

Introduction

This document contains a list of magic materials that can be used in construction, items, alchemy projects, etc.

The full repository is located at: <https://github.com/Scionax/RPG-Universe>

“Table Convert” was used to produce markdown tables: <https://tableconvert.com/>

Astral Materials

Astral materials are magical materials with special properties that must be extracted from extra-dimensional astral realms. Unlike other magical materials, they exist co-dependently and interact simultaneously with multiple neighboring dimensions.

Every astral material can be locked into a terrestrial spacial position. The material can therefore “hover” indefinitely, supporting its weight through a distribution of neighboring dimensions. The result is effectively stronger than solid titanium I-beams, allowing the creation of floating buildings, structures, and fixtures.

Extracting and moving astral materials is very difficult, since it is simultaneously traversing multiple dimensions. Their position is firmly planet-locked between the terrestrial and astral realms, and can only be moved with significant magical effort. Alchemists talented with astral shaping must spend countless hours working with the other dimensions to make development possible. It is uncommon to extract it far from the build site since good traversal routes are extremely difficult to map out.

Astral materials cannot be used in items, vehicles, or other mobile objects as they would be incapable of mobility.

Metals	Description
Astralite <i>Light Metallic</i>	Excellent at storing and channeling magic. Its color is affected by the energies and spells stored or passing through it. Enchantments on buildings with Astralite tend to be more flexible and effective.
Etherium <i>Shiny, Platinum</i>	Has strong dimensional magic. Wards against magical spells and spirits cannot pass through it. In theory, with enormous effort, it could enchanted to create portals within the terrestrial realm.
Sandsteel <i>Light Earth-Toned</i>	Water and other liquids pass straight through without resistance, leaving larger molecular impurities behind. Can be enchanted to allow passage of other materials: organic matter, cloth, metals, etc.

Minerals	Description
Cragrock <i>Gray, Light Blue Tint</i>	A very strong building stone of reasonable abundance (comparative to other astral materials). Often forged into solid walls rather than individual bricks. Emanates a calming, serene energy and shelters against magic.
Shadowvein <i>Dark, Shadow-Aura</i>	A hard black stone with minor shading depending on its source. Bends and reduces the intensity of nearby light, casting a dark aura in its presence. Can be enchanted to snuff out nearby fire, heat, light, or magic.

Other Materials	Description
Cinderwood <i>Dark Brown Wood</i>	Cinderwood is a dense, durable wood similar to mahogany. It possesses strong nature, life, and wood-aligned energy and is extremely resistant to natural and magical elements. Repairs itself over time.

Elemental Metals

Metals	Description
Demonite <i>Fiery Red, Black Veins</i>	An alloy of Infernos and Necromium; considered the most lethal metal. Has black veins and leaves trails of fire in its wake. Boils blood on contact, it damages spirits, and enchantments can augment its threat.
Frostbane <i>Icy-Colored Metallic</i>	Perpetually chilled, leaving frost and light trails of cold mist. Will slowly cool down the environment, particularly in enclosed areas. Can enchant with frost and water magic, such as to inflict frostburn.
Infernos <i>Fiery Red</i>	Stores and channels fire magic. Can raise enough heat to forge itself and reforms easily with enchantments. Trails of fire follow in its wake. Can incite physical damage and burns on contact.
Omnis <i>Off-White Metallic</i>	Unnaturally light, can almost slow fall. Extremely durable relative to its mass, but still less durable than other magical materials. Cannot withstand much physical damage; better used in jewelry, decoration, etc.
Shockras <i>Bluish Chrome</i>	Stores a large amount of energy and magic very efficiently. Discharges all at once in a violent electric burst when it exceeds capacity. Develops blue tint and glowing aura when its capacity is being reached.
Sunplate <i>Warm, Deep Orange</i>	Permanently lit and heated. Its pure form gives off as much light as an equally sized torch, but is typically used as an alloy to reduce brightness.
Waveplate <i>Light Metallic</i>	Perpetually generates air and forcefully repels water without experiencing any force itself. Enchantments can alter its effect or allow buoyancy. Used in underwater structures, fountains, breathing apparatuses, etc.

Magic Liquids

Minerals	Description
Arcanus <i>Light Blue Liquid</i>	Reacts strongly to mental energies nearby, particularly any concentration or focus directed at it, and tends to remain pooled while doing so. Repels itself from chaotic focus, but can be controlled with steady focus.
Electra <i>Yellow-Blue Liquid</i>	A viscous, plasma-like liquid that sparks with tendrils of electricity. Slowly generates charge while pooled, but dispenses on contact with conductive material. Dangerous material, but generates free energy.
Phantasia <i>Pure Water, Transparent</i>	A nearly invisible liquid that is otherwise similar to water, but slightly more viscous. Stores illusion magic extremely well, and is easy to enchant as such.
Warpglass <i>Mirror Coating</i>	A viscous, sticky liquid with a perfectly reflective surface. Thick enough use as an adhesive, but typically used to coat something in a mirror. Reflects spells and energies, but can store illusion enchantments with effort.

Magic Metals

Metals	Description
Celestine <i>Chrome Semi-Solid</i>	A semi-solid metal that slowly seeks out nearby celestine, pooling together when possible. Its viscosity, speed, solidity, and range can be easily altered by enchantment. Very easy to shape with magic.
Fey Glass <i>Metallic Aura Glass</i>	Extremely rare. Difficult to classify as metal or glass due to its unusual semi-transparent appearance. Can pass directly through other metals, ignoring them completely as though they were air.
Magnus <i>Dark Chrome</i>	Anchors its position relative to other Magnus, even if airborne. Enchantments can adjust its strength, proportionally affecting its distance. Can easily produce constructs like magnetic lifts and mag-trains.
Mithril <i>Bright Blue</i>	Nearly invincible, even with only a thin layer. By far the most difficult material to extract and shape; requires decades of active effort and smelting in a magical volcano forge. Cannot be reshaped by magic alone.
Necromium <i>Black with Red Veins</i>	Has a dark black metallic look with blood-red or slime-green veins creeping through it, depending on its source. Stores and channels necromancy energies extremely well. Can physically interact with spirits.

Magic Minerals

Minerals	Description
Aurostone <i>Semi-Transparent Gemstone</i>	Auro is a precious, polished, semi-transparent gemstone with an inner aura. It holds magic extremely well, and its aura will adapt to colors that reflect the energies currently stored. Very easy to enchant.
Echostone <i>Light Gray</i>	A light gray marble-like stone that can indefinitely store illusion magic. This material is almost always set with simple illusion enchantments, such as to conceal its appearance.
Shystone <i>Light Brown, Red Tint</i>	Spells and magical energies are instantly deflected and distorted from this stone. It cannot be used to produce magical artifacts, but may be used in warding chambers, practice arenas, beast stables, magic prisons, etc.
Skyvein <i>Off-White, Bluish Tint</i>	Reduces the impact of gravity in the opposite direction gravity is pulling on it. The effect is proportional to the amount of Skyvein and one’s distance from it.
Solidaire <i>Invisible Stone</i>	An invisible stone that represents a blend between “solid” and “air.” It is a strong structural building material, but acts like an invisible force-field with the approximate weight and durability of cement.

Other Magic Materials

Other Materials	Description
Dampwood <i>Brown, Earthy</i>	Absorbs nearby sounds, reducing volume significantly. It can be difficult to communicate by voice nearby. Can create sound-proof environments, and simple enchantments can allow filters or absorption limits.
Druidis <i>Dark Red-Brown</i>	Channels spells and magical energy extremely well. It has almost no resistance, making it an ideal choice for channeling and focusing devices such as wands and staves.
Monoglass <i>Dark-Gray Glass</i>	Light, sound, spells, and magical energies only pass from its back to its front. It is transparent from behind, and a very dark tinted gray from its front. Can be enchanted to allow passage of other materials.
Nevermelt <i>Packed Snow</i>	This heavy snow treats heat as roughly 1/10th its actual temperature, meaning it will never melt in normal environments (including deserts). It can be packed together tightly, but will not freeze into ice either.
Quintessence <i>Semi-Transparent, Any Color</i>	A solidified state of magical essence. There are many types, each with an alchemical field dedicated to it. Each type holds different enchantment archetypes and can be combined with others to create artifacts.
Stardust <i>Yellow-White Sand</i>	This sand follows trails of energy and magic as though attracted by a magnetic field, and may behave like a mini cyclone near strong energies. Can be enchanted to maneuver in interesting ways.