Hero Point Shop

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Races

Kinoan

Kinoans are a race of winged avian humanoids with humanoid-like clawed hands, clawed feet, and a beak that resembles that of a penguin. Matching the colors of these birds, most Kinoan's feathers vary from blue to jet black, with whites, yellows, and oranges creating markings along their bodies. Certain individuals have been known to be born with less natural markings, often glowing during high-stress situations. Legend has it, these markings tie into their natural affinity to water magic. Native to the Frigid Expanse, these bird-folk make their home among the large, floating icebergs in the nearby northern ocean, the largest portion of their civilization being centered around Glaçant. Having spent centuries isolated to the cold north, the Kinoan people have, mysteriously, lost their natural magical touch over water, and now face the true threats of living within the Expanse.

HP 8
Traits Humanoid, Kinoan
Size Medium
Speed 25; **Swim Speed** 45
Ability Boosts +2 Wisdom, +2 Constitution, -2 Dexterity
Languages Common, Kinoan
Senses Low-Light Vision

> **Frigid Feathers** Gain a +4 to Fortitude saves when being impacted by cold weather, and +4 cold damage resistance. Unless you wear protective gear or take shelter, environmental heat effects are 1 step more severe for you.

Heritages
[Diving Kinoan] Your ancestors prowess at underwater diving runs within your blood. Your build is thinner, allowing you to navigate through even the most treacherous of water with ease, and your lungs have developed to sustain you, even when underwater.

You gain a swim speed of 60, have dark vision when underwater, learn the **Underwater Marauder** Athletics Skill Feat, and gain **Water Breathing**.

[Nomad Kinoan] Having wandered the cold emptiness of the Northern Expanse for who knows how long, you have developed a certain attunement to find your way home. Gain the ***Know Direction*** cantrip off of the Primal spell list. Your travels have likely led you to some unfamiliar places; add 2 new languages off of the common chart, or 1 off of the uncommon chart. Ignore rough terrain when moving through snow. You also treat your movement speed as +10 when moving on ice or snow.

[Water-Attuned Kinoan] Despite your people seemingly having lost their water magic, you have managed to retain the ancient art. Learn the **Aquan** language, the **Underwater Marauder** Athletics Skill Feat, and you are able to learn *any one spell per spell level* dealing with *water, cold, snow, or ice,* including, but not limited to **Elemental Form (Water), Control Water, Water Breathing, Hydraulic Push,** etc.

[Kinoan Nobility] Your ancestors have had a long heritage of nobility, and you are no different. Gain a +2 to Diplomacy checks, Society checks, and Intimidation checks. Add 2 common languages.

Ancestry Feats

[Belly Slide - Feat 1] Customary of your people, the act of belly sliding is, in your eyes, completely normal. When sliding down a hill or on slippery surfaces, gain +10 movement while sliding. If sliding on ice or snow, this will stack with **Nomad Kinoan.** You may also drop into a belly slide as a reaction - doing so successfully will reduce any damage taken by your level + your Constitution modifier.

[Natural Weapons - Feat 1] You have trained diligently with your claws and beak, and have turned them into natural weapons, dealing 2D4 points of piercing damage. Increase your unarmed proficiency by one rank.

[Seabird - Feat 1] Your familiarity with the ocean has proven to give you an advantage when navigating water. Gain a +4 to Perception checks when searching for things on or within water.

[Northern Isolation - Feat 1] After spending your time in the Expanse, isolated from the world, you've grown tough to many emotional stressors. Gain a +1 to saving throws against emotional effects.

[Belly Flop - Feat 5] Belly flop on to a target within melee range of you. Make an acrobatics check against the enemies reflex DC. If you are able to successfully belly flop, both you and your target are knocked prone. If you are successful, make a melee attack.

[Frozen Feet - Feat 5] You retain an ancient power used by your ancestors; when stepping on water, you gain the ability to freeze where your feet are. The ice created by your feet will last a varying amount of time, depending on the climate.
[Bird of the North - Feat 5] Your Northern Expanse lifestyle has hardened your defenses, even to the most unpleasant of situations. Gain a +2 to AC.
[Feathery Thermos - Feat 9] Your innate cold resistance is amplified when near other beings; by standing near a living being, you give yourself and up to two others a +2 to Fortitude saves against cold. This stacks with **Frigid Feathers.**
[Kinoan Aristocracy - Feat 9] Your royal markings are apparent, even to those you have never met. Due to this, you gain an additional +5 *Good Karma* and the *Respected* trait. Additionally, increase your rank of *Diplomacy, Intimidation, **or** Society* by one.
[Hydrated Rejuvenation - Feat 13] Your innate connection to water has allowed you to heal yourself when submerged in fresh water, salt water, or brackish water. Submerging in stagnant, poisoned, or trapped water (such as in a waterskin or bag of holding) will not trigger this affect. Once per 12 hours, heal for 3 hit points per level.

Silik

Adapted from Lizardfolk

Siliks are a race of scaly, lizard-like humanoids. Their scales and leathery skin come in a variety of colors, from bright greens, blues, and oranges to more muted colors, including blacks. Thriving in the volcanic underground of the Laakani Wild, Silik tribes were known to stay within the Wild, very rarely leaving the island to venture on to the mainland. Their society was once a large and formidable force, made up of several different ranking individuals, from the Warriors of the Risen and Fallen, who were dedicated to Itris and the protection of their home, to the Surface Walkers, scouts with the ability to travel with ease along both flowing lava and water. However, this great society wouldn't live in a state of prosperity forever, as a mysterious frost overtook much of the underground caverns that were home to the Silik, killing many of them. Those who survived were forced to live above the surface, within the Wild, some even venturing to the mainland in search of a better life.

HP 6
Traits Humanoid, Silik
Size Medium

Speed 25
Ability Boosts +2 Dexterity, +2 Intelligence, Free, -2 Constitution
Languages Common, Silik, Iruxi
Additional Languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Boggard, Draconic, Elven, Jotun, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).
Senses Dark Vision

> **Arid Scales** Gain +4 fire resistance. Environmental heat effects are one step less extreme for you, and you can go 10 times as long as normal before you are affected by starvation or thirst. However, unless you wear protective gear or take shelter, environmental cold effects are one step more extreme for you.

Claws Your sharp claws offer an alternative to the fists other humanoids bring to a fight. You have a claw unarmed attack that deals 1d4 slashing damage and has the agile and finesse traits.

Heritages
[Cliffscale Silik] Your toes are adapted for gripping and climbing. You gain the Combat Climber feat as a bonus feat, and as long as you aren't wearing footwear, you can use the sticky pads on your feet to climb, leaving your hands free. Additionally, if you roll a success on an Athletics check to climb, you get a critical success instead.

[Frilled Silik] You can flare your neck frill and flex your dorsal spines, Demoralizing your foes. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language. You also gain the Threatening Approach action.

[Unseen Silik] You can change your skin color to blend in with your surroundings, making minor shifts with a single action and dramatic changes over the course of an hour. When you're in an area where your coloration is roughly similar to the environment (for instance, forest green in a forest), you can use the minor, single action application of this ability to make localized changes that help you blend into your surroundings, gaining a +2 circumstance bonus to Stealth checks until your surroundings change in coloration or pattern.

[Nomadic Silik] Since the Great Frost, you have spent your time wandering the Laakani Wild, perhaps even crossing the sea to the mainland. Add 2 new languages off of the common language chart. Ignore rough terrain when moving through heavily wooded areas. Treat land travel as +10 movement. Become trained in Survival.

Ancestry Feats

[Silik Lore - Feat 1] You listened carefully to the tales passed down among your community. You gain the trained proficiency rank in Nature and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You become trained in Iruxi Lore, which consists of Silik Lore and general lore on Iruxi (Lizardfolk).

[Surface Walker: Water - Feat 1] You have learned the ways of your people. By choosing this feat you can learn to walk across water. When doing so, you may not attack, or else you will lose focus and fall into the water. Gain a swim speed of 25.

[Natural Weapons - Feat 1] You have honed your claws to be deadly. Your claw attack deals 1d6 slashing damage instead of 1d4 and gains the versatile (piercing) trait. Your teeth have also proved to be formidable weapons, gain a fangs unarmed attack that does 1d8 piercing damage.

[Reptile Speaker - Feat 1] You hear the sounds of reptiles as language. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that are reptiles (the GM determines which animals count as reptiles).

[Shed Tail - Feat 5] *Reaction; Trigger: you become grabbed; Requirements: You have a fully grown tail.* You can shed your tail to escape. You cease being grabbed, then Stride without triggering any reactions from the creature that grabbed you. It takes 1 week for your tail to fully grow back. Until it does, you can't use your tail unarmed attack, and you take a –2 circumstance penalty on checks to Balance.

[Surface Walker: Lava - Feat 5] You have learned the ways of your people. Learn to walk across lava and other hot surfaces with ease. You may not remain on lava after your turn ends when in combat. When out of combat, you must pass an athletics check for every consecutive movement on lava. You must always be moving when on lava.

[Venomous Fangs - Feat 5] *Prequirement: **[Natural Weapons]**. Frequency: a number of times per day equal to your level.* You envenom your fangs. If the next fangs Strike you make before the end of your next turn hits and deals damage, the Strike deals an additional 1d6 poison damage. On a critical failure, the poison is wasted as normal.

[Gecko's Grip - Feat 5] *Prequirement: **[Cliffscale Silik]**.* You stick to walls with a preternatural grip. You gain a climb Speed of 15 feet.

[Terrain Advantage - Feat 9] You can take advantage of the terrain to bypass foes' defenses. Non-lizardfolk creatures in difficult terrain are flat-footed to you. If

you have a swim Speed, non-lizardfolk creatures that are in water and lack a swim Speed are also flat-footed to you.
[Chameleon Camouflage - Feat 9] *Prequirement: **[Unseen Silik]**; Frequency: once per day*. You have learned to take your changing scales one step further, and can now gain the *invisible* trait for up to one hour, unless a hostile action is performed.
[Warrior of the Risen and Fallen - Feat 13] *Frequency: Once per day.* The rage you feel over the death of your people manifests within you. Gain a breath attack that does 8d8 fire damage in a 30 foot cone in front of you.

Classes

Elemental Bender Doc
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Bloodlines

Celestial Duality

Spell List: Occult, Celestial

Bloodline Skills: Medicine, Deception

Granted Spells: Cantrip: *Detect Magic*; 1st: *Bless*; 2nd: *Spirit Sense*; 3rd: *Dream Message*; 4th: *Clairvoyance;* 5th: *Banishment*; 6th: *Blanket of Stars*; 7th: *Energy Aegis*; 8th: *Spirit Song*; 9th: *Overwhelming Presence*

Bloodline Spells: Initial: *Solar/Lunar Empowerment*; Advanced: *Sunfire/Moonfire*; Greater: *Celestial Alignment*

Blood Magic: Celestial energy runs through your blood. A target either takes +1 fire damage per spell level if the sun is out, or +2 HP per spell level if the moon is out.

Bloodline Spells

Celestial Duality Bloodline Focus Spell Level 1

Solar/Lunar Empowerment

Cast: [two-actions] somatic, verbal
Range: 60ft
Solar Empowerment: You channel solar energy into the target, healing them for 2d6. You also bestow the target with a +1 to attack rolls and damage done for the next attack made.

Lunar Empowerment: You channel lunar energy into the target, healing them for 2d6 and cleansing them of one level of negative status effects.

Heightened:
Solar Empowerment: Healing increased by 1d6 per level, Damage bonuses increased by +1 per level.
Lunar Empowerment: Healing increased by 1d6 + 4 per level. At spell level 3, this spell will cleanse up to 2 levels of negative status effects. At spell level 5, this spell will cleanse up to 3 levels of negative status effects.
Focus spells are automatically heightened to half your level rounded up.

Celestial Duality Bloodline Focus Spell Level 3

Sunfire/Moonfire

Cast: [two-actions] somatic, verbal
Range: 60ft
Sunfire: You revel in the light of the sun, allowing it to infuse with your spell casting. Make a spell attack roll. If you are successful, deal 6d8 fire damage.

Moonfire: The moon infuses with your spell casting abilities. Make a spell attack roll. If you are successful, deal 6d6 cold damage. On a success, the target takes normal damage and is dazzled 1. On a critical success, the target takes double damage and is dazzled for 1 minute.

Heightened: (+1)
Sunfire: Increase the damage by 1d8.
Moonfire: Increase the damage by 1d6.
Focus spells are automatically heightened to half your level rounded up.

Celestial Duality Bloodline Focus Spell Level 5

Celestial Alignment

Cast: [two-actions] somatic, verbal
Duration: 2d4 rounds
Range: 60ft
Celestial Alignment: You imbue a friendly target with celestial energy, causing them to appear as a star-filled version of themselves and deal extra damage.

> **Sun:** You imbue the target with the fury of the sun, causing them to deal an extra 3 damage dice of fire damage. Any hostile creature within a 15 foot radius of the target must make a Will save.
>
> **Critical Success:** The creature(s) is unaffected.
> **Success:** The creature is frightened 1.
> **Failure:** The creature is frightened 2.
> **Critical Failure:** The creature is frightened 4.
>
> **Moon:** You imbue the target with the grace of the moon, causing them to deal an additional 3 damage dice of cold damage. The target heals for half of the damage they deal while under this spell effect.

Heightened: (+1)
Celestial Alignment - Sun: Increase the additional damage dice by 1.
Celestial Alignment - Moon: Increase the additional damage dice by 1.

Focus spells are automatically heightened to half your level rounded up.

Spells

Celestial Spells

Cantrips	
Celestial Burst	**Cast [Two Actions]** **Verbal, Somatic** **Range:** 30 feet **Target:** 1 ally or 1 enemy **Duration:** 1 round This spell does different things depending on if it hits an ally or an enemy.

	If you target an ally, they gain a shield that is equal to 1d4 plus your spell casting modifier. When an enemy breaks this shield, they take fire or cold damage (depending on the time of day), equal to the size of the shield. If the shield is broken, your ally is temporarily immune to the effects of this spell for 10 minutes. If you target an enemy, they must attempt a Reflex save. **Critical Failure:** The target takes double damage. **Failure:** The target takes 1d4 fire or cold damage plus your spell casting modifier. **Success:** The target takes half damage. **Critical Success:** The target takes no damage. **Heightened:** (+1) Increase the damage by 1d4.
Spell Level 1	
Equinox	**Cast [Two Actions]** **Verbal, Somatic** **Range:** 30 feet Celestial energy flows through you. You choose a target within your sight, and call down the wrath of the sun. Make a spell attack roll. If you are successful, deal 2d8 fire damage. On a critical strike, the target also takes an additional 1d6 persistent burn damage. **Heightened:** (+1) Increase the damage by 1d6.
Spell Level 2	
Solstice	**Cast [Two Actions]** **Verbal, Somatic** **Range:** 30 feet **Target:** 1 creature **Saving Throw:** Fortitude Even if you cannot see it, the force of the moon empowers your attacks. Your target must make a Fortitude saving throw. **Critical Failure:** The target takes double damage and is dazzled 1. **Failure:** The target takes 3d6 cold damage. **Success:** The target takes half damage. **Critical Success:** The target takes no damage.

	Heightened: (+1) Increase the damage by 1d6.
Spell Level 3	
Galactic Star	**Cast [Two Actions]** **Verbal, Somatic** **Range:** 40 feet, 10 foot burst **Save:** Basic Reflex You call down a shower of celestial energy around the designated area. Any creature within the area must make a Reflex save. **Critical Failure:** The target takes double damage and is blinded 1. **Failure:** The target takes 6d6 cold damage. **Success:** The target takes half damage. **Critical Success:** The target takes no damage. **Heightened:** (+1) Increase damage dealt by 2d6.

Recipes

Alchemy

See WorldAnvil.

Cooking

See WorldAnvil.

Steak and Potatoes - Recipe Level 1

Ingredients:

Per one serving: 1 steak, 2 potatoes

Per 5 servings: 5 steaks, 10 potatoes

Effects:

When cooked properly, this dish will provide the consumer with:

2d6 additional health regained the next time they rest

Fresh Baked Fish - Recipe Level 1

Ingredients:

Per one serving: 1 fish, 1 bunch of wild greens
Per 5 servings: 5 fish, 5 bunches of wild greens

Effects:

When cooked properly, this dish will provide the consumer with:
1d6 additional health regained the next time they rest and 2 temporary HP that lasts until expended or for one whole day.

Roasted Lamb Shank - Recipe Level 1

Ingredients:

Per one serving: 1 lamb shank, 1 bunch of wild greens
Per 5 servings: 5 lamb shanks, 5 bunches of wild greens

Effects:

When cooked properly, this dish will provide the consumer with:
5 temporary HP that lasts until expended or for one whole day.

Chicken and Vegetable Stew - Recipe Level 2

Ingredients:

Per one serving: 1 chicken breast, 2 carrots
Per 5 servings: 1 whole chicken, 10 carrots

Effects:

When cooked properly, this dish will provide the consumer with:
2d8 additional health regained the next time they rest
Low-Light Vision for one day after eating

Bird Egg Omelette - Recipe Level 2

Ingredients:

Per one serving: 4 bird eggs, 1 bunch of wild greens, 1 wild onion
Per 5 servings: 20 bird eggs, 5 bunches of wild greens, 5 wild onions

Effects:

When cooked properly, this dish will provide the consumer with:
10 temporary HP that lasts until expended or for one whole day

Rabbit's Foot Soup - Recipe Level 2

Ingredients:

Per one serving: 1 rabbit foot, 3 wild onions
Per 5 servings: 5 rabbits feet, 15 wild onions

Effects:

When cooked properly, this dish will provide the consumer with:
An additional 5 units of movement for one day after eating

Feats

Skill Feats

AlchemyWIP

Alchemical Familiarity - Feat 2

Prerequisite: Trained in Alchemy

Potions you brew will always be of at least Poor Quality. In addition to this, you've learned to quickly estimate the kinds of alchemical items in a group with relative accuracy at only a glance. When looking at a group of reagents, you are immediately able to pick out any you have worked with successfully before.

- Feat 4

Prerequisite:

- Feat 6

- Feat 8

- Feat 10

- Feat 12

Cooking

Line Cook - Feat 2

Prerequisite: Trained in Cooking

Meals you prepare will always be of at least Poor quality. You are able to prepare meals from humanoids, monstrous humanoids, and magical beasts. You gain a +2 status bonus when harvesting ingredients off of their bodies.

Under Pressure - Feat 4

Prerequisite: Line Cook

You may reroll a Cooking check once per day. This is a fortune effect.

Good Chef - Feat 6

Prerequisite: Line Cook, Expert in Cooking
You always cook meals of at least Average quality. You are able to prepare meals from aberrations, undead, and sentient plants. You gain a +2 status bonus when harvesting ingredients off of their bodies.

Prime Cut - Feat 8

Prerequisite: Line Cook, Expert in Cooking
Your familiarity with meat cutting allows you to exploit weaknesses in your foes. If you have prepared a meal of Excellent quality from a creature, gain 1 piece of information about it.

Sous Chef - Feat 10

Prerequisite: Line Cook, Good Chef, Master in Cooking
Meals you prepare are always of Good quality. You are able to prepare meals from Fey and Giants. You gain a +2 status bonus when harvesting ingredients off of their bodies.

Head Chef - Feat 12

Prerequisite: Line Cook, Good Chef, Sous Chef, Legendary in Cooking
Meals you prepare are always of at least Excellent Quality. You are able to prepare meals from Elementals and Dragons. You gain a +2 status bonus when harvesting ingredients off of their bodies.

PetsWIP

Giant Badger
Price: A level 1 Giant Badger sells for 5 GP. This increases with level.
Size: Medium
Giant badgers are large, nocturnal creatures. They look just as their smaller counterparts do, only on a much larger scale. Giant Badgers take a year to reach sexual maturity, though at around six months old they can function on their own, without the aid of their parents. Growing to be roughly 4’ at the shoulder and 200 pounds at maturity, these creatures make for solid fighting companions or guard animals when trained properly.

Messenger Hawk
Price: A level 1 Messenger Hawk sells for 1 GP. This increases with level.
Size: Small

Messenger Hawks, when trained properly, will deliver messages to any individual they're directed to, but only if that individual is in a settled community. The length of time of the delivery varies with how far they're directed to fly.

IngredientsWIP

Plants

Adder's Tongue
Plains, Forests
The leaves of this plant are incredibly spiky, complete with thistles along the sides of each leaf. Small purple blooms sit within the center of these leaves, though they themselves are not poisonous. When cut into, the thick leaves of this plant ooze a clearish toxin.
When brewed into a potion, this plant acts as a poisonous agent.
Used in Alchemy.

Akunda's Bite
Desert
A tall, spiky, cat-tail like plant, Akunda's Bite is best known for its bright blue color. This plant glows at night, lighting up the surrounding area like small torches.
When brewed into a potion, this plant grants night vision.
Used in Alchemy.

Blisterwort
Forests, Deep Forests
A small, brown-capped mushroom that thrives under the shade of trees, Blisterwort is best known for its filling nature.
When brewed into a potion, this mushroom will restore HP. When cooked into food, this mushroom will grant temporary HP.
Used in Alchemy and Cooking.

Carrots
Plains, Farms.
They're carrots.
When cooked into food, carrots provide low-light vision.
Used in Cooking.

Dreamfoil
Deep Forests
A thin, purple-flowered plant, Dreamfoil is only found in the deep reaches of forests, far from where any constant disturbance would occur. It thrives in the darkness provided by intense tree cover.
When brewed into a potion, this plant gives the effects of the *Dreaming Potential* spell.
Used in Alchemy.

Firebloom
Deserts, near Volcanoes, Savannah
A vibrant, orange-flowered plant, Firebloom is native to hot environments, and thrives there, making them quite common plants. When eaten, this flower has an intense heat.
When brewed into a potion, this plant does fire damage.
Used in Alchemy.

Ghost Mushroom
Swamps, Underground
Nearly translucent, ghost mushrooms thrive where there is minimal light and intense moisture.
When brewed into a potion, this mushroom provides the consumer with a +2 to all stealth checks, stacking with any current bonuses.
Used in Alchemy.

Grave Moss
Graveyards
Grave Moss has been known to grow exclusively within graveyards, oftentimes climbing up tombstones or other structures present. It is a dull gray color, looks rather scraggly, and has been described as ‘itchy’ to the touch.
When brewed into a potion, this plant will provide resistance to Negative damage.
Used in Alchemy.

Icebloom
Tundra
A short plant with tiny, white flowers, Icecap grows exclusively in cold environments, it’s coloration helping it to camouflage within the snowy Expanse.
When brewed into a potion, this plant does cold damage.
Used in Alchemy.

Liferoot

Freshwater shores
Here's a description of me, maybe! If Lilli isn't lazy!
Here's what I do!
Here's what I'm used in! Cooking/Alchemy/Both?
Here's what you need to collect me!

Mountain Silversage
Mountains
Here's a description of me, maybe! If Lilli isn't lazy!
Here's what I do!
Here's what I'm used in! Cooking/Alchemy/Both?
Here's what you need to collect me!

Riverbud
Freshwater
Growing entirely submerged in freshwater, Riverbud is a small plant that never blooms. It's buds offer water breathing properties to the individual ingesting them, though they are best used in potions, as their concentration levels can lead to health concerns when consumed in plant form.
When brewed in a potion, this plant gives water breathing properties.
Used in Alchemy.

Silver Leaf Lichen
Any environment
This lichen is a silvery color, and is extremely hardy, allowing it to grow in any environment, providing there are trees present.
When brewed into a potion, this lichen will provide the necessary base chemical components to activate other reagents.

Sea Stalk
Salt Water
Here's a description of me, maybe! If Lilli isn't lazy!
Here's what I do!
Here's what I'm used in! Cooking/Alchemy/Both?

Woodwart
Salt Water
Here's a description of me, maybe! If Lilli isn't lazy!
Here's what I do!

Here's what I'm used in! Cooking/Alchemy/Both?

Specialty Meats

It's monster meat.
Humanoid

Monstrous Humanoid

Magical Beasts

Monster Parts

Tongues
Brewing the tongue of any given creature into a potion will allow the consumer to speak the language of said creature for 1 hour.
Used in Alchemy.

Rabbit's Foot
Consuming a rabbit's foot in cooked dishes will provide the consumer with extra movement speed for one day.
Used in Cooking.

OresWIP

Quality Rules for items crafted with the following Ores:

An item of poor quality will offer:

- *-1 to any listed stats (1d6 fire damage instead of 2d6)*
- *Only half of the bonus will apply (2 DR instead of 4)*

An item of standard quality will offer the listed stats or bonuses.

An item of excellent quality will offer:

- *+1 to any listed stat (+3 to hit instead of +2)*
- *A 50% increase to the listed bonus (6 DR instead of 4)*

Adamantine
Master

A shiny black ore deposit, Adamantine is one of the hardest metals known to man.
Typically found around volcanic activity, this ore can be challenging to obtain.
When crafted into weapons, Adamantine offers a +3 to hit and +4 to damage.
When crafted into armor, this ore offers 10 dr to all physical damage.

Aerialite
Expert
A cloudy white ore deposit, Aerialite is most commonly found near the tops of large mountains., and never found under ground.
This ore is not suitable for weapons due to it's weightless nature, which often makes attacking challenging.
When crafted into armor, the wearer feels weightless; due to this unique property, they can jump an additional 10 feet, and are always under the effects of *Feather Fall.*

Aredrite
Trained
An orangey-rust color that almost mimics that of iron, ore deposits of Aredrite are incredibly common, especially near foothills of large mountain ranges.
When crafted into a weapon, this ore offers a +1 to hit and +1 to damage.
This ore is not suitable for armor due to it's ridgid nature.

Astral Silver
Expert
A dull silver-colored ore, Astral Silver is typically found within caves, mountains, and legend has it, on other planes of existence. This ore has been known to be an excellent conductor of magic in the past, though it isn't used very often in modern Elyrion.
This ore, when crafted into a weapon, will enhance any magical effects present.
When crafted into armor, this ore will enhance any magical effects present.

Black Steel
Master
A matt black ore, black steel is most commonly found far within caves; one has to be looking for it specifically, as it doesn't reflect light like many other ores do.
When crafted into a weapon, Black Steel will cause weapons to crit on a 19 or higher.
When crafted into armor, Black Steel will provide the wearer the opportunity to negate some damage off of a critical strike - if the wearer succeeds a DC 17 flat check, they will take normal damage, even if a crit was rolled. If they fail, the crit deals damage as it typically would.

Black Ice - Bluish Black

Blood metal - Crimson Red
Burning Obsidian - Red hot Obsidian
Carmot - Yellowish white
Celenegil - Dull green
Cold iron - Grey with veins of light blue
Comsilite - Light purple
Drakar-White with red dots
Deep Iron - Deep turquoise
Dwarven Steel- Gold
Eahnor - Bright red
Etherplasm - Glowing green
Ebony - Dark grey
Eonake - Silver white
Electrum (Solid) - Glowing green
Elven Mithril - Light Gold
Fadesteel - Purple steel
Fel Iron - Dark iron with light green glowing parts
Gaia Geode - Brown with green and grey spots.
Ghezyte - dark indigo onyx
Glaes - Dark glassy material
Golvern - Reddish gold
Godsteel (Black Rock) - Black rock with rainbow veins through it
Haderoth - Blackish orange
Hizagkuur - Greenish gray
Infuscolium - Dark purple
Meteoric Iron - Looks like cold iron but with orange
Mindsteel - Silver with gold huen
Mithril - blue-ish metal
Orichalcum - yellow with some black
Oozing metal - Greenish yellow
Prismetal - multicolored
Prometheum - dull green
Rubracium - Dull red
Star Stone - ocean blue with white and purple specs
Smokesteel - black metal, kind of porous
Umbrite - Deep dark purple
Voidmetal- has a very very dark black
Vultie - silver with viens of sky blue
Xagium - Dark deep blue

Zardazik - faint red color
Zatchium - Dark deep purple

Feats