

List of Materias

Fire Materia

Uncommon:

Weapons:

Ignition Strike: Once per short rest, the wielder can infuse their weapon with flames as a bonus action, causing it to deal an additional 1d4 fire damage on each successful attack for 1 minute.

Fiery Precision: When the wielder scores a critical hit with the enchanted weapon, they can choose to ignite the target, causing it to take an additional 1d6 fire damage at the start of each of its turns until it uses an action to extinguish the flames.

Armor:

Flame Veil: Once per short rest, the wearer can surround themselves with a protective veil of flames as an action, granting resistance to fire damage for 1 minute.

Blazing Reflexes: The wearer gains enhanced reflexes against fire-based threats. They have advantage on Dexterity saving throws against effects that deal fire damage, such as fire spells or breath weapons.

Rare:

Weapons:

Ignition Strike: Once per short rest, the wielder can infuse their weapon with flames as a bonus action, causing it to deal an additional 1d6 fire damage on each successful attack for 1 minute.

Blazeburst: Once per long rest, the wielder can unleash a burst of flames from their weapon as an action, creating a 15-foot cone of fire. Creatures in the area must make a Dexterity saving throw DC 16, taking 4d6 fire damage on a failed save, or half as much on a successful one.

Incendiary Impact: When the wielder scores a critical hit with the enchanted weapon, they can choose to ignite the target, causing it to take an additional 2d6 fire damage at the start of each of its turns until it uses an action to extinguish the flames.

Armor:

Infernal Ward: Once per short rest, as a bonus action, the wearer can summon a protective ward of flames, granting resistance to fire damage for 1 minute.

Flameborn Agility: In addition to having advantage on Dexterity saving throws related to fire damage. The wielder also can add either their intelligence, wisdom, or charisma modifier to 3 dex saving throws per day.

Very Rare:

Weapons:

Ignition Strike: Once per short rest, the wielder can infuse their weapon with flames as a bonus action, causing it to deal an additional 2d6 fire damage on each successful attack for 1 minute.

Volcanic Eruption: Once per long rest, the wielder can unleash a cataclysmic eruption of fire from their weapon as an action, causing a 20-foot radius sphere of flames to erupt at a point they can see within 60 feet. Creatures in the area must make a Dexterity saving throw DC 17, taking 6d6 fire damage on a failed save, or half as much on a successful one.

Incendiary Precision: When the wielder scores a critical hit with the enchanted weapon, they can choose to ignite the target, causing it to take an additional 3d6 fire damage at the start of each of its turns until it uses an action to extinguish the flames.

Armor:

Eruption Shield: As a reaction to taking fire damage, the wearer can summon a protective shield of erupting flames around themselves, gaining immunity to fire damage until the end of their next turn. This feature can be used once per long rest.

Pyroclastic Surge: As an action, the wearer can unleash a devastating surge of volcanic energy from their armor, causing a 15-foot radius sphere of flames centered on themselves. Creatures in the area must make a Dexterity saving throw DC 17, taking 4d6 fire damage on a failed save, or half as much on a successful one. Additionally, the wearer gains passive resistance to fire damage while wearing the enchanted armor.

Legendary:

Weapons:

Ignition Strike: Once per short rest, the wielder can infuse their weapon with flames as a bonus action, causing it to deal an additional 2d8 fire damage on each successful attack for 1 minute.

Ragnarok's Fury: Once per long rest, the wielder can invoke the cataclysmic wrath of the eternal inferno from their weapon as an action, causing a massive explosion of fire in a 30-foot radius centered on a point they can see within 100 feet. Creatures in the area must make a Dexterity saving throw DC 18, taking 10d10 fire damage on a failed save, or half as much on a successful one.

Cremation Strike: When the wielder scores a critical hit with the enchanted weapon, they can choose to incinerate the target, causing it to take an additional 5d6 fire damage at the start of each of its turns until it uses an action to extinguish the flames.

Armor:

Infernal Ascendance: As a reaction to taking fire damage, the wearer can ascend to a state of pure flame, becoming immune to fire damage until the end of their next turn. This feature can be used once per long rest.

Eternal Conflagration: As an action, the wearer can unleash an apocalyptic conflagration from their armor, causing a 20-foot radius sphere of flames centered on themselves. Creatures in the area must make a Dexterity saving throw DC 18, taking 8d6 fire damage on a failed save, or half as much on a successful one. Additionally, the wearer gains permanent immunity to fire damage while wearing the enchanted armor.

Cold Materia

Uncommon:

Weapons:

Icy Grasp: Once per short rest, the wielder can channel the Materia to ensnare their target in icy tendrils as a bonus action. On a successful hit, the target must succeed on a Strength saving throw with a DC of 15 or be restrained until the end of their next turn.

Chilling Precision: When the wielder scores a critical hit with the enchanted weapon, they can choose to drain the warmth from the target, causing it to take an additional 1d12 cold damage and granting the wielder temporary hit points equal to their character level.

Armor:

Glacial Shield: Once per short rest, as a reaction to taking damage, the wearer can summon a protective shield of ice, gaining temporary hit points equal to their character's level for 1 minute.

Frostbound Reflexes: The wearer's agility is enhanced against cold-based threats. They have advantage on Constitution saving throws to avoid being restrained or immobilized by effects such as icy terrain, freezing spells, or similar hazards. Additionally, they can move through non-magical difficult terrain created by ice or snow without expending extra movement.

Rare:

Weapons:

Glacial Grasp: Once per long rest, the wielder can unleash a powerful blast of icy energy from their weapon as an action, targeting one creature within 30 feet. The target must make a Constitution saving throw or be restrained for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success. The DC for this saving throw is 15.

Hoarfrost Impact: When the wielder scores a critical hit with the enchanted weapon, they can choose to encase the target in a layer of frost, causing it to take an additional 2d12 cold damage and granting the wielder temporary hit points equal to their character's level.

Armor:

Frost Veil: Once per long rest, as an action, the wearer can summon a swirling veil of freezing mist around themselves, granting them and all allies within 10 feet temporary hit points equal to their character's level for 1 minute.

Arctic Reflexes: The wearer's agility is enhanced against cold-based threats. They have advantage on Constitution saving throws to avoid being restrained or immobilized by effects such as icy terrain, freezing spells, or similar hazards. Additionally, they can move through non-magical difficult terrain created by ice or snow without expending extra movement. Additionally, once per long rest the wearer of this Materia can negate all cold damage done to themselves and force the creature to take the same damage, ignoring resistances.

Very Rare:

Weapons:

Glacial Annihilation: Once per long rest, the wielder can unleash a devastating blast of arctic energy from their weapon as an action, creating a 20-foot radius sphere of freezing cold centered on a point they can see within 60 feet. Creatures in the area must make a Constitution saving throw or take 8d6 cold damage and become restrained for 1 minute on a failed save, or half as much damage and not restrained on a successful one. The DC for this saving throw is 17.

Frostbite Precision: When the wielder scores a critical hit with the enchanted weapon, they can choose to freeze the target's very soul, causing it to take an additional 3d12 cold damage and granting the wielder temporary hit points equal to their character's level.

Armor:

Glacial Bastion: Once per short rest, as a reaction to taking damage, the wearer can summon an impenetrable shield of ice, gaining temporary hit points equal to their character level for 1 minute.

Frozen Agility: The wearer's agility is enhanced against cold-based threats. They have advantage on Constitution saving throws to avoid being restrained or immobilized by effects such as icy terrain, freezing spells, or similar hazards. Additionally, they can move through non-magical difficult terrain created by ice or snow without expending extra movement. Additionally, once per long rest the wearer of this Materia can negate all cold damage done to themselves and force the creature to take the same damage, ignoring resistances and immunities.

Legendary:

Weapons:

Glacial Cataclysm: Once per long rest, the wielder can unleash a cataclysmic wave of arctic fury from their weapon as an action, creating a 30-foot radius sphere of freezing cold centered on a point they can see within 100 feet. Creatures in the area must make a Constitution saving throw

or take 10d6 cold damage and become restrained for 1 minute on a failed save, or half as much damage and not restrained on a successful one. The DC for this saving throw is 18.

Hoarfrost Obliteration: When the wielder scores a critical hit with the enchanted weapon, they can choose to shatter the target's very essence, causing it to take an additional 4d12 cold damage and granting the wielder temporary hit points equal to their character's level.

Armor:

Glacial Sanctuary: Once per long rest, as a reaction to taking damage, the wearer can summon an impenetrable fortress of ice, gaining temporary hit points equal to their character's level for 1 minute. Additionally all allies within 10ft of the wearer gain a +2 to all Constitution saving throws.

Absolute Frostbound Agility: The wearer's agility is enhanced against cold-based threats. They have advantage on Constitution saving throws to avoid being restrained or immobilized by effects such as icy terrain, freezing spells, or similar hazards. Additionally, they can move through non-magical difficult terrain created by ice or snow without expending extra movement. Additionally, once per long rest the wearer of this Materia can negate all cold damage done to themselves and force the creature to take the same damage, ignoring resistances and immunities.

Lightning Materia

Uncommon:

Weapons:

Thunderous Strike: Once per short rest, the wielder can infuse their weapon with crackling lightning as a bonus action, causing it to deal an additional 1d4 lightning damage on each successful attack for 1 minute.

Shocking Precision: When the wielder scores a critical hit with the enchanted weapon, they can choose to unleash a surge of electricity, preventing the target from taking reactions until the end of their next turn. They also can choose to only take an action or bonus action not both.

Armor:

Electrified Ward: As a bonus action, the wearer can summon a protective barrier of electricity, granting resistance to lightning damage for 1 minute.

Stormstep: The wearer gains the ability to move with the swiftness of lightning. Once per short rest, they can teleport up to 30 feet to an unoccupied space they can see as a bonus action.

Rare:

Weapons:

Thunderous Strike: Once per short rest, the wielder can infuse their weapon with crackling lightning as a bonus action, causing it to deal an additional 1d6 lightning damage on each successful attack for 1 minute.

Stormburst: Once per long rest, the wielder can unleash a burst of lightning from their weapon as an action, creating a 15-foot line that extends out from them. Each creature in the line must make a Dexterity saving throw DC 16, taking 4d6 lightning damage on a failed save, or half as much on a successful one.

Electrifying Impact: When the wielder scores a critical hit with the enchanted weapon, they can choose to surge additional electricity into the target, causing it to take an additional 2d6 lightning damage and be incapacitated until the end of their next turn.

Armor:

Electrified Ward: As a bonus action, the wearer can summon a protective barrier of electricity, granting resistance to lightning damage for 1 minute.

Thunderclap Shield: Once per long rest, as a reaction to taking damage, the wearer can summon a shield of lightning to absorb the blow, gaining temporary hit points equal to their character's level for 1 minute.

Thunderous Charge: Once per short rest, the wearer gains the ability to dash as a bonus action. The first time you dash this way after activating the Materia, you leave behind a trail of crackling lightning. Any creature that moves into or starts its turn within 5 feet of the trail must succeed on a DC 16 Dexterity saving throw or take 2d6 lightning damage. This effect lasts for 1 minute or until the user becomes incapacitated.

Very Rare:

Weapons:

Thunderous Strike: Once per short rest, the wielder can infuse their weapon with crackling lightning as a bonus action, causing it to deal an additional 1d6 lightning damage on each successful attack for 1 minute. Additionally, creatures hit by this attack must succeed on a Strength saving throw DC 17 or be pushed 10 feet away from the wielder. The wielder can also choose to not use this part of the ability.

Stormburst: Once per long rest, the wielder can unleash a burst of lightning from their weapon as an action, creating a 15-foot line that extends out from them. Each creature in the line must make a Dexterity saving throw DC 17, taking 4d6 lightning damage on a failed save, or half as much on a successful one. On a failed save, the creature is also blinded until the end of its next turn.

Electrifying Impact: When the wielder scores a critical hit with the enchanted weapon, they can choose to surge additional electricity into the target, causing it to take an additional 2d6 lightning damage and be incapacitated until the end of their next turn. Additionally, all other creatures within 10 feet of the target must make a Dexterity saving throw DC 17 or take half the damage dealt by this ability.

Armor:

Thunderclap Shield: Once per long rest, as a reaction to taking damage, the wearer can summon a shield of lightning to absorb the blow, gaining temporary hit points equal to their character's level for 1 minute. Additionally, any creature that ends its turn within 10 feet of the wearer must make a Dexterity saving throw DC 17 or take 2d6 lightning damage.

Stormwalker's Stride: Once per short rest, the wearer gains the ability to dash as a bonus action, leaving behind a trail of crackling lightning. Any creature that moves into or starts its turn within 5 feet of the trail must succeed on a Dexterity saving throw DC 17 or take 2d6 lightning damage. Additionally, the wearer gains advantage on Dexterity (Acrobatics) checks made to avoid being grappled or restrained.

Legendary:

Weapons:

Thunderous Wrath: Once per long rest, as a bonus action, the wielder can channel the fury of the storm into their weapon, causing it to crackle with lightning and thunder. For 1 minute, all attacks made with the enchanted weapon deal an additional 2d6 lightning damage and 2d6 thunder damage. Additionally, creatures hit by this attack must succeed on a Strength saving throw DC 18 or be knocked prone.

Tempest Surge: Once per long rest, the wielder can unleash a devastating surge of lightning and thunder from their weapon as an action. All creatures within a 30-foot radius sphere centered on a point they can see within 100 feet must make a Constitution saving throw, taking 10d6 lightning damage and 10d6 thunder damage on a failed save, or half as much on a successful one. The DC for this saving throw is 18.

Arcane Discharge: When the wielder scores a critical hit with the enchanted weapon, they can choose to unleash a torrent of arcane lightning, causing the target to take an additional 4d6 lightning damage and be stunned until the end of their next turn. Additionally, all creatures within 20 feet of the target must make a Dexterity saving throw DC 18 or take half the damage dealt by this ability.

Armor:

Stormguard Barrier: Once per long rest, as a reaction to taking damage, the wearer can summon a swirling barrier of lightning and thunder, granting resistance to all damage for 1 minute. Additionally, any creature that ends its turn within 20 feet of the wearer must make a Constitution saving throw DC 18 or be paralyzed until the end of their next turn. If a creature succeeds on this saving throw they are immune for 24 hours.

Thunderlord's Stride: Once per long rest, the wearer gains the ability to move with the speed of lightning. For 1 minute, they can teleport up to 60 feet to an unoccupied space they can see as a bonus action. Additionally, the wearer's movement does not provoke opportunity attacks, and they have advantage on Dexterity (Acrobatics) checks made to avoid being grappled or restrained.

Acid Materia

Uncommon:

Weapons:

Acidic Assault: Once per short rest, the wielder can unleash a stream of corrosive acid from their weapon as a bonus action, causing it to deal an additional 1d4 acid damage on each successful attack for 1 minute. Additionally, creatures hit by this attack must succeed on a Constitution saving throw or have their AC reduced by 1 until the end of their next turn.

Corrosive Impact: When the wielder scores a critical hit with the enchanted weapon, they can choose to coat the target in a layer of potent acid, causing it to take an additional 2d4 acid damage and suffer disadvantage on its next attack roll.

Armor:

Acidic Resilience: As a reaction to taking damage, the wearer can activate a protective barrier of acidic energy, granting resistance to acid damage until the beginning of your next turn.

Corrosive Defense: The wearer's armor is infused with acidic properties, causing enemies that hit them with melee attacks to take 1d4 acid damage. Additionally, the wearer gains a +1 bonus to AC against melee attacks made with metallic weapons.

Rare:

Weapons:

Frostburning Assault: Once per long rest, the wielder can imbue their weapon with a frigid acid as an action, causing it to deal an additional 1d6 acid damage on each successful attack for 1 minute. Additionally, creatures hit by this attack must succeed on a Constitution saving throw or have their movement speed halved until the end of their next turn.

Venomous Impact: When the wielder scores a critical hit with the enchanted weapon, they can choose to unleash a surge of acidic frost, causing the target to take an additional 3d6 acid damage.

Armor:

Frostcorrosive Barrier: As a reaction to taking damage, the wearer can activate a protective barrier of acidic energy, granting resistance to acid damage for 1 minute.

Venomous Defense: The wearer's armor is imbued with venomous properties, causing enemies that hit them with melee attacks to take 1d6 acid damage. Additionally, the wearer gains a +1 bonus to AC against melee attacks made with metallic weapons.

Very Rare:

Weapons:

Acidic Barrage: Once per long rest, the wielder can unleash a barrage of acidic projectiles from their weapon as an action, coating their strikes in corrosive venom. For 1 minute, all attacks made with the enchanted weapon deal an additional 2d6 acid damage. Additionally, creatures hit by this attack must succeed on a Constitution saving throw DC 17 or have their AC reduced by 2 until the end of their next turn.

Venomous Impact: When the wielder scores a critical hit with the enchanted weapon, they can choose to unleash a surge of corrosive acid, causing the target to take an additional 4d6 acid damage.

Armor:

Acidic Aura: Once per long rest, as a bonus action, the wearer can release a burst of corrosive energy, granting resistance to acid damage for 1 minute. Additionally, any creature that ends its turn within 10 feet of the wearer must make a Constitution saving throw DC 17 or take 2d6 acid damage.

Venomous Defense: The wearer's armor is imbued with venomous properties, causing enemies that hit them with melee attacks to take 2d6 acid damage. Additionally, the wearer gains a +2 bonus to AC against melee attacks made with metallic weapons. You also have resistance to acid damage.

Legendary:

Weapons:

Venomous Torrent: Once per long rest, the wielder can unleash a torrent of acidic fury from their weapon as an action, engulfing foes in a swirling maelstrom of corrosive venom. For 1 minute, all attacks made with the enchanted weapon deal an additional 3d6 acid damage. Additionally, creatures hit by this attack must succeed on a Constitution saving throw DC 18 or have their AC reduced by 3 until the end of their next turn.

Serpent's Bite: When the wielder scores a critical hit with the enchanted weapon, they can choose to deliver a devastating strike infused with potent venom, causing the target to take an additional 6d6 acid damage.

A armor:

Serpentine Aura: Once per long rest, as bonus action, the wearer can unleash a wave of corrosive energy, granting immunity to acid damage for 1 minute. Additionally, any creature that ends its turn within 10 feet of the wearer must make a Constitution saving throw 18 or take 4d6 acid damage.

Venomous Guardian: The wearer's armor becomes an impenetrable barrier of acidic resilience, causing enemies that hit them with melee attacks to take 4d6 acid damage. Additionally, the wearer gains a +3 bonus to AC against melee attacks made with metallic weapons. You also have immunity to acid damage.

Poison Materia

Uncommon:

Weapons:

Venomous Strike: Once per short rest, the wielder can imbue their weapon with toxic venom as a bonus action, causing it to deal an additional 1d4 poison damage on each successful attack for 1 minute. Additionally, creatures hit by this attack must succeed on a Constitution saving throw, DC 15, or become poisoned until the end of their next turn.

Poisonous Crit: On a critical hit, the target takes an extra 2d6 poison damage and must make a Constitution saving throw, DC 15, or become paralyzed until the end of their next turn.

Armor:

Poison Resistance: Once per short rest, while wearing the enchanted armor, the wearer gains advantage on saving throws against being poisoned.

Poisonous Aura: While wearing the enchanted armor, the wearer's presence exudes an aura of toxicity. Enemies that start their turn within 5 feet of the wearer must succeed on a Constitution saving throw, DC 15, or have disadvantage on their next attack roll.

Rare:

Weapons:

Deadly Venom Strike: Once per long rest, the wielder can coat their weapon in potent venom as a bonus action, causing it to deal an additional 1d6 poison damage on each successful attack for 1 minute. Additionally, creatures hit by this attack must succeed on a Constitution saving throw, DC 16, or become poisoned until they succeed on the saving throw. The target can repeat this saving throw at the end of each of their turns.

Venomous Crit: On a critical hit, the target takes an extra 2d6 poison damage and must make a Constitution saving throw, DC 16, or become paralyzed until the end of their next turn.

Armor:

Poison Resistance: While wearing the enchanted armor, the wearer gains advantage on saving throws against being poisoned.

Poisonous Aura: While wearing the enchanted armor, the wearer's presence exudes an aura of toxicity. Enemies that start their turn within 5 feet of the wearer must succeed on a Constitution saving throw, DC 16, or become poisoned until the end of their next turn.

Very Rare:

Weapons:

Venomous Barrage: Once per long rest, the wielder can coat their weapon in potent venom as a bonus action, causing it to deal an additional 2d6 poison damage on each successful attack for 1 minute. Additionally, creatures hit by this attack must succeed on a Constitution saving throw, DC 17, or become poisoned until they succeed on the saving throw.

Venomous Crit: On a critical hit, the target takes an extra 3d6 poison damage and must make a Constitution saving throw, DC 17, or become paralyzed until the end of their next turn.

Armor:

Poison Resistance: While wearing the enchanted armor, the wearer gains advantage on saving throws against being poisoned. The wearer is also resistant to poison damage.

Poisonous Aura: While wearing the enchanted armor, the wearer's presence exudes an aura of toxicity. Enemies that start their turn within 10 feet of the wearer must succeed on a Constitution saving throw, DC 17, or become poisoned until the end of their next turn.

Legendary:

Weapons:

Venomous Barrage: Once per long rest, the wielder can coat their weapon in potent venom as a bonus action, causing it to deal an additional 2d6 poison damage on each successful attack for 1 minute. Additionally, creatures hit by this attack must succeed on a Constitution saving throw, DC 17, or become poisoned until they succeed on the saving throw.

Venomous Crit: On a critical hit, the target takes an extra 4d6 poison damage and must make a Constitution saving throw, DC 18, or become paralyzed until the end of their next turn.

Armor:

Poison Resistance: While wearing the enchanted armor, the wearer gains advantage on saving throws against being poisoned. The wearer is also immune to poison damage.

Poisonous Aura: While wearing the enchanted armor, the wearer's presence exudes an aura of toxicity. Enemies that start their turn within 10 feet of the wearer must succeed on a Constitution

saving throw, DC 18, or become poisoned until the end of their next turn. If the target fails by 5 or more they are also Paralyzed until the end of their next turn.

Necrotic Materia

Rare:

Weapons:

As a bonus action, the weapon glows a sickly green and deals an additional 1d6 necrotic damage with each attack.

Each time the attack hits a creature must make a Constitution saving throw DC 16. On a failure, the attacker gains temp hp equal to twice the necrotic damage dealt. This temp hp can stack with other temp hp.

On a critical hit, the target's hp is reduced twice by the necrotic damage dealt.

Armor:

Weapon Specific Materia

Armor Specific Materia