

## Dungeons & Dragons Scarred Lands Alternate Material Index

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**Adamantine:** This ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from adamantine grants its wearer damage reduction of 1/- if it's light armor, 2/- if it's medium armor, and 3/- if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from adamantine. An arrow could be made of adamantine, but a quarterstaff could not.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. Weapons, armor and shields normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

**Azurite:** (PGFB p. 136) Weapons made of azurite weigh half of what the same weapon of iron would weigh. Most armor made of azurite is one category lighter than normal for purposes of movement and other limitations. Heavy armor is treated as medium, while medium and light armor are treated as light.

Armor and shields made of azurite increase their maximum dexterity modifier by 1, reduce their armor check penalty by 1, and reduce their arcane spell failure by 5%. Items made of azurite are considered masterwork for purposes of construction time but the masterwork quality does not affect the armor check penalty. Note that only items made wholly or mostly of this metal qualify as an azurite item.

Azurite has a hardness of 10 and 30 hit points per inch of thickness.

Azurite has an affinity to light magic. If an item made of azurite is enchanted with light producing spells, such enchantments have an XP cost that is 10% less than normal.

Type of Azurite Item	Item Cost Modifier
Light armor	+750 gp
Medium armor	+3,000 gp
Heavy armor	+7,000 gp
Shield	+750 gp
Other Items	+400 gp per pound

**Blood Lacquer:** (PGFB p. 137) Can be applied to organic (but inanimate) objects to toughen them. For example leather or wicker armor to which blood lacquer is applied gains a +1 enhancement bonus to its AC.

Items that have been coated with blood lacquer have a hardness of 8 and 15 hit points per inch of thickness.

Type of Lacquered Item	Item Cost Modifier
Any armor or shield	+1,000 gp
Other items	+200 gp per pound

**Dragonhide:** (Dragonhide is extremely rare in the Scarred Lands) Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality. One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one

masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a small or large masterwork shield in addition to the armor, provided that the dragon is Large or larger.

Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Dragonhide armor costs double what masterwork armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type.

Dragonhide has 10 hit points per inch of thickness and hardness 10.

**Fangsfall Ore:** (PGFB p. 137) Items made of this gray porous substance do +1 damage, as the weapon "bites deeply" - even in areas where magic does not work.

Armor made of Fangsfall ore doesn't seem to have any unusual properties.

Fangsfall ore has a hardness of 10 and 25 hit points per inch of thickness.

Fangsfall ore has an affinity to certain necromantic magic. If an item made of Fangsfall ore is enchanted with life draining or wounding magic, such enchantments have an XP cost that is 10% less than normal.

**Iron, Cold:** This iron, mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp.

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not.

A double weapon that has only half of it made of cold iron increases its cost by 50%.

Cold iron has 30 hit points per inch of thickness and hardness 10.

**Mithral:** Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch of thickness and hardness 15.

Type of Mithral Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

**Nightwood:** (PGFB p. 138) Any wooden or mostly wooden item made from nightwood is considered a masterwork item and weighs only half as much as normal. Armor check penalties for shields or wood armor made from nightwood are reduced by 2. To determine the price of nightwood items, use the original weight but add 15gp per pound to the price of the masterwork version of the item.

Nightwood has a hardness of 8 and 15 hit points per inch of thickness.

Nightwood has an affinity to darkness magic. If an item made of nightwood is enchanted with magic with the darkness descriptor, such enchantments have an XP cost that is 10% less than normal.

**Silver, Alchemical:** A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.

On a successful attack with a silvered weapon, the wielder takes a –1 penalty on the damage roll (with the usual minimum of 1 point of damage). The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral.

Alchemical silver has 10 hit points per inch of thickness and hardness 8.

Type of Alchemical Silver Item	Item Cost Modifier
Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

**Serpentsteel:** (PGFB p. 138) A creature wounded by serpent steel must make a Fortitude save (DC see below) or lose a point of Constitution for 1d4 hours.

Additionally, serpentsteel absorbs venom quickly, reducing the chance of poisoning oneself when applying venom to a serpentsteel weapon to 3%. Poisons delivered topically unfortunately have their Fortitude DC reduced by 2, as the poison is dispersed throughout the blade. A single dose, however, can be used for multiple strikes depending on the size of the weapon. Items made of serpentsteel are considered masterwork for purposes of construction time but the masterwork quality does not affect the armor check penalty of armor. Note that only items made wholly or mostly of this metal qualify as a serpentsteel weapon.

Serpentsteel has a hardness of 15 and 30 hit points per inch of thickness.

Serpentsteel has an affinity to venomous enhancements. If an item made of serpentsteel is enchanted with poison magic or magic with the acid descriptor, such enchantments have an XP cost that is 10% less than normal. Note that items with poison, either magical or mundane, have two poison effects, one from the serpentsteel and one from the applied poison. Two saving throws are required, one for each effect.

Type of Serpentsteel Item	Poison DC	Strikes	Item Cost Modifier
Weapon (1d4 damage)	8	2/dose	+750 gp
Weapon (1d6 damage)	10	3/dose	+1,500 gp
Weapon (1d8 damage)	12	4/dose	+3,000 gp
Weapon (1d10, 1d12 damage)	14	5/dose	+6,000 gp

**Sorcerer's Steel:** (PGFB p. 138) Armor and shields made from this metal can assist the wearer in casting magical spells, helping to offset the arcane spell failure of the armor. Weapons made of sorcerer's steel can hold touch-based spells for the wielder. If an attack made by such a weapon hits normally, the weapon does damage and the spell is released. If the attack roll is lower than the opponent's normal AC but greater than the opponent's touch attack AC, the spell discharges but the weapon does no damage. Items made of sorcerer's steel are considered masterwork for purposes of construction time, but the masterwork quality does not affect the armor check penalty of armor made of this metal. Note that only items made wholly or mostly of this metal qualify as a sorcerer's steel item.

Sorcerer's steel has a hardness of 10 and 30 hit points per inch of thickness.

Sorcerer's steel has an affinity to all magical enchantments. Any enchantments laid upon an item made of sorcerer's steel have an XP cost 10% less than normal.

Type of Sorcerer's Steel Item	Arcane Spell Failure	Item Cost Modifier
Light armor	-10%	+6,000 gp
Medium armor	-15%	+12,000 gp
Heavy armor	-20%	+20,000 gp
Shield	-5%	+2,000 gp
Other items		+1,000 gp per pound

**Starsteel:** (PGFB p. 139, EoI p. 139) Items made of starsteel are considered masterwork for purposes of construction time but the masterwork quality does not affect the armor check penalty of armor. Note that only items made wholly or mostly of this metal qualify as a starsteel item.

Starsteel has a hardness of 12 and 35 hit points per inch of thickness.

Starsteel has an affinity to fire magic. If an item made of starsteel is enchanted with magic with the fire descriptor, such enchantments have an XP cost that is 10% less than normal.

Type of Starsteel Item	Item Cost Modifier
Light armor	+500 gp
Medium armor	+2,000 gp
Heavy armor	+5,000 gp
Shield	+300gp
Other items	+300gp per pound

**Thogalh'na:** (PGFB p. 139) Weapons and armor made of thogalh'na weigh 150% that of normal iron items and receive enhancement bonuses as if they were magical, though these bonuses are not nullified in areas where magic does not function. Weapons receive a +1 to attack and damage rolls. Armor and shields receive a +1 enhancement bonus to their AC, though they receive a -1 to their maximum Dexterity bonus, a +1 armor check penalty and a +5% arcane spell failure. These bonuses do not stack with any magical bonuses the item might have. Items made of thogalh'na are considered masterwork with respect to construction time, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor. Note that only items made wholly or mostly of this metal qualify as a thogalh'na item.

Thogalh'na has a 20 hardness and 35 hit points per inch of thickness.

Thogalh'na becomes receptive to enchantments if the creator invokes certain rituals to Golthagga. Any enchantments laid on an item made of thogalh'na while the creator works the correct rituals have an XP cost 10% less than normal.

Type of Thogalh'na Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+2,000 gp
Heavy armor	+5,000 gp
Shield	+500 gp
Light weapon(1d4 or 1d6)	+1,000 gp
Weapon (1d8, 1d10, or 1d12)	+2,000 gp

**Slare:** (EotP p. 100) Slare is nearly unbreakable, with a hardness of 25 and 20 hit points per inch of thickness. Items crafted from slare are considered masterwork for the purpose of enchantment, and they possess an inherent enchantment bonus that does not stack with magical or psionic bonuses. Any item crafted of slare, weighing at least 1 lb is able to store one power point as a crystal capacitor. Finally, psionic powers used to enhance items made of slare last for twice their normal duration.

Type of Slare Item	Enhancement Bonus	Item Cost Modifier
Light armor	+1	+3,000 gp
Medium armor	+2	+6,000 gp
Heavy armor	+3	+12,000 gp
Shield	+1	+3,000 gp
Light weapon (1d4 or 1d6)	+1	+4,000 gp
Weapon (1d8, 1d10, or 1d12)	+2	+10,000 gp
Other items	-	+2,000 gp per pound or +1000 gp if weightless

**Obsidian:** (EotP p. 100) In its natural state obsidian has a hardness of 2 and 3 hit points per inch of thickness. Crafted and hardened obsidian, however, is considered masterwork for purposes of enchantment and it has a hardness of 8 and 10 hit points per inch of thickness. Obsidian weaponry interferes with psionic energy, sapping 1 power point with each successful strike. Psionic beings without power points instead lose the ability to manifest one randomly selected power for a full round. However obsidian weaponry also

leeches power from it's wielder, draining 1 power point for each hour it is worn. Characters with the slarecian bane ability are immune to this debilitating effect.

<b>Type of Obsidian Item</b>	<b>Item Cost Modifier</b>
Any armor or shield	+2,000 gp
Light weapon(1d4 or 1d6)	+2,000 gp
Weapon (1d8, 1d10, or 1d12)	+5,000 gp
Other items	+500 gp per pound or +250 gp if weightless

**Tepuje Crystal:** (EotP p. 100) Tepuje crystal is extremely hard but brittle, providing a hardness of 20 and 5 hit points per inch of thickness. Items made from the crystal are considered masterwork and have an inherent +1 enhancement bonus that does not stack with magical or psionic bonuses. These items weigh only 75% as much as normal items, and since the substance is easily malleable in the hands of a psion or psychic warrior, a +2 circumstance bonus is given to the appropriate Craft checks. Tepuje crystal can also be infused with magical or psionic energy, and in such a state it becomes extremely durable, it's hit points increasing to 20 per inch of thickness.

<b>Type of Tepuje Crystal Item</b>	<b>Enhancement Bonus</b>	<b>Item Cost Modifier</b>
Light armor	+1	+1,500 gp
Medium armor	+1	+3,000 gp
Heavy armor	+1	+6,000 gp
Shield	+1	+1,500 gp
Medium weapon or smaller	+1	+2,000 gp
Large weapon	+1	+4,000 gp
Other items	-	+1000 gp per pound or +500 gp if weightless