
Plate Mail, Gromril	250	-1	30	85,000
Plate Mail, Sigmarite	300	-2	25	100,000

Future Armour Types	HPs	AC	Weight	Cost (cred/credit standard)
Steel	75	6	60	5000
Plasteel	125	6	50	10,000
Ceramite	175	5	60	15,000
Necrodermis	400	0	40	300,000
Auramite	250	0	20	500,000
Adamantium	500	-1	100	750,000

8. WEAPON MATERIALS TABLES

The following table shows what damage and Thac0 bonuses are added when constructing weapons out of the following materials.

Beyond Heroes Universe Costs

Material	Damage	Thac0	Cost (sesterii)	Cost (dollars)
Adamant	+4	+1	+2000	+20,000
Adamantine	+5	+1	+3000	+30,000
Bronzewood	+3	-	+1000	+10,000
Crystalline	+2 slicing	-	+200	+2000
Glasteel	+2	-	+500	+5000
Hihiirokane	+6	+2	+4000	+40,000
Iron, Meteoric	+1	-	+150	+1500
Manite	-	-	+5000	+50,000
Mithral	+7	+1	+5000	+50,000
Orichalcum	+6	+1	+4000	+40,000
Plandanium	+7	+1	+5000	+50,000
Starstone	+3	+1	+1000	+10,000
Voidglass	+1 slicing	-	+100	+1000

DC Universe Costs

Material	Damage	Thac0	Cost (dollars)
Accoustium	+1	-	+600,000
Amazonium	+3	+3	+5,000,000
Batmanium	+1	-	+700,000
Cavorite	-	-	+1000
Coridite	+1	-	+1,000,000
Dilusteel	-	-	+300,000
Dionesium	+1	-	+700,000
8 th Metal	+1	+1	+800,000
ElementX/10 th Metal	+2	+3	+6,000,000
Eternium	+3	+2	+5,000,000
Inerton	+3	-	+7,000,000
Kryptium	+1	-	+3,500,000
Kryptonite	-	-	+100,000
Nth Metal/9 th Metal	+2	+2	+3,000,000
Orichalcum	+1	+1	+2,000,000
Phantanium	+3	-	+8,000,000
Plastisteel	-	-	+3000
Quixium	+1	-	+900,000
Radion	+3	+1	+4,000,000
Supermanium	+3	-	+7,000,000
Valorium	+1	-	+400,000

Marvel Universe Costs

<u>Material</u>	<u>Damage</u>	<u>Thac0</u>	<u>Cost (dollars)</u>
Adamantine	+2	-	+4,000,000
Adamantium, Beta	+2	-	+3,000,000
Adamantium, Primary	+2	-	+2,000,000
Adamantium, Proto	+2	-	+5,000,000
Adamantium, Secondary	+2	-	+1,000,000
Carbonadium	+2	-	+500,000
Dargonite	+3	-	+8,000,000
Furyium	+1	-	+6,000,000
Nanominium	+1	-	+850,000
Netheranium	+2	-	+4,500,000
Omnium	+1	-	+300,000
Osmium	+1	-	+400,000
Plandanium	+2	+1	+900,000
Reverbium	+1	-	+800,000
Ruby Quartz	-	-	+5000
VibraniumA	+2	+1	+900,000
VibraniumB	+1	-	+700,000
Victorium	+3	-	+750,000
Uru	+3	+1	+7,000,000

Warhammer Universe Costs

<u>Ancient Material</u>	<u>Damage</u>	<u>Thac0</u>	<u>Cost (sesterii)</u>
Gromril	+4	+1	+2000
Sigmarite	+5	+1	+3000
Ithilmar	+7	+1	+5000

9. MAGIC ITEM

CREATION

The physical form of the item must be planned. It can be an existing item or several items magically melded together if such are properly purified, but more often it is a newly created item crafted of magically prepared materials. If an item is to be made permanent, as is most common with multifunction items, it is important that inorganic substances such as gems, metals, or stone predominate in volume over organic components in the created shell. The exceptions to this principle are wood or rather certain woods which have an affinity for enchantment and items primarily concerned with necromancy, which can have bone as their principal component.

Treatments

Dwarven, gnomish, and elven smiths all know ways to make metal weapons and armor beautiful, durable, and rust-resistant in fact, there are almost as many secret treatments as there are smiths at work. The most well-known of these are blueshine and everbright, practiced by dwarves for centuries; another is Halabar's stealth, a treatment that improves the ability of a metallic weapon to be employed covertly. **Blueshine:** Blueshine is normally acquired through a complex series of precisely timed heatings, slakings, and prolonged baths in arcane mixtures of rare and enchanted liquids known to include cockatrice feather distillate, drops of the blood of various draconian species, and sweet water potions. A human wizard, Toth of Calimport, recently developed a spell that duplicates the effects of blueshine and was slain by the Red Wizards for his efforts.

Toth's spell had already been stolen by a rival mage before the Thayans tried to make it exclusively their own, and appears here for the first time in any publication. It is a 4th-level wizard spell whose effects precisely duplicate the end result of the successful blueshine process.

Blueshine

Range: Touch

Duration: Permanent

Save: None

Mana: 50

This spell serves to alter and protect metals. The caster touches one item, which may be crafted of any number of inorganic substances joined together but must not be larger in total volume than the caster's body, and the blueshine instantly takes effect. Organic substances, such as glues, can be present in the object, but if they make up more than a tenth of its total volume, the spell fails. Any fractures or weaknesses existing in the item are purged, so that they are whole, look like new, and are free of blemishes. In addition, the metals are made more resistant to acids. An item treated with blueshine gains a bonus of + 1 on all item saving throws vs. acid and all corrosive effects, from venom to various bloods to ochre jelly secretions to black dragon acid. A blueshine spell also prevents future rusting and purges the metals of all oxidation, causing affected metal to revert to its former state, not merely melting rust away and leaving the item thinner or with gaps and holes. All metals treated with a blueshine spell glow with a deep blue sheen when they catch available light.

Everbright

This long, difficult, and exacting dwarven process is now known to smiths of other races, but it has thus far defied all efforts to duplicate its end results with a spell. Metals treated with everbright gain an enduring bright shine (akin to chromium) and become immune to tarnishing and other discoloration, acidic corrosion, and rusting even that caused by rust monster antennae. The passage of time does not affect the efficacy of everbright protection, but it can be broken if a protected item is shattered into more than three pieces or comes into contact with lava, dragon fire, spellfire, or the heat of a forge hotter than that used in the latter stages of the everbright application.

Potion Mixing:

A character might drink one potion while still under the effects of another, or pour several potions into a single container. The strange ingredients used in creating potions can result in unpredictable interactions. When a character mixes two potions together, you can roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, combining the results. Unless the effects are immediately obvious, reveal them only when they become evident.

Potion Mixing Table:

01	The mixture creates a magical explosion, dealing 6D10 force damage to the mixer and D10 force damage to each creature within 5 feet of the mixer.
02-08	Mixture becomes a poison of GM's choice.
09-15	Both potions lose their effect.
16-25	One potion loses its effect.
26-35	Both potions work, but with their numerical effects and durations halved. A potion has no effect if it can't be halved in this way.
36-90	Both Potions work Normally.
91-99	The numerical effect of one potion is doubled. If neither potion has an effect to double, they both work normally.
00	Only one potion works, but its effect is permanent. Choose the simplest effect to make permanent, or the one that seems the most fun. For example, a potion of healing might increase the drinker's hit point maximum by 4, or oil of etherealness might permanently trap the user in the Ethereal Plane. At your discretion, an appropriate spell, such as dispel magic or remove curse, might end this lasting effect.

10. CLASSES

Alchemist (Ancient)

The magical elements have fascinated intelligent creatures since before recorded history. Wizards and sorcerers strive to harness the mental command over nature, to control reality with a word and a gesture. Alchemists take a more practical approach; by working with and refining base materials, they can concentrate the magical elements within base substances. By mixing and applying these elements, they can work magic.

They do this without actually channelling the power through themselves, through a process akin to science. Alchemists are spellcasters, but do not actually use spells in the ordinary sense. Rather, they prepare concoctions (just as a regular spellcaster prepares spells) and uses these alchemical substances to create magical effects. Alchemists work their magic through powders, explosions and sleight-of-hand. But these effects are still magical; they can be detected, dispelled and manipulated just like other magical effects.

Alchemists use natural substances and refine magical elements out of them. Mostly, this is normal materials like spring water, ash, a spring breeze or fermented dung. Through processes like dissolving, distillation, fermentation and heating, these substances are refined into magical materials. This is a part of the everyday spell preparation of the alchemist. But all alchemists dream of one day working with gold and precious metals, and alchemical spell research involved exotic experiments with expensive materials.

The dream of many alchemists is the permanent transmutation of base metals into gold. An alchemist masters all forms of elemental magic, and the magic of change and substance. They can create, transform and manipulate the elements and their manifestations in physical objects and creatures. They can boost or stymie the abilities of other creatures. They are masters of potions, and very talented in the creation of all sorts of magical items. They can create life, and heal almost as well as clerics. They are masters at locating and analyzing magic and objects, but otherwise poor at divination.

Alchemy is a learned science, and most alchemists are trained at guilds and universities. A few grow up under the tutelage of a mentor. Some were placed into such institutions by ambitious guardians, but many alchemists are unable to get such privileged students, and pick up some intelligent stray they encounter to be their handyman and later their apprentice. Almost all alchemists are members of guilds, that tightly regulate the craft, teach spells, set the price of magic items and services and regulate the number of practicing alchemists in each area. A common reason for young alchemists to adventure is that there is no opening for them to set up shop in their home town.

They can be of any race but are more commonly from the Araby countries.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and DEX 14 is necessary. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Brew

Knowledge Herbalism

Knowledge Magic

Science Chemistry

Toxicology

Use Magic Device

Step 3: Abilities

Alchemists start with the following ability free;

Alchemical Concoctions - A potion is a magic liquid that produces its effect when imbibed. The Alchemist needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.

Alchemists learn how to brew potions much like other mages learn new spells. Alchemists have Recipe Books that behave in all ways like a wizard's spellbook with the following exception, only Alchemists can prepare spells from Recipe Books. Alchemists can learn spells from other Alchemist's Recipe Books as well as from scrolls (after 2nd level) and wizards spellbooks. To learn a potion from a Recipe book the Alchemist needs to make an alchemy check and then write that draught in their recipe book. To learn a spell from a

scroll or from a wizard's spellbook the Alchemist first needs to roll a successful spellcraft check as if they were a wizard learning that spell then, they need to roll a successful alchemy check to be able to properly turn that spell into a potion. Note, that wizards can also learn spells from an alchemist's recipe book but first with an alchemy check and then a successful spellcraft check to convert it into a spell.

First the character must research the potion's formula just like conducting spell research. It takes two weeks per potion mana to research the formula, at a cost of 500 denarii per potion mana point. The alchemist must roll learn spells to find out if he learned the spell before he can be considered successful in his research. Once a character has successfully researched a potion's formula, he can produce one dose by investing 3D6 x 100 denarii in materials and spending one uninterrupted week in his laboratory. Again he must pass the learn spells check to see if he followed the directions correctly with a +1 bonus per character level. While the alchemist doesn't have to adventure to acquire rare or unusual materials for potions, he may still have to take time to make arrangements for special requirements such as the delivery of unusual chemicals or glassware.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Alchemists start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Create Scroll

Cost: 5

The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. To create a scroll the Alchemist must use writing implements and materials which are fresh and unused. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Enhanced Taste

Cost: 5

Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 10

The Alchemist may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.

HP Bonus

Cost: 10

CON +6 HP instead of 4, +6 per level.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

Spellcast

Cost: 5

The cost is for each sphere of magic the Alchemist wants to learn from. The first sphere is free and must be Transmutanic, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. However; spells can only ever be embedded into potions or objects, never cast externally like

other mages. Alchemists can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 10

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: The Alchemist's Lab

As scientific characters alchemists will always maintain a large and well-equipped laboratory to pursue their experiments. The laboratory must be well-stocked with all kinds of materials, including samples of every metal or alloy imaginable, equipment such as burners, beakers and bottles, and natural curiosities like magnets, incendiaries, and other such things. An alchemist is assumed to begin play with an appropriate laboratory in his home town or base of operations, but building and outfitting a new laboratory costs at least 1000 denarii per character level, and existing laboratories require at least 50 denarii of materials a level per month to be functional.

An alchemist without access to his laboratory loses the bonus alchemy spell he could normally memorize at each spell level, and can't conduct research, make potions, or add new spells to his spellbook. The alchemist's whole work is based on the four classical elements of air, earth, fire, and water. In other words, the alchemist considers gold (for example) to be a combination of earth and fire. Alchemists are the most

scientifically-minded wizards, and they experiment constantly in search of knowledge. In order to be an alchemist, a wizard must have an excellent education in the sciences and a steady hand for experimentation.

Laboratory step 1: A step one laboratory consists of basic alchemic tools as few chemicals, pipettes, flasks and a stove. Cost of a step one laboratory is 1000 denarii. There is also a variant which is called the wandering laboratory: Cost is the same and it is small enough to be transported easily (weight is 10 lbs). Keep in mind that there are fragile pieces included.

Laboratory step 2: A step two laboratory consists of all kind of alchemic tools and material including a hot fire place. Cost of a step two laboratory is 5000 denarii and it takes a 3rd level Alchemist one month to build it.

Laboratory step 3: A step three laboratory consists of a step two laboratory plus a forgery plus enchanted tools to make it easier to feel and work with patterns. A step three laboratory is an enchanted place. Cost of a step three laboratory is 10,000 denarii and time required is at least six months under the supervision of an Alchemist of at least level 6.

Forge: A forge is no laboratory but required for some item creation. It contains a forge plus working tools plus raw materials such as iron in small quantities. Cost of a forge is 1000 denarii and it takes at least one month to build it. Material cost is determined by the item produced, GM decision.

Fine Forge: A fine forge is almost the same as an ordinary forgery except it contains magical tools and special equipment. Cost is 5000 denarii and it takes three months to complete it. A fine forge lowers the difficulty number of all items by one.

Examples of normal potions

Acid

Through careful distillation, alchemists can brew potent acid. A flask-full of acid can command anywhere from 50-100 denarii, while a vial might sell for 10-40 denarii.

Incendiaries These dangerous concoctions range from flammable oils and pitches to nasty stuff like naphtha or Greek fire. A flask of an incendiary substance usually costs 10-30 denarii.

Pyrotechnics

Unlike the previous two substances, pyrotechnic mixtures are often powders. They can be used to create clouds of smoke of a variety of colours, or bright flashes of light when added to an existing fire. A vial of pyrotechnic mixture costs 5-20 denarii, while a flask costs anywhere from 10-30 denarii.

Archiator (Ancient)

Archiators are super genius level characters who specialise in medicine. Whether that be through the creation of bionniks, biomanipulation or drugs.

Step 1: Attributes

Roll attributes as normal but INT is raised to 18 +D6. A DEX of at least 14 is desirable. Hit points = CON +4, +4 per level.

Step 2: Skills

This character is a natural scholar and was a genius at University. Any course can be done within ½ the normal time and always gain +1 in any skill that he takes.

Skills are chosen in the normal manner but also gain the following free ones;

Knowledge Magic

Science Biology

Science Chemistry

Science Mathematics

Science Medicine

Science Physics

Step 3: Abilities

Archiator's have three different areas they can specialise in. In each case they can build, repair, custom modify and design the item the ability applies to. Choose one of the following special abilities;

Chemiae - This character specialises in studying and modifying existing drugs as well as designing and creating new ones. He is fully familiar with common medical and recreational drugs, drug interactions, dosages, the use/distribution of drugs, their effects on the human body, and other biological applications.

Bonus free skills: Knowledge Drugs, Knowledge Herbalism, Toxicology, and +1 to Science Chemistry.

Clockwork Bionniks - This character specialises in creating, repairing and modifying bionnik limbs and the specialised magicked wires which allows the recipient to control the parts. He is a specialist in mana powered bionniks and surgery.

He can remove limbs and organs and surgically attach bionnik replacements (artificial clockwork limbs). He can also repair them.

Bonus free skills: Blacksmith, Artistry Sculpt, Metallurgy, and +1 to Science Physics.

Eugenico - This character specialises in manipulating genetic material in order to change heredity traits or produce biological products. He can analyse, alter and recreate any genes he has previously studied.

Genetically engineered products include bacteria, drugs, plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities, and of course animal and human mutations. He can also clone an existing or missing limb or organ.

Bonus free skills: Science Botany, Science Zoology, Science Agriculture, and +1 to Science Biology.

Additionally Archiaters start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bonus Skills

Cost: 10

The character can choose an additional six skills which need not be related to his work.

Followers

Cost: 5

The character can have one assistant or two apprentice per 5 CHA.

Genius

Cost: 5

The character has a chance of understanding any alien equipment, gene or drug from his specialty. The chance is equal to his WIS x2%, +5% each time retaken.

HP Bonus

Cost: 10

CON +6 HP instead of 4, +6 per level.

Immune

Cost: 10

For characters with Eugenio or Chemiae only. Somehow the character has made himself immune to either genetic alteration or the effects of any drugs.

Keen Eye

Cost: 5

The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.

Micronization Expert

Cost: 5

The hero can remake anything that exists to a reduced size while retaining all of its functions. With this talent the character can reduce items to 10% of their original size without losing any of their initial performance. Anything from modified cell phones and strap on gizmos to super powerful microscopes

built into a pair of goggles. The power of a jet engine can be condensed to a jet pack with micro stabilizers and navigation display.

Specialty

Cost: 10

This buys the character another Archiator specialty.

Spellcast

Cost: 5

The cost is for each sphere of magic the Archiator wants to learn from. The first sphere is free and must be Transmutanic, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level.

The spells can come from any sphere except Divine. However; spells can only ever be embedded into the bionniks, potions or drugs, never cast externally like other mages. Archiators can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Unbelievable

Cost: 5

The Archiator can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Step 4: Careers

Possible related careers include; Surgeon, Practioner, Pharmacist, and Doctor.

Artificer (Modern)

The artificer's magic acts primarily on items and constructs. They see a pattern in energy and matter, and they develop an understanding of how to manipulate the flow of arcane energy in and around material objects and creatures. His spells are implanted in a specific object, giving it a magic effect. Artificers learn to channel magic into items by using complex chains of sigils and diagrams or by using magical materials. With their skills they can assemble the perfect magical object for any situation. Rather than casting "fast feet" directly on a character an artificer might infuse a similar speed enhancing effect into shoes the intended recipient is wearing.

Most of the ritual magic of this school may only be practiced within an Artificer's workshop. Tools used in metallurgy, alchemy, blacksmithing, weaving, carpentry, the fashioning of gems, and dozens of other trades will all be found in the shop of a powerful Artificer. An Artificer will have some knowledge of each of these trades, but will often hire others to perform menial tasks, or those beyond his expertise.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and DEX to 14, or if already over add +1 to each one which is over. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

One Engineer type
Knowledge Artifacts
Knowledge Gemology
Knowledge Geomancy
Knowledge Magic
One Technical type

Step 3: Abilities

Artificers gain all the following free;
Spellcast - The first sphere the Artificer learns from is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

However; spells can only ever be embedded into objects, never cast externally like other mages. Artificers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Artificers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Create Artifact

Cost: 5

The ability to create Magic Armour, Rings, Wands, Weapons, and other equipment. To create any of these the Artificer needs a heat source, some blacksmith tools and of course a supply of materials to build the item from. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.

Create Automaton

Cost: 5

The ability to create various different Golem types for animation. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.

Create Poppet

Cost: 5

The ability to create Puppets, Dolls, Toys and other forms of figures. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.

Create Potion

Cost: 5

A potion is a magic liquid that produces its effect when imbibed. The Artificer needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.

Create Scroll

Cost: 5

The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can

be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. To create a scroll the Artificer must use writing implements and materials which are fresh and unused. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Enchant Gem

Cost: 5

This ability allows the Artificer to enchant jewellery. The jewels can then be attached to equipment or weapons and imbue them with a special ability. Each jewel must be created as any other magical item is made. When jewels have been made for the weapon they are placed in the hole one at a time. To take out a jewel another one must push the original one out of the hole and thus slip into the hole. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.

Enchant Item

Cost: 5

Using this ability an Artificer may enchant an existing item with magical powers via the use of Runes. These items are not affected by anti magic,

detectable via sorcery or able to be dispelled. However they are not afforded the same damage resistance vs. spells as a normal magic item, and if damaged lose all special abilities until they are repaired. Time required is one hour multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment. In addition to embedding spells the following enchantments may also be added (each counts as a single);

+1 Thac0

+1 damage

+5 HPs

+1 AC

He can also add to existing enchantments.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 10

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Mechanic, Toy Maker, Architect, Engineer, Jeweller, Ancient Weapon Maker and Researcher.

Mechanician (Ancient)

For many years, magic users have tried to mix magic with mechanical technology, but the experiments always fell short of their goal: the magical essence would not enchant complex machinery. Clockwork constructs are the technological cousins of golems, constructed with a combination of magic and precise technologies dependent upon the internal churning and turning of thousands of intricate springs, screws, and gears.

Clockwork refers to a device powered by the energy of a wound spring released through a series of gears. Often power for the device is stored within it, via a winding device that applies mechanical stress to an energy-storage mechanism such as a mainspring, thus involving some form of escapement; in other cases, hand power may be utilized. The use of wheels, whether linked by friction or gear teeth, to redirect motion or gain speed or torque, is typical; many clockworks have been constructed primarily to serve as visible or implicit tours de force of mechanical ingenuity in this area.

Clockworks are often powered by a clockwork motor consisting of a mainspring, a spiral torsion spring of metal ribbon. Energy is stored in the mainspring manually by winding it up, turning a key attached to a ratchet which twists the mainspring tighter. Then the force of the mainspring turns the clockwork's gears, until the stored energy is used up. The adjectives wind-up and spring-powered refer to mainspring-powered clockwork devices, which include clocks and watches, kitchen timers, music boxes, and wind-up toys.

Clockwork creatures function by combining magical energies and clockwork mechanisms. The myriad metal parts that go into the construction of a clockwork creation require absolute precision in order to function properly, so they must be built by only the steadiest of hands. Amateurish attempts at clockwork construction typically result in nonfunctional units or misfires, and many an engineering lab has been burned to the ground by novices seeking to learn the basics of clockworks and the elements that power them.

Clockwork creations, as their names suggests, must be wound up before they animate. The creator of a clockwork crafts a unique key for each creation. This key is typically inserted into the clockwork's back and turned clockwise to wind it. Turning the key counterclockwise has the effect of winding the machine down, though only a willing (or completely helpless) machine will allow itself to be unwound in this way, meaning either its creator or someone its creator has specifically designated can normally do so. Larger clockworks tend to have larger keys, and particularly huge keys require more than one set of hands to turn.

Rather than seek assistance from other engineers, eccentric or hermetic inventors often rely upon other clockwork creations to help them turn keys or aid in the creation of more monumental constructs. Other times, engineers give copies of keys to their most trusted clockworks, which can be programmed to wind allies and even themselves as the situation requires. Much like golems and animated objects, clockwork creatures can be given any

number of commands; a perpetually turning script in their core records those orders and programs the rest of the machine.

Only one who possesses a key to the clockwork can program it, but any commands given to the construct last until the clockwork is reprogrammed or destroyed. An individual clockwork's potential is only limited by its creator's innovation and aptitude. Unlike many golems, which are trapped in bodies resembling lumbering and fallible cages, clockwork constructs can be repeatedly reworked and reengineered—gears can be oiled, springs can be replaced, and pistons can be fine-tuned.

The ever-adjustable framework of these mechanical beasts allows for extreme variation from creation to creation. Since clockwork creations are mostly mechanical and are at the mercy of their creator's adeptness with the technology, they are prone to the follies of human error. Loose bolts, improper programming, or lack of maintenance are all cause for malfunctions, errors that can range from minute energy leaks to deadly explosions. The most common cause of malfunction, however, is not imparted by the creator, but by the clockwork's destroyer. Creatures attacking the machine gradually unhinge screws and twist cogs with each landed blow, giving the clockwork a greater chance of backfire. Many combat clockworks are thus accompanied by clockwork servants—servitor clockworks that quickly and readily fix their mechanical allies in the heat of battle.

A Mechanician's abilities revolve around building and tinkering rather than

crafting powerful spells. Mechanics (as the clockwork mages are commonly known) cannot cast spells. Instead, they create devices with spell-like abilities. There is no historical equivalent of the mechanic, but there are many stories centring around individuals capable of creating strange and exotic machinery, particularly birds. Mechanics have studied the power of machines, the interaction of carefully crafted gears, and the power of magic. Through long hours of study, the members of this kit have learned to create machines that can store spells and perform a wide variety of amazing functions.

These devices vary greatly in their power, but all are maddeningly complex. Even nonmagical items that are constructed by the mechanic can perform feats that would seem impossible. The mechanic regards other wizards as flighty and not studious. Why go to all the trouble to craft a spell if you aren't going to put it down in a permanent, concrete form?

Other wizards regard the mechanic with a mixture of amusement and concern: amusement because the clockwork mage spends a large portion of his time working on the most absurd devices; concern because many of these devices are dangerous to build and dangerous enough to cause damage to a large surrounding area if something should go wrong. Mechanics are regarded as wonderful toy makers by the majority of the enlightened peoples. Some mechanics find positions with the government, but most spend their time with others of their kind, working singly or together on large projects. While mechanics aren't exactly secretive, most of their work is best done

alone. They relish the chance to work with other mechanics, to exchange ideas and theories, and to see good machines being put together.

Mechanics specialize in producing intricate mechanical devices made up of tiny gears and clockwork mechanisms and typically powered by mana. Indeed, some may literally have to be wound with a key.

Step 1: Attributes

Roll attributes as normal but INT is raised to 18 +D6 and WIS is +4. A DEX of at least 14 is desirable. Hit points = CON +4, +4 per level.

Step 2: Skills

This character is a natural scholar and a genius. Any course can be done within half the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Armourer
Blacksmith
Metallurgy
Salvage
Technical Clockwork
Weaponsmith

Step 3: Abilities

Mechanics gain the following ability free;

Clockwork Specialty - The character's knowledge of springs and brass allows him to use mechanical devices for such things as replacing body parts, creating automatons or other wondrous devices. He can build, repair, custom modify and design various clockwork items. It also allows him to look at clockwork parts, either those already implanted inside someone or spare parts in a lab, and gauge the quality of the part. This

includes the ability to gauge the workmanship, quality of the raw materials used to create the clockwork part, and the quality/effectiveness of the implantation. He can build sophisticated mechanical devices capable of accomplishing tasks that are beyond the means of normal machines, owing to the combination of magic and technology. The main types of clockwork mechanisms include (but are not limited to); Animal Automatons, Bionniks, Humanoid Automatons, Mechanised Vehicles, Toys and Weapons.

Additionally Mechanics start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

AC Bonus

Cost: 5

The Mechanician can increase the AC of any armour by an additional 1. The bonus can be added at any time.

Damage Bonus

Cost: 5

The Mechanician can increase the damage of any weapon or ammunition by an additional +1. The bonus can be added at any time.

Grant AI

Cost: 10

The character can magically instill artificial intelligence into any of his creations. The maximum INT and WIS it can have is half of the Mechanician's.

Keen Eye

Cost: 5

The character can figure out exactly how much strain/load or damage any given object can take with impressive

precision. He can also detect any potential weak points in an object.

Magic Heal

Cost: 10

The Mechanician can heal damage to machines, living or mundane, using spells with the healing descriptor. When this ability is taken he can use any healing spell to repair a machine or bionnik.

Range Boost

Cost: 5

The Mechanician can increase the range of any weapon by an additional +50%. The bonus can be added at any time.

Spellcast

Cost: 5

The cost is for each sphere of magic the Mechanician wants to learn from. The first sphere is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. Even Technomantic may be taken in the Ancient era but many spells will not be available. However; spells can only ever be embedded into machines or bionniks, never cast externally like other mages. Mechanics can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Surgical Specialty

Cost: 5

The character has the experience and technique to surgically install a bionnik device to any lifeform. He gains a +1 bonus to do this if he is attaching

something he created. This skill is a more specialized form of the Medical Doctor skill in that the character is skilled and knowledgeable about all things to do with bionniks and bionnik replacement of tissues, organs, and limbs in the human body. The character is skilled in performing the surgical techniques that allow one to implant a bionnik part into the human body and have it function as if it had been there since birth. As with the Medical Doctor skill, the character is able to diagnose injuries and diseases, but only to the extent that he can determine how to solve the problem with bionniks and/or bionnik replacement.

True Sight

Cost: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Unbelievable

Cost: 10

The character can temporarily repair an item with just whatever he finds lying around using magic to reshape it into what he needs. After 1 minute per WIS (+1 minute per level) the magic wears off and the item will no longer function until it can be repaired properly.

Step 4: Career

Possible related careers include; Architect, Weapon Maker and Inventor.

Tinker (Ancient)

The brilliant inventor, the mad scientist, the tinkerer sets out into the world armed with little but his mind and a pile of items no one else would have thought of as weapons. Tinkerers adventure for a variety of reasons. Some adventure to find new construction material, or to study the magical technology of exotic cultures.

Some adventure simply for the sake of broadening their experience, for the ability to keep an open mind is an essential talent for tinkerers. But most of them adventure for the lure of testing and showing off their latest inventions.

Tinkerers tend to be perceived as brilliant but eccentric, having potential but not the focus to do much with it, or possessing an insight to accomplish the impossible but not the wisdom to foresee the consequences.

Tinkers are among the smartest of the adventurers setting out to explore and conquer the known world. The creators of incredible inventions from steam saws to siege engines, their devices allow them to overcome nearly any situation — and if they don't have the device they need, they just might be able to design and create a new one on the spot.

As tinkers begin to spread to all the races, the idea of the “typical tinker” may continue to change, but inventiveness and intelligence will always be an important part. For some, the smell of oil is akin to that of a fine perfume, the rush of invention is the only motivation one needs, and the eternal battle against corrosion is a constant annoyance.

These individuals, the tinkers, are exemplars of the unfettered creative spirit. It is this creative spirit, the constant thirst for new ideas, that propels them to seek the unknown, whether it be found in a library or in the dark depths of an ancient tomb. Supported by a vast array of custom automatons, an experienced tinker, while not a fierce combatant on his own, commands an exceptionally versatile squadron that more than makes up for his own deficiencies.

Step 1: Attributes

Roll attributes as normal but INT is raised to 18 +D6 and WIS is +4. A DEX of at least 14 is desirable. Hit points = CON +4, +4 per level.

Step 2: Skills

This character is a natural scholar and a genius. Any course can be done within half the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Armourer
Blacksmith
Metallurgy
Science Mathematics
Science Physics
Weaponsmith

Step 3: Abilities

Tinkers gain the following ability free; **Gizmoteer** - Tinker's can build, repair, custom modify and design various items which already exist in their era. Weapons can have their damage and range increased up to +50%, and HPs, AC and speed increased up to +50% prior to attaching any armour.

Additionally Tinkers start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

AC Bonus

Cost: 5

The Tinker can increase the AC of any armour by an additional 1. The bonus can be added at any time.

Bonus Skills

Cost: 10

The character can choose an additional six skills which need not be related to his work.

Damage Bonus

Cost: 5

The Tinker can increase the damage of any weapon or ammunition by an additional +1. The bonus can be added at any time.

Detect Hidden

Cost: 5

The character gains +1 per 5 INT to detect a hidden object, door, person, etc.

Fabrications

Cost: 10

This character can also build fantastic dwellings. For creation rules use the headquarters section. Bonus free skills: Knowledge Architecture, Stonemason and Fortifications.

Genius

Cost: 5

The character has a chance of understanding any alien equipment he has never seen before. The chance is equal to his WIS x2%, +5% each time retaken.

HP Bonus

Cost: 10

CON +6 HP instead of 4, +6 per level.

Keen Eye

Cost: 5

The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.

Range Boost

Cost: 5

The Tinker can increase the range of any weapon by an additional +50%. The bonus can be added at any time.

Unbelievable

Cost: 10

The Tinker can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Step 4: Career

Possible related careers include; Architect, Weapon Maker and Inventor.