

EXOTIC MATERIALS

Jagged shards of ice rise from misty mountain tops, fragments of iridescent blue to stand in contrast to the muted tones of the surrounding rock face. In defiance of the summer sun, these frozen sheets remain unmelted after a thousand years.

Veins of hardened metal extend for miles, tracing the deepest roots of the earth. Far beneath the furthest excavations of the dwarves, this lustrous expanse will never to see the light of day.

A great flash. A thunderous clap rolls across the land. Time seems to stand still as a bolt of lightning bridges the gap between the surface world and the maelstrom of swirling clouds above. Unlike the discharges of a common storm, this bolt is not destined to expire after its first moment. In the seconds following its creation, the bolt condenses, hardens, and forms a brilliant spire of electrifying crystal.

Despite their wondrous qualities, scholars assert that these materials are not under the effect of a magical enchantment. Although their power sometimes stems from a magical source, it is their own nature that brings rise to their effects. Regardless, civilizations throughout history have turned them to different uses, whether that be tools, weapons, structures, or icons of religious significance.

Adventurers, too, see the value of wondrous metal, wood, and crystal from the far corners of the world and beyond. They may be sought after as a form of wealth, similar to magic items. They can make for interesting quest objectives for factions who would put the material to direct use in the world. And many of the cheaper materials are less disruptive of the game balance than conventional magic items, making them safe to put on sale directly to the players.



ACQUISITION

Exotic materials cannot be found in your local goods store. Some represent a significant risk to acquire, others can only be obtained in remote locations, and others are simply incredibly scarce. In some cases, you may come across a settlement with a connection to a particular material, such as a town sitting atop a mithral mine. In other cases, it is necessary to seek out these rare substances in strange locations. Materials that enter the trading system inevitably find their way to cities or other locations where the wealthy and powerful congregate. Whether you seek a raw material or a finely crafted product of the same, expect to face an exorbitant price tag once a seller is located.



MATERIALS TABLE

Name	Cost per lb	Cost for arms and armor	Description
Ironwood	3gp	60gp	Wood as strong as iron
Hoodoo Loom	5gp	100gp	Soft stone which can be reformed
Obsidian	10gp	200gp	Glassy rock with acute edges
Greenweave	15gp	300gp	Leafy fabric with natural camouflage
Mourningsteel	15gp	300gp	Metal that forms lethally sharp edges
Adamantine	25gp	500gp	Incredibly hard metal
Mithral	25gp	500gp	Light, flexible metal
Maritime quartz	35gp	700gp	Durable arcane focus
Hartwood	250gp	5,000gp	Wood guided by a fey spirit
Ignium	500gp	10,000gp	Elemental fire stone
Stormphrax	500gp	10,000gp	Elemental lightning crystal
True Ice	500gp	10,000gp	Elemental ice
Skybough Amber	1,000gp	20,000gp	Buoyant Sap
Chlorophyte	2,500gp	50,000gp	Psionically active mineral
Transcendental Bronze	4,000gp	80,000gp	Metal that sustains magic

BUYING AND CRAFTING

The Exotic Materials table shows the market value for raw, unworked materials. Most crafted items, such as tools or structures, require an amount of the material equal to their weight. Weapons and armor always require 10 lbs of the material (half for light weapons). The cost of a crafted item, such as a set of adamantine armor, includes both the cost of the materials and the workmanship necessary to create it. To determine the cost, first use the Materials table to determine the cost of the raw material in pounds, and multiply it by the amount required. Second, multiply the cost by two to include the cost of the labour involved. Third, add the regular cost of the item in question. For example, a suit of adamantine plate armor costs 2000gp. (250gp for the adamantine required, 250gp for the cost of working the adamantine, and 1500gp for the cost of creating plate armor.)

Items can only be made from materials similar to their common form. For example, a sword can't be made of fabric, and hide armor can't be made of metal.



Adamantium
Plate Armor



Chlorophyte
Shield



EXOTIC MATERIAL PROPERTIES

Every exotic material has a unique Natural Property that defines how it reacts to its environment. This property remains true no matter what form the material takes, whether it's in its natural state or crafted into an item. If necessary, the description for each material lists additional properties given to weapons or armor constructed of that material. Some materials also have special crafting properties.

ADAMANTINE

Adamantine is one of the hardest substances in existence. In the eyes of architects, engineers, and warlords across the land, nothing can take its place as the most resilient of all building materials. Many a warrior owes their life to the plates of adamantine across their chest.

Description: Possessing a dark, non-reflective surface and surprising density, adamantine can weather blows that would crush any lesser metal. In contests of force, adamantine surpasses almost every other substance and emerges unblemished.

Natural Properties: Items made of adamantine are much harder to break. Increase the AC of the item or the DC required to break it by 5. *(This does not increase the AC of a creature wearing adamantine armor).*

Weapons. Adamantine weapons deal double damage to objects and structures. This doesn't allow a weapon to deal damage to something it otherwise couldn't, such as a bludgeoning weapon dealing damage to a hanging rope.

Armor. When a critical hit is made against a creature wearing adamantine armor, it becomes a normal hit.

Example Item: Adamantine Lock. Adamantine's stalwart resistance to harm makes it ideally suited for protective measures such as locks.

CHLOROPHYTE

Chlorophyte is an enigma, a living mineral with a latent psionic signature all of its own. It slowly converts mud and stone into more of itself, forming a vast network that has expanded deep underground. Long a mystery, scholars now believe that it arrived centuries ago when an errant meteorite fell from the stars.

Description: This bright green mineral forms a complex lattice in a host material, usually stone. Possessing only the barest glimmers of thought, chlorophyte turns its psionic power to suit the intentions of intelligent beings in physical contact with it.

Natural Properties: A creature in physical contact with a network of chlorophyte can make use of its psionic properties. When the creature performs a skill check using intelligence or performs a tool check using a tool made of chlorophyte, the creature's proficiency bonus is doubled, or it adds its proficiency bonus if it isn't proficient. In addition, it can use its action to detect the surface thoughts of another creature in contact with the network, as long as its intelligence score is greater than that of the creature.

Weapons. When a creature makes an attack using a chlorophyte weapon and misses, it can still deal damage equal to its proficiency bonus.

Armor. When a creature is hit by an attack while wearing chlorophyte armor, prevent damage equal to its proficiency bonus.

Example Item: chlorophyte crossbow bolt. A chlorophyte bolt curves unerringly towards its target, turning even the worst of shots into a hit.

Greenweave Tunic



Hartwood Bow



GREENWEAVE

Greenweave's rarity is not due to its constituent parts. Dragontail fern, the sole element, is one of the most common weeds in the eastern ridgeland. No, the real challenge to acquiring this material is locating a druid capable of spinning the still living fronds into binding matrimony.

Description: Dragontail fern forms long, sinuous fronds with pinnae that resemble a dragon's scales. Its surface is fuzzy and dappled with all the colors of the forest, creating a hazy optical effect when rustled by the wind. When woven into Greenweave, the resulting fabric maintains this strange appearance.

Creation: Druids of 5th level or higher can create one pound of raw greenweave by casting druidcraft on a dragontail fern continuously for one hour. The fern must be alive and rooted, and it is consumed by the process.

Natural Properties: Greenweave blends in with the surrounding greenery. When located in an area of considerable plant life, greenweave items count as lightly obscured even if they normally wouldn't be, and they always require a passive Wisdom(Perception) score of 10 to be noticed. *(Ignore this property if the item's size, shape, or specific surroundings cause its presence to be blatantly obvious)*

Armor: When located in an area of considerable plant life, a creature wearing greenweave counts as lightly obscured even if it normally wouldn't be, and it can attempt to hide even when only lightly obscured.

Example Item: Greenweave tent.

A tent made of greenweave is far less likely to attract unwanted attention than a regular tent.

HARTWOOD

When a tree falls, its lifeforce slowly retreats into the core wood and fades out of existence. If it falls in the feywild, there is a chance that its lifeforce is sustained by the latent magic of the plane. In such a case, the dead outer layers eventually decay to reveal a column of still living hartwood at its core. Guided by the soul of its parent tree, hartwood has a penchant for helping its owner push past mortal limits and accomplish legendary feats when the need is greatest.

Description: Hartwood is an impossibly pale, almost luminous material. Sturdy yet compliant, soft yet unyielding, it practically embodies the platonic ideal of workable wood.

Natural Properties: Hartwood counts as a fey entity for the purposes of spells and effects that refer to a creature's type, such as the spell Detect Evil and Good.

When a creature attempts to use an item made of hartwood to accomplish an extraordinary feat, such as make an impossible shot, survive an impossibly powerful blow, or pick an impossibly difficult lock, the item may choose to have the creature roll a 20 on the skill check, attack roll, or saving throw. This effect can't occur more than once a week. *(The decision to activate this property is controlled by the DM. It generally triggers in moments of narrative climax.)*

Example Item: Hartwood Quill.

Some of the world's greatest poems and stories have been written in a moment of inspiration granted by a hartwood quill.

Ironwood Axe



HOODOO LOAM

In the endless muck and mire of the southern swamplands, deposits of hoodoo loam periodically surface. Although it's strong enough to be used for tools, this chalky clay returns to its primordial form under the right conditions.

Description: Hoodoo loam is a thick, mucky paste in its raw state, but skilled potters can quickly shape and fire it into a substance resembling a stone. Nonetheless, it quickly becomes soft and mud-like when submerged in a solution of water and mineral oil.

Creation: Items made of hoodoo loam only take 1 hour to craft per pound of raw material.

Natural Properties: Hoodoo loam converts back into raw material when submerged for one hour in a bath containing 1 vial's worth of mineral oil.

Related Item: Vial of mineral oil.

Vials of mineral oil can be purchased from many potters, alchemists, and apothecaries for the price of 5gp.

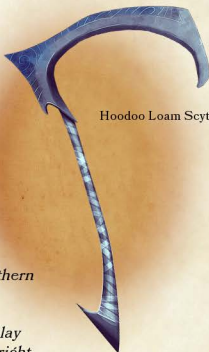
IRONWOOD

The mightiest trees the world has ever seen, Ironwood pines can reach 30 feet across at their base, and over 300 high. Its flesh is so tough that woodsmen opt for drills and picks over saws.

Description: Even when freshly harvested, ironwood's grayish, pitted surface gives it the appearance of a petrified relic. Without the proper tools, carving ironwood is a slow and arduous process.

Natural Properties: All Ironwood items gain the benefits of both wooden and metal implements, and only suffer from downsides that affect both material types. For example, they are non-flammable despite being made of wood, and are immune to rust despite acting similar to a metal.

Hoodoo Loam Scythe



Ignium Sword



IGNIUM

Deep beneath the earth, in the fiery roots of every volcano, the raw heat of the elemental plane of fire seeps through into the prime material. Bound by the forces of pressure and time, the surrounding rock will eventually stabilize into a magmatic yet sturdy stone substance known as Ignium.

Description: Ignium is solid stone with a turbulent fiery force visible just beneath the surface. Despite approaching the melting point of stone, it remains a sturdy building material. The intense heat spills out into the surrounding area, driving up the surrounding temperature and searing all that it comes in contact with.

Natural Properties: Ignium is immune to any effect that would harm it due to cold. It emits bright light in a 10-foot radius and dim light for an additional 10 feet. It ignites flammable objects it comes in contact with, and deals 1d6 fire damage to creatures it comes in contact with. Worn and carried items usually include padding that protects the owner from this effect.

Weapons. Weapons made of ignium deal fire damage rather than their regular damage type, and deal an additional 1d6 fire damage from the natural property of ignium.

Armor. Creatures wearing armor made of ignium have resistance to cold damage. *(Striking a creature wearing ignium armor does not provoke the damaging or burning natural property.)*

Example Item: Eternal Furnace.

A furnace containing a layer of ignium will never burn out, even if fuel is not provided.

MARITIME QUARTZ

When deep ocean currents converge from the four corners of the world, their meetingpoint is often host to an outcrop of Maritime Quartz. Harvested by enterprising merfolk, these prized constructs of salt and brine soon enter the hands of wizards who value their strange relationship with magic.

Description: Maritime Quartz is a clear crystal that comes in a variety of shades of blue and green. Like many crystals, this material possess a deep purity that allows it channel magical power in an efficient manner. However, items made of maritime quartz are also suited to perform tasks of a less enigmatic nature.

Natural Properties: An item made of maritime quartz that is being worn or held can function as an arcane focus for spells.

Held Items. Holding an item made of maritime quartz does not prevent you from performing the somatic components of spells.

Example Item: Maritime Quartz Sword.

A weapon carved of maritime quartz allows a warrior versed in spellcraft to freely practice the Art on the field of battle.



Maritime Quartz Staff



Mourningsteel Scythe

Mithral Breastplate

MOURNINGSTEEL

Long associated with demonic cults, mourningsteel is actually a relatively benign alloy created through a merging of steel and rare red clay. However, that hasn't stopped demonic cults from embracing the association and utilizing mourningsteel heavily for their weapons and tools.

Description: Mourningsteel is a shiny metal suffused with streaks of brilliant crimson. Used predominantly for weapons, mourning steel hisses as it passes through the air, traveling faster and striking deeper than conventional weapons.

Natural Properties: Tasks that require the cutting edge of a mourningsteel blade can be completed in half the time. Examples include cutting through a wall of vines, or sawing through a wooden board.

Weapons. Weapons made of mourningsteel ignore resistance to non-magical slashing damage.

Example Item: Mourningsteel saw.

A carpenter wielding a mourningsteel saw will finish his task far earlier than one wielding a conventional tool.

MITHRAL

Prized by elves and dwarves alike, mithral has been forged into some of the world's finest creations. Noble personages laud it for its beauty, making mithral a coveted choice for jewelry and ceremonial armor.

Description: Mithral is a flexible metal, lighter than iron but just as hard. It has a natural pearly tone, as well as a silvery surface that glistens when polished.

Natural Properties: Items made of Mithral weigh half as much as comparable items. *(This property doesn't affect the cost or amount used in crafting).*

Weapons. If mithral weapons don't have the Heavy property, they gain the Finesse property. Otherwise, they lose the Heavy property.

Armor: Mithral armor pieces never impose disadvantage on Dexterity(Stealth) checks or have a Strength requirement.

Example Item: Mithral Tinker's Tools.

Mithral tinker's tools can be made considerably finer without increasing fragility, allowing for more delicate work. When you make a tinker's tools check involving small, delicate parts, such as assembling a clock or repairing a construct, you get a +5 bonus on the check.

Obsidian Spear



OBSIDIAN

Arising in the wake of volcanic activity, obsidian is most commonly found buried at the base of long-dormant mountains. Although brittle, it naturally fractures into shear edges and smooth planes, a necessity for crafting knives and arrowheads in days long past.

Description: Obsidian holds the appearance of a shard of glass, but with a natural shade ranging from deep purple to black. Smooth and reflective, obsidian will often display its contours with a glossy sheen.

Creation: Crafting obsidian into an object that prominently features sharp edges takes half as much time.

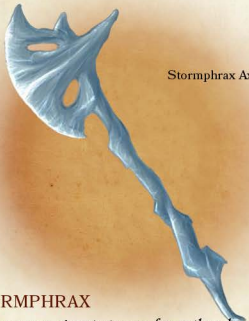
Natural Properties: Coming into sharp contact with an Obsidian object may cause a creature to take 1d4 piercing or slashing damage. *(This property does not increase the damage dealt by obsidian weapons, or allow obsidian armor to inflict return damage.)*

Weapons. Weapons made of Obsidian that deal either piercing and slashing damage gain the positive benefits of both damage types, and only suffer downsides that affect both damage types.

Armor. When a creature makes a grapple attempt against a creature wearing obsidian armor, it takes 1d4 slashing damage.

Example Item: Obsidian Signet Ring. Unarmed strikes made with a hand wearing an obsidian signet ring deals 1d4 piercing damage rather than their regular amount and type.

Stormphrax Axe



STORMPHRAX

In rare cases, great storms from the elemental plane of air have been known to cross into the prime material. When a bolt of lightning is released from one of these raging maelstroms, it crystallizes upon impact with the ground to form a jagged spire of glimmering stormphrax.

Description: Stormphrax is a crystal of concentrated lightning, elemental power incarnate. It takes the appearance of a pure, light blue crystal with bright tendrils of electrical power coursing below the surface. Despite maintaining a brittle integrity, it's instability makes crafting with it a difficult prospect.

Natural Properties: When a fragment of stormphrax is snapped or destroyed, it annihilates and deals 3d10 lightning damage to each creature within 10 feet of it. Even when stable, sparks jump to it from metallic surfaces within 10 feet of it, and it constantly emits an audible buzzing sound. Any creature that comes in contact with it gets shocked and can't take reactions until the beginning of its next turn. Worn and carried items usually include padding that protects the owner from this effect.

Weapons. Weapons made of stormphrax deal lightning damage rather than their regular type, and a creature hit by one can't take reactions until the beginning of its next turn due to the natural property of stormphrax.

Armor. Creatures wearing armor made of stormphrax have resistance to lightning damage. *(Striking a creature wearing stormphrax armor doesn't provoke the shocking natural property.)*

Example Item: Metal Detector.

In the presence of stormphrax, sparks jump from metallic objects even when they are completely obscured, allowing for easy detection.



SKYBOUGH AMBER

In the elemental plane of air, colossal, buoyant trees known as Skyboughs raise their branches to the heavens. Although wood harvested from a skybough quickly loses its buoyant properties, its hardened sap does not.

Description: Skybough amber has a brilliant white sheen, like a luminous pearl. Warm and soft to the touch, it leave a pleasant milky scent in the air. Raw sap must be left to harden for two months before it becomes hard enough to work with.

Natural Properties: Skybough amber weighs nothing, and it slowly floats to the ground when released.

As the amber increases in temperature, its buoyant force increases. In hot conditions, it rises into the air and reaches equilibrium while bearing weight equal to its volume. In furnace-like conditions, it can bear up to 10 times its weight equivalent before reaching equilibrium. (Since skybough amber is weightless, it can't be measured by weight. One pound is considered to be equal to one 6 inch square block.)

Weapons. When skybough amber ammunition is fired from a ranged weapon, or a weapon with the thrown property is thrown, the range of the attack is doubled. Melee weapons that don't have the thrown property gain it (range 20/60) but don't have their range doubled. Additionally, weapons gain the finesse property.

Armor. Creatures wearing armor made of skybough amber fall at a rate of 60 feet per round, don't take fall damage, and can land on their feet.

Example Item: Flying Ship.

Skyships fly using massive deposits of skybough amber contained in the ships core. The altitude of the ship is controlled by heating or cooling the deposit through a system of furnaces.



TRANSCENDENTAL BRONZE

Perhaps the rarest of all metals, this mysterious element only forms in the far reaches of the outer planes. Transcendental bronze distorts the weave into multi-dimensional spirals, endlessly echoing every twist and vibration that passes through it.

Description: Transcendental bronze is a soft metal with a burnished surface ranging in color from coppery to golden depending on the angle of the light. A faint hum can be heard when the metal is touched by magic.

Creation: Transcendental bronze can be made into magic items 5 times faster than usual.

Natural Properties: When transcendental bronze comes under the effect of a spell which lasts for 1 minute or longer, it *internalizes* the spell, causing it to persist for 24 hours. The spell persists even if the caster fails to maintain concentration or chooses to end the spell. The caster still has full control over the behavior of the spell; for example, they could use their bonus action to reapply the damage of an internalized Heat Metal spell. When an internalized spell reaches its original duration, its effects immediately end on all creatures and objects beyond the bronze item. For example, if an Animate Objects spell is cast on one bronze object and nine regular objects, the regular objects will be animated for 1 minute while the bronze object will be animated for 24 hours.

Only one spell can be internalized at a time. Whenever a new spell becomes internalized, a previously internalized spell immediately ends if it has passed its original duration or the caster did not maintain concentration.

Armor. Transcendental bronze armor also internalizes spells that were cast upon its wearer. If the armor is doffed, the spell's effect is suppressed until a creature dons the armor.

Example Item: Hooded Lantern of Darkness. A lantern made of transcendental bronze will maintain the Darkness spell for 24 hours. The hood can be flipped down to quickly contain the spell.

True Ice Trident



TRUE ICE

In the deep north, and at the peaks of the highest mountains, the raw cold of the elemental plane of ice seeps through into the prime material. Suppressed to an unfathomably low temperature, the ice that forms there loses its ability to thaw. Known as true ice, items built of this material can withstand the fiery heart of a volcano, never mind the heat of the sun.

Description: The enormous density of true ice makes it heavier than lead and stronger than steel. Though it looks much like regular ice, it's darker, stormier interior betrays its nature. A room containing true ice instantly feels chillier, and a creature in contact with true ice feels as though it's vital force is being drained from its body.

Natural Properties: True ice never melts, and it's immune to any effect that would harm it due to heat. Any nonmagical flames that come within 5 feet of true ice are automatically extinguished, and any creature that come into contact with it has its speed reduced by 10 feet until its next turn. Worn and carried items usually include padding that protects the owner from this effect.

Weapons. Weapons made of true ice deal cold damage rather than their regular damage type, and a creature hit by one has its speed reduced by 10 feet until its next turn due to the natural property of true ice.

Armor. Creatures wearing armor made of true ice have resistance to fire damage. *(Striking a creature wearing true ice armor doesn't provoke the slowing natural property.)*

Example Item: Firefighting rod. Fires can be quickly extinguished using a pole with a shard of true ice at its tip. The pole can be waved back and forth over the flames from a safe distance.

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