# Planar Metals, version 3E

By Rick Coen and Ken Lipka

In the core D&D rules, the metal used to craft armor and weapons is assumed to be steel. And it's assumed that the only way to get better performance out of one's equipment is through either superior craftsmanship (Masterwork items) or magic (enchanted items). Unfortunately, this tends to limit a campaign and lend a certain vanilla blandness to treasure. Every long sword is exactly the same as every other long sword, regardless of whether it was sculpted by lithe elves or forged by burly dwarves. Every suit of Full Plate is assumed to function like every other suit in existence, despite the fact that one comes from an European-like culture and another from a Japanese-like culture.

Instead, it is much more interesting to have equipment that reflects the culture and world of its origin. This is especially important in a setting like Planescape. The game mechanics should reflect the differences one would expect to find between a great axe forged in the Seven Heavens of Mount Celestia and one made in the Nine Hells of Baator. Different races will use different materials for their weapons, depending on what's available and what their most common enemy is. So, in the interest of a rich tapestry of diversity, these rules for armor and weapons made of materials other than steel have been created.

The metals listed here can be applied to any type of armor or weapon. Some materials metals can only be applied to one item or the other, however, and these exceptions will be noted. In general, it is assumed that an armor or weapon made with a metal other than steel is a single piece of that metal. Thus, a weapon that normally has no metal in it all such as the quarterstaff or whip becomes solid metal. (In the case of the whip, the item is now more properly a chain, but is still treated as the base weapon. Also, whips are not affected by the range adjustment.) All modifiers listed for a metal are applied to the base stats for the item in question. Additionally, each metal "template" can only be applied once. That is, you can't have a Mithril Bronze shield in an attempt to reduce the cost.

# Of Metals and Missiles

The main exception to these rules is ranged weapons. While the weapon metals can be applied to the missile weapon itself, the stat adjustments are only applied to the weapon's use in melee. That is, while you could craft a crossbow out of Meteoric Iron, the metal gives no benefit to ranged attacks but the crossbow can now be used as very effective club without fear of breakage. The planar metals are more usually applied to the ammunition for missile weapons (arrows, bolts, or sling bullets). In the case of arrows or bolts, the listed cost should be halved. (EXAMPLE: For silver-plated arrows, the cost is 5 gp per pound instead of 10.) This is to reflect the fact that only the head of such missiles are actually made of metal. However, there are risks associated with using missiles made with other metals, as the ammo is intended to be disposable. Every missile that misses its target has a 50% of being lost or destroyed, and thus no longer available to the character. On the other hand, every missile that hits its target is considered destroyed. (Yes, realistically you know exactly where the missiles that hit are and you could recover the head of the weapon and make a new one later. But this rule is here to keep balance with the core rules, and a character's time is better spent being a hero rather than a scavenger.)

However, there is another option for marksmen characters that insist on using expensive ammunition. For increased relative cost a character can purchase ammunition crafted from a single piece of metal. In this case, use the listed price adjustment and the 50% lost/destroyed chance is applied to all missiles, regardless of hit or miss. (Yes, this is again unrealistic with respect to sling bullets, but I'm trying to keep these rules simple and balanced with respect to the core rules.)

#### **Of Metals and Magic**

There are two very important "wrinkles" the planar metals system introduces with respect to how magical armor and weapons work in a D&D campaign.

The first wrinkle introduced by the planar metals is how they interact with the Damage Reduction game mechanic. Monsters with DR ignore a certain amount of damage in any combat round unless the damage is inflicted by a magical weapon (such as an arcanaloth's DR of 25/+3) or one made out of a specific metal (such as a werewolf's DR of 15/silver). Some of the planar metals are, due to their otherworldly nature, able to mimic these properties and thus be more effective in combat than their mundane counterparts. The following metals are considered to be

"pseudo-magical": Shadow Adamantine, Celestial Mithril, Baatorian Green Steel, Tanar'ri Red Steel, Githyanki Mithril, Dwarven Blackrock, and Laen. If a weapon is made out of one of these metals, its attack enhancement bonus is considered magical with respect to DR. However, unlike normal magic weapons, these metals do not counter DR that relies on a specific material. (That is, a Blackrock dagger is no more effective against a werewolf than a Steel one.) Unfortunately, this pseudo-magical nature has no affect on the protective nature of armors.

The other wrinkle of the planar metals is with respect to the creation of magical armor and weapons. Masterwork items made out of these metals can be enchanted, just like their steel counterparts. And, like the mundane metals, the magical enhancement bonus doesn't stack with the Masterwork bonus. Plus, the magical bonus does not stack with the metal's inherent bonus either. So, in the case of a magical planar metal, instead use whichever bonus is higher. That is, while a Mithril sword would benefit from a +1 magically enhanced attack bonus, a Baatorian Green Steel one would not. In this latter case, the weapon would still only have the metal's +2 bonus, but it would now be considered a true magical weapon.

# **Metal Descriptions**

Listed below are general descriptions of each metal's appearance and origins. Also, if there are exceptions to the general rules listed above, they will be noted here. Following the descriptions are two tables that summarize the game mechanics associated with each metal.

### STEEL

This is the standard by which all other metals are measured. If the material for a given weapon or armor isn't specified (or obvious), it can be assumed to be made out of steel. The prices listed in the PHB are for steel items and are the base to which the cost modifiers of the other metals are applied. While weapons like swords are assumed to be completely made out of steel, other weapons such as spears are usually formed from a steel head mounted on a wooden shaft. Although steel is durable, it can still rust and be destroyed through repeated use if left untouched. It is assumed that all characters spend a little time each day caring for their weapons and armor so that these problems don't become an issue.

#### GOLD and SILVER

These two metals are more commonly used as money or jewelry. They tend to be very soft and very heavy, making them nearly useless with respect to warfare. However, there are rare instances where precious metals might be made into an armor or weapon. Certain ceremonial items may be crafted from solid gold, and there are a few monsters that can only be easily harmed by silver weapons. Items made from solid gold or silver weigh much more than their steel counterparts, but do less damage (because they deform so easily). This inherent softness means that solid gold or silver weapons don't penetrate armor as well, resulting in much fewer and less damaging critical hits. On the other hand, armors made from solid gold or silver are much easier to penetrate. Their increased weight also tends to hamper movement.

A much more common martial application is to cover an armor or weapon in a thin layer of precious metal. (These items are known as "plated" items.) The advantage to plating an item is that it looks the same as one made from solid gold or silver, but it performs just as well as steel item. Additionally, a werewolf can be harmed equally as well by a silver-plated dagger as it can by a solid silver one. However, there is one flaw associated with plated armors and weapons. Since the coating isn't an integral part of the object, it can be removed by rough handling - such as the abuse associated with combat. If a character is using/wearing a plated item in combat, all attack rolls that are evenly divisible by 5 cause the plating to be destroyed. It can be reapplied at a later date by simply spending the initial cost again.

# BRONZE

A reddish-gold metal that can retain a very high polish, bronze is often considered a "primitive" material. Bronze was the standard metal of war before steel was discovered. It functions nearly as well as steel, but is slightly softer. As a result, bronze weapons don't cause critical hits as easily, and do slightly less damage when one is finally landed. The protective value of bronze armor also suffers slightly. Despite these drawbacks, bronze it still in fairly widespread use. This is because it is less expensive than steel (costing only two-thirds as much as normal) and it doesn't rust. This latter property makes bronze a favorite metal among sailors and others who must work near water.

# IRON

Iron is a dark gray metal that is considered another "primitive" material with respect to warfare, mainly because it was replaced by bronze. Iron is primarily used in the construction of tools and fortifications (such as fences) because of its weight and durability. However, it still occasionally finds use as a weapon because of its density. Although heavy and slow to use, iron weapons hit a little harder than their steel counterparts. Armors forged of pure iron gain a small amount of damage reduction and tend to resist critical strikes due to their solidity. It is also less expensive to make items of iron than of steel (again, costing only two-thirds as much as normal). Another drawback besides its increased weight is that iron tends to rust much more easily than steel, so it requires a lot of care to prevent iron items from succumbing to the elements. Finally, iron has one more property that can either be a hindrance or a benefit, depending on the creativity of the user - the metal is highly magnetic. Iron that is a magnet is commonly known as lodestone.

### MASTERWORK ARMOR and WEAPONS

The masterwork item is the first of the alternate metals that provides a real benefit over plain steel. Actually, "masterwork" doesn't refer to a material, but to craftsmanship. A masterwork armor or weapon is one that has had extra time and attention given to its construction. Perhaps the armor plating is slanted at just right angle to deflect more blows, or the sword has been custom-balanced for the customer. Whatever the reason, a masterwork item performs better in combat without the presence of magic. (Also, only masterwork items are suitable for being turned into magical items.)

Masterwork armor has its own set of bonuses (maximum dexterity, skill penalty, arcane spell failure, and critical check) that are different from those for masterwork weapons (attack, damage, critical check and damage). Both masterwork items are lighter than their normal steel counterparts. The masterwork "metal" is the exception to the rule that an item can only have one metal "template" applied to it. Not only is it possible for any metal to be masterwork, it is possible for an armor or weapon to have more than one masterwork bonus. Simply pay the cost for each bonus desired. (One bonus costs 300 gold more; two bonuses cost 600 gold more.) All costs associated with masterwork are applied after a metal's price modification. Note that the masterwork bonuses are considered enhancement bonuses, so they don't stack with other bonuses but they do offset penalties. (EXAMPLE: An iron sword has a -1 penalty to critical checks, and a +1 bonus to critical damage.)

#### METEORIC IRON (Starmetal)

This uncommon metal is a more "advanced" version of common iron. Because of its origins, it is also called starmetal. It is forged from ore found in meteors that have fallen to the surface of a Prime world. It looks very close to normal iron, but is of a darker and duller appearance. Like its terrestrial counterpart, starmetal is heavier than steel and unwieldy to use. Otherwise, it is far superior to normal iron. Meteoric iron is a much denser metal, and causes more damage when made into weapons (it has a tendency to punch through normal armors and thus stands a better chance of causing a critical hit). As armor, it withstands impact much better than either iron or steel. Additionally, starmetal doesn't rust or suffer from magnetism like common iron.

#### ADAMANTINE (Darksteel)

Adamantine is the name given to a glossy black metal that is the favored material for the smiths of underground races such as the drow and duergar. At first glance, the metal doesn't appear to hold much advantage over steel. Weapons strike a little truer, and armors offer just a bit more protection than their mundane counterparts. However, adamantine's true strength lies in its durability. Since its ore is formed under intense pressure deep in the earth, it's nearly impossible to damage any item made from this metal.

# SHADOW ADAMANTINE (Fadesteel)

This metal is actually a very unusual alloy. It is normal adamantine that has been infused with the substance of the Plane of Shadow. Due to its extra-planar nature, shadow adamantine tends to be slightly out of phase with the rest of reality. This makes weapons more deadly as they pass through normal armors, while armor made of shadow adamantine extends its displaced nature to a wearer, resulting in greater protection. However, the infusion of shadowstuff means that special care must be taken when using items constructed of shadow adamantine. If the item is exposed to bright light for more than 2 rounds, the shadow parts of the metal fades back into the Plane of Shadow. As a result, the item functions exactly the same as if it were made of standard adamantine. This degraded performance lasts until the item has been removed from the light and left in darkness for twice the length of time of

exposure. (EXAMPLE: A shadow adamantine shield is exposed to sunlight for 6 rounds. The shield will function as an adamantine shield until it has been exposed to total darkness for 12 rounds.)

The drow have discovered how to artificially create shadow adamantine using naturally occurring radiation found in the Underdark. However, as this process forces the infusion of shadowstuff, the drow version of the metal is inherently unstable. As a result, if drow shadow adamantine is exposed to sunlight for more than 2 rounds, it completely dissolves and is destroyed.

### MITHRIL

Mithril is a lightweight metal that resembles highly polished silver. While mithril items can be found anywhere its rare ore can be mined, it is most commonly thought of as an elven metal. Although incredibly light when compared to other metals, it is just as strong as steel. Mithril armors tend to be more highly prized than weapons. This is because its lighter weight results in more freedom of movement, making it favored by classes with special abilities that function with little to no encumbrance. Weapons made of this metal can hold a sharper edge than nearly any other metal in existence. While this is highly desirable, hunters of lycanthropes especially favor mithril weapons because mithril is considered to be silver for the purposes of damage reduction.

### CELESTIAL MITHRIL (Glowsteel)

This very rare metal is very similar to shadow adamantine in that is actually an alloy, being mithril that has been infused with energy from the Upper Planes. Celestial mithril appears very similar to its mundane counterpart, but it glows with a very faint light. Although not quite as lightweight as mithril, this metal still offers excellent performance in both armors and weapons. And like mithril, this metal also counts as silver for the purposes of harming creatures. However, its Upper Planar origins give celestial mithril one minor drawback. The flaw is that the energies used to make the alloy give the metal a very slight good alignment. As a result, beings with an evil alignment tend to be uncomfortable around it, leading to some distrust of the wearer.

# BAATORIAN GREEN STEEL (Banesteel)

This sickly green metal is very rarely found outside of the Outer Planes. This is because the ore needed to make the metal is only found on the lower planes, specifically the Nine Hells of Baator. The most common users of baatorian green steel are the baatezu themselves, who use weapons and armors made of this metal in the Blood War (their eternal fight against the tanar'ri). This metal is also known as banesteel due to the fact that weapons made of green steel strike more often and are able to penetrate armor very easily, resulting in more critical hits. Green steel armor is lighter than steel, but stronger resulting in an ability to reduce damage and shrug off the effects of critical hits. However, there is one potentially dangerous drawback to using items made of green steel. Since the metal is almost the exclusive property of the baatezu, the tanar'ri assume the bearer of banesteel to be associated with their hated enemies. At best, they will consider themselves insulted; at worst, they will attack the wearer/wielder on sight.

# TANAR'RI RED STEEL (Bloodsteel)

This rare metal is another product of the Blood War and the Lower Planes. In this case, the metal is crafted in the infinite layers of the Abyss and is used primarily by the tanar'ri. Red steel is also known as bloodsteel. Besides being the color of fresh blood, weapons made from red steel have a tendency to cause horrific wounds, especially during critical strikes. The metal tends to reflect the demonic outlook of the Abyss and really only functions well in weapons; armors made of red steel are only slightly more effective than their steel counterparts. However, there is one potentially dangerous drawback to using items made of red steel. Since the metal is almost the exclusive property of the tanar'ri, the baatezu assume the bearer of bloodsteel to be associated with their hated enemies. At best, they will consider themselves insulted; at worst, they will attack the wearer/wielder on sight.

#### GITHYANKI MITHRIL (Mindsteel)

This very rare metal is mined and forged on the astral plane by an inherently psionic race known as the githyanki. It is dull silver in color, with highlights that resemble distant clouds. The patterns of these highlights slowly shift over time. Like most planar metals, it is far superior to normal steel in both strength and weight. Githyanki mithril is also called mindsteel because of its effects on psionic (or other mental) powers. (The infamous githyanki silver swords are fashioned from this metal.) If used in large quantities, such as armor, mindsteel blunts the effects of mental attacks. Weapons, although they do not protect their wielder from mental attacks, tend to disrupt mental powers by their presence. If a character who is manifesting a power (or casting a spell) is struck by a githyanki mithril weapon, his Concentration check suffers an additional penalty due to the presence of the metal.

### DWARVEN BLACKROCK (Godsteel)

This material is the rarest and most highly prized of all the planar metals. Dwarven blackrock, also known as godsteel, can only be found in the realms of the dwarven gods. It is a miraculous alloy of steel and granite, being treated as either metal or stone depending on which material gives the more favorable effect for the given situation. Godsteel weapons are very easy to control and deliver punishing attacks, even to creatures that would normally be immune to nonmagical weapons. Blackrock armors, despite being lighter in weight than steel, tend to be bulky, limiting movement somewhat. However, most warriors who are lucky enough to own a suit of this metal don't really care as godsteel is nearly impossible to penetrate and it absorbs nearly all damage that's thrown at it.

#### CRANOR (Tree-gold)

This planar metal isn't a metal at all. Cranor is actually a specially treated and hardened tree sap. It resembles amber in appearance, but is just as strong as steel. Although weapons made of tree-gold can be sharper than their metal counterparts, it has a greater benefit as an armor material. This is because being nonmetallic; it doesn't conduct electricity, granting the wearer a minor level of energy resistance. As an added benefit, druids may wear tree-gold armors without penalty. However, because it is tree sap, cranor's crystalline nature means that the material can be broken more easily. This translates to a -2 penalty versus sonic attacks, and items made of cranor are considered to be glass with respect to their ability to withstand damage.

#### LAEN (Smokesteel)

This very rare material is a dense crystal found on the Elemental Plane of Earth. Laen is a cloudy gray crystal that, from a distance, resembles solidified smoke. (Hence, the alternate name of smokesteel.) Its density is what gives laen weapons their enhanced crushing power. As a crystal, armor and weapons are not forged in the traditional manner. Instead, laen has to be made very cold in order to shape it. As a result, smokesteel armor provides a measure of fire resistance to its wearer, but the item itself is vulnerable to cold damage. (A -2 penalty versus cold attacks, and it suffers an additional 2 points whenever the item takes cold damage.) As laen is not a metal, druids may wear smokesteel armors without penalty.

#### STORMWOOD

This material is used primarily to improve the performance of ranged weapons. Stormwood is the name given to lumber harvested from trees that grow on either on the highest mountain peaks of Arborea or the windswept tunnels of Pandemonium. Having grown in the punishing winds, items made of stormwood have an affinity for the air. As a result, weapons made of stormwood are very lightweight, and are able to thrown (or fired) much further than their mundane counterparts. (Pandemonium stormwood differs from its Arborean cousin in that missiles made from it give a distinctive whistle when fired or thrown.) This "template" can only be applied to weapons, and then only those that have a range increment (with the exception of whips). Since the price adjustment for stormwood is affected by the weight of the weapon being so improved, it is exempt from the "one for 50" or "one for 10" rules for ammunition. Instead, simply determine the total weight of the number of missiles to be modified and then calculate the additional cost.

#### LEAF ARMOR

This material can only be used to modify nonmetallic armors. Originally developed by elves, leaf armor can found in any race or culture that lives primarily in a forested environment. Artisans make leaf armor by weaving forest leaves together and then treating them with a special alchemical process. This results in a suit of armor that is as tough and flexible as leather, with considerably less weight and encumbrance. Leaf armor is available in both "springtime" (vivid green) and "autumn" (red, orange, and yellow) styles.

#### DARKWOOD ARMOR

What leaf armor is to nonmetallic armors, darkwood armor is to the metallic ones. Where normal armor uses metal and leather, darkwood uses wood and leaf. The wood comes from the ironwood tree, and is then subjected to an alchemical process similar to that used in leaf armor. The results are similar; a lighter weight and less restrictive suit of armor. The appearance of darkwood armor can vary, as the wood can be treated to have any color or finish. In addition to elven cultures, it can also be found among people that live in metal-poor regions. One additional benefit of darkwood is that the armor is no longer metal, and as such, a druid can wear it with no penalty.

# Weapons

<u>Metal</u> Gold (Solid)	<u>тн</u> 0	<u>Dmg</u> -d4	Threat -2	<u>Crit</u> -2	<u>Crit Mult</u> -1	CrtDmg 0	<u>Wt</u> 100%	Range -10	<u>Cost</u> +150gp/lb	<u>Value</u> +150ap/lb	Notes Counts as cold for DR	<u>Rarity</u> Uncommon
Gold, Large (Solid)	0 0	-d4	-2	-2	-1	0	100%	-10	+150ap/lb.	+150ap/lb.	Counts as gold for DR	Uncommon
Gold (Plated)	0	0	0	0	0	0	-	0	+75gp/lb.	+75gp/lb.	Counts as gold for DR; plating is destroyed on any attack roll evenly divisible by 5	Common
Gold, Large (Plated)	0	0	0	0	0	0	-	0	+75gp/lb.	+75gp/lb.	Counts as gold for DR; plating is destroyed on any attack roll evenly divisible by 5	Common
Silver (Solid)	0	-d2	-1	-1	-1	0	50%	-10	+20gp/lb.	+20gp/lb.	Counts as silver for DR	Uncommon
Silver, Large (Solid)	0	-d2	-1	-1	-1	0	50%	-10	+20gp/lb.	+20gp/lb.	Counts as silver for DR	Uncommon
Silver (Plated)	0	0	0	0	0	0	-	0	+10gp/lb.	+10gp/lb.	Counts as silver for DR; plating is destroyed on any attack roll evenly divisible by 5	Common
Silver, Large (Plated)	0	0	0	0	0	0	-	0	+10gp/lb.	+10gp/lb.	Counts as silver for DR; plating is destroyed on any attack roll evenly divisible by 5	Common
Bronze	0	0	0	-1	0	-1	-	0	66% base	66% base	Slightly softer than steel, less damage on critical hits, doesn't rust	Uncommon
Bronze, Large	0	0	0	-1	0	-2	-	0	66% base	66% base	Slightly softer than steel, less damage on critical hits, doesn't rust	Uncommon
Iron	0	0	0	-1	0	+1	25%	-5	66% base	66% base	Heavier than steel, unwiedly, more damage on critical hits, rusts; Initiative Modifier of -2	Uncommon
Iron, Large	0	0	0	-1	0	+2	25%	-5	66% base	66% base	Heavier than steel, unwiedly, more damage on critical hits, rusts; Initiative Modifier of -2	Uncommon
Steel	0	0	0	0	0	0	-	0	base	base	Standard Material, use weapon stats per PHB	Common
Steel, Large	0	0	0	0	0	0	-	0	base	base	Standard Material, use weapon stats per PHB	Common
Masterwork Weapon	+1*	+1*	0	+1**	0	+1**	-10%	0	+300gp	+300gp	Non-magical ehancement bonus; choose TH <b>or</b> Dmg <b>or</b> (Crit <b>and</b> DrtDmg); can be applied more than once, but take different modifier each time (weight only affected once); Can be applied to other metals, but only to stats with no bonuses granted by metal	Common
Masterwork Weapon, Large	+1*	+1*	0	+1**	0	+2**	-10%	0	+300gp	+300gp	Non-magical ehancement bonus; choose TH <b>or</b> Dmg <b>or</b> (Crit <b>and</b> DrtDmg); can be applied more than once, but take different modifier each time (weight only affected once); Can be applied to other metals, but only to stats with no bonuses granted by metal	Common
Meteoric Iron	0	+d2	0	+1	+1	+1	25%	-5	+180ap/lb	+2500gp	Very heavy and dense material, unwiedly; more damage; does not rust; Initiative Modifier of -2	Uncommon
Meteoric Iron, Large	0	+d2	+1	+1	+1	+2	25%	-5	+Toogp/ib.	+6500gp	Very heavy and dense material, unwiedly; more damage; does not rust; Initiative Modifier of -2	Uncommon
Adamantine	+1	+d2	0	0	0	0	-	0	+240ap/lb	+3000gp	Non-magical enhancement bonus	Rare
Adamantine, Large	+2	+d4	0	0	0	0	-	0	1240gp/lb.	+9000gp	Non-magical enhancement bonus	Rare
Shadow Adamantine	+2	+d2	+1	0	0	+1	-25%	+5	+310ap/lb	+4500gp	Counts as magic for DR; has stats of adamantine in bright light and for time equal to twice exposure after leaving light	Very Rare
Shadow Adamantine, Large	+3	+d4	+1	0	0	+1	-25%	+5	rorogpho.	+11000gp	Counts as magic for DR; has stats of adamantine in bright light and for time equal to twice exposure after leaving light	Very Rare
Mithril	0	0	+1	0	0	0	-50%	+10	+100ap/lb	+1500gp	Counts as silver for DR	Rare
Mithril, Large	0	0	+1	+1	0	0	-50%	+10	see Spins.	+3000gp	Counts as silver for DR	Rare
Celestial Mithril	+2	+d2	+1	+1	0	0	-30%	+5	+350qp/lb.	+5000gp	Counts as silver for DR; counts as magic for DR	Very Rare
Celestial Mithril, Large	+2	+d2	+1	+2	0	0	-30%	+5		+12500gp	Counts as silver for DR; counts as magic for DR	Very Rare
Baatorian Green Steel	+2	+d2	+1	+1	0	0	-40%	+5	+400ap/lb.	+5000gp	Counts as magic for DR	Rare
Baatorian Green Steel, Large	+2	+d2	+2	+2	0	0	-40%	+5	01.101	+15000gp	Counts as magic for DR	Rare

#### Weapons

Metal	TH	Dmg	Threat	<u>Crit</u>	Crit Mult	CrtDmg	Wt	Range	Cost	Value	Notes	Rarity
Tanar'ri Red Steel	+1	+d2	0	0	+1	+1	-40%	+5	100 mm /llh	+5000gp	Counts as magic for DR	Rare
Tanar'ri Red Steel, Large	+2	+d4	0	0	+1	+2	-40%	+5	+400gp/lb.	+15000gp	Counts as magic for DR	Rare
Githyanki Mithril	+2	+d2	+1	+1	0	+1	-30%	+5	+700ap/lb	+10000gp	Counts as magic for DR; inflicts -2 penalty to Concentration checks	Very Rare
Githyanki Mithril, Large	+3	+d4	+1	+1	0	+1	-30%	+5	+700gp/lb.	+19000gp	Counts as magic for DR; inflicts -4 penalty to Concentration checks	Very Rare
Dwarven Blackrock	+3	+d4	+1	+1	+1	+2	-25%	+5	1100ap/lb	+22500gp	Counts as magic for DR; uses best stats of metal and stone	Very Very Rare
Dwarven Blackrock, Large	+4	+d4	+1	+1	+1	+3	-25%	+5	+1400gp/lb.	+30000gp	Counts as magic for DR; uses best stats of metal and stone	Very Very Rare
Cranor	+1	0	+1	+1	0	-1	-25%	+5	100gp/lb	+2500gp	Non-metallic, hardened tree sap; doesn't conduct electricity but vulnerable to sonic damage; non-magical enhancement bonus	Rare
Cranor, Large	+1	0	+1	+1	0	-1	-25%	+5	+100gp/lb.	+2500gp	Non-metallic, hardened tree sap; doesn't conduct electricity but vulnerable to sonic damage; non-magical enhancement bonus	Rare
Laen	+1	+d2	0	0	+1	+1	-	0	1210ap/lb	+4500gp	Non-metallic; dense crystal; unaffected by heat but vulnerable to cold damage; counts as magic for DR	Very Rare
Laen, Large	+2	+d2	0	0	+1	+2	-	0	+310gp/lb.	+11000gp	Non-metallic; dense crystal; unaffected by heat but vulnerable to cold damage; counts as magic for DR	Very Rare
Stormwood	0	0	0	0	0	-1	-50%	+20	+100gp/lb.	+100gp/lb.	Can only be applied to missiles that are mostly wood; a wood from the upper planes that is lighter but just as strong as normal	Rare
Stormwood, Large	0	0	0	0	0	-2	-50%	+20	+100gp/lb.	+100gp/lb.	Can only be applied to missiles that are mostly wood; a wood from the upper planes that is lighter but just as strong as normal	Rare

"TH" is a modifier to the attack roll (to hit)

"Dmg" is a modifier to the damage roll

"Threat" is a measure of the weapon's sharpness and is an adjustment to the number rolled on the die to check for a critical hit. A roll of "20" always results in a critical check.

"Crit" is a measure of the weapon's ability to pentrate armor. It is an adjustment to the critical check roll itself. (A plus to hit that only applies to a critical hit.)

"Crit Mult" is a measure of the weapon's density or other ability to dish out damage and is an adjustment to the weapon's critical multiplier. Minimum multiplier is x1.5 (50% more damage).

EXAMPLE: Meteroic Iron has a Crit Mult of +1. A weapon that normally has a critical multiplier of x2 will have one of x3 if made of Meteoric Iron.

"CrtDmg" is a measure of the weapon's impact ability and is a modifer to the damage scored during a critical hit. It is affected by the weapon's critical multiplier.

EXAMPLE: Meteroic Iron has a CritDmg of +1. A weapon that has a critical multiplier of x3 will do 3 extra points of damage on a critical hit.

"Wt" is a modifer to the weapon's weight. A negative number reduces weight, while a positive number increases it.

"Range" applies only to missile weapons that are constructed of alternate metals. It is a modifier to the weapon's range increment. Minimum range increment is 10. If a metal would reduce a range increment below 10, it is considered 10 but the weapon now has a -4 attack penalty.

"Cost" is the price of the new material. If a "hafted weapon" is being modified (arrows, bolts, spears, etc.), cost should be halved.

"Value" is intended as DM-only information. It is used to help in determing the actual worth of a weapon when creating treasure or starting equipment lists.

Metal	AC	Max	Skill Penalty	Spell Failure	Damage Reduction	Critical Check	\\/t	Cost	Value	Notes	Rarity
	<u>///0</u>	DCA	renary	<u>r anarc</u>	reduction		<u></u>	0051	value		<u>itanty</u>
Gold, Light/Shield (Solid)	-1	0	-1	5%	0	+2	100%	+150gp/lb.	+150gp/lb.	Gold; Considered Medium Armor	Uncommon
Gold (Solid), Medium	-2	-1	-1	5%	0	+2	100%	+150gp/lb.	+150gp/lb.	Gold; Considered Heavy Armor	Uncommon
Gold, Heavy (Solid)	-3	-2	-1	5%	0	+2	100%	+150gp/lb.	+150gp/lb.	Gold	Uncommon
Gold, Light/Shield (Plated)	0	0	0	0	0	0	-	+75gp/lb.	+75gp/lb.	Gold; Plating is destroyed on any attack roll evenly divisible by 5	Common
Gold (Plated), Medium	0	0	0	0	0	0	-	+75gp/lb.	+75gp/lb.	Gold; Plating is destroyed on any attack roll evenly divisible by 5	Common
Gold, Heavy (Plated)	0	0	0	0	0	0	-	+75gp/lb.	+75gp/lb.	Gold; Plating is destroyed on any attack roll evenly divisible by 5	Common
Silver, Light/Shield (Solid)	0	0	0	5%	0	+1	50%	+20gp/lb.	+20gp/lb.	Silver; Considered Medium Armor	Uncommon
Silver (Solid), Medium	-1	0	-1	5%	0	+1	50%	+20gp/lb.	+20gp/lb.	Silver; Considered Heavy Armor	Uncommon
Silver, Heavy (Solid)	-2	-1	-1	5%	0	+1	50%	+20gp/lb.	+20gp/lb.	Silver	Uncommon
Silver, Light/Shield (Plated)	0	0	0	0	0	0	-	+10gp/lb.	+10gp/lb.	Silver; Plating is destroyed on any attack roll evenly divisible by 5	Common
Silver (Plated), Medium	0	0	0	0	0	0	-	+10gp/lb.	+10gp/lb.	Silver; Plating is destroyed on any attack roll evenly divisible by 5	Common
Silver, Heavy (Plated)	0	0	0	0	0	0	-	+10gp/lb.	+10gp/lb.	Silver; Plating is destroyed on any attack roll evenly divisible by 5	Common
Bronze, Light/Shield	0	0	0	-5%	0	+1	-	66% base	66% base	Slightly softer than steel, doesn't rust	Uncommon
Bronze, Medium	-1	0	0	0	0	0	-	66% base	66% base	Slightly softer than steel, doesn't rust	Uncommon
Bronze, Heavy	-1	0	0	0	0	0	-	66% base	66% base	Slightly softer than steel, doesn't rust	Uncommon
Iron, Light/Shield	0	-1	-2	10%	1/-	0	50%	66% base	66% base	Heavier than steel; rusts; considered Medium armor	Uncommon
Iron, Medium	0	-1	-2	10%	1/-	-1	50%	66% base	66% base	Heavier than steel; rusts; considered Heavy armor	Uncommon
Iron, Heavy	0	-1	-2	10%	1/-	-2	50%	66% base	66% base	Heavier than steel; rusts	Uncommon
Steel, Light/Shield	0	0	0	0	0	0	-	base	base	Stanard Material; use armor stats per PHB	Common
Steel, Medium	0	0	0	0	0	0	-	base	base	Stanard Material; use armor stats per PHB	Common
Steel, Heavy	0	0	0	0	0	0	-	base	base	Stanard Material; use armor stats per PHB	Common
Masterwork Armor, Light/Shield	0	+1*	+1*	-5%*	0	-1*	-10%	+300gp	+300gp	Non-magical enhancement bonus; choose <b>ONE</b> modifier; can be applied more than once, but take different modifier each time (weight only affected once); Can be applied to other metals, but only to stats with no bonuses granted by metal	Common
Masterwork Armor, Medium	0	+1*	+1*	-5%*	0	-1*	-10%	+300gp	+300gp	Non-magical enhancement bonus; choose <b>ONE</b> modifier; can be applied more than once, but take different modifier each time (weight only affected once); Can be applied to other metals, but only to stats with no bonuses granted by metal	Common
Masterwork Armor, Heavy	0	+1*	+1*	-5%*	0	-1*	-10%	+300gp	+300gp	Non-magical enhancement bonus; choose <b>ONE</b> modifier; can be applied more than once, but take different modifier each time (weight only affected once); Can be applied to other metals, but only to stats with no bonuses granted by metal	Common
Meteoric Iron, Light/Shield	0	0	-1	5%	1/-	0	25%		+1500gp	Doesn't rust; considered Medium Armor	Uncommon
Meteoric Iron, Medium	+1	-1	-1	5%	1/-	-1	25%	+110gp/lb.	+4500gp	Doesn't rust; considered Heavy Armor	Uncommon
Meteoric Iron, Heavy	+1	-1	-1	5%	1/-	-2	25%		+10000gp	Doesn't rust	Uncommon
Adamantine, Light/Shield	+1	0	0	0	0	0	-		+2000gp	Non-magical enhancement bonus	Rare
Adamantine, Medium	+2	0	0	0	0	0	-	+125gp/lb.	+5000gp	Non-magical enhancement bonus	Rare
Adamantine, Heavy	+3	0	0	0	0	0	-		+10000gp	Non-magical enhancement bonus	Rare

Armors

								Armors	5		
		Max	Skill	Spell	Damage	Critical					
Metal	AC	Dex	Penalty	Failure	Reduction	Check	<u>Wt</u>	<u>Cost</u>	Value	Notes	Rarity
Shadow Adamantine, Light/Shield	+1	+1	+1	0	0	-1	-25%		+3000gp	Pseudo-magical enhancement bonus; has stats of adamantine in bright light and for time equal to twice exposure after leaving light	Very Rare
Shadow Adamantine, Medium	+2	+1	+1	0	1/-	-1	-25%	+200gp/lb.	+8500gp	Pseudo-magical enhancement bonus; has stats of adamantine in bright light and for time equal to twice exposure after leaving light	Very Rare
Shadow Adamantine, Heavy	+3	+1	+1	0	1/-	-1	-25%		+15000gp	Pseudo-magical enhancement bonus; has stats of adamantine in bright light and for time equal to twice exposure after leaving light	Very Rare
Mithril, Light/Shield	0	+2	+3	-10%	0	0	-50%		+1000gp	Silver	Rare
Mithril, Medium	0	+2	+3	-10%	0	0	-50%	+100gp/lb.	+4000gp	Silver; considered Light Armor	Rare
Mithril, Heavy	0	+2	+3	-10%	0	0	-50%		+9000gp	Silver; considered Medium Armor	Rare
Celestial Mithril, Light/Shield	+1	+2	+3	-15%	0	-1	-30%		+4000gp	Silver; Pseudo-magical enhancement bonus	Very Rare
Celestial Mithril, Medium	+1	+2	+3	-15%	0	-1	-30%	+250gp/lb.	+10000gp	Silver; Pseudo-magical enhancement bonus; considered Light Armor	Very Rare
Celestial Mithril, Heavy	+1	+2	+3	-15%	0	-1	-30%		+18000gp	Silver; Pseudo-magical enhancement bonus; considered Medium Armor	Very Rare
Baatorian Green Steel, Light/Shield	+1	+1	+1	-5%	1/-	-2	-40%		+4000gp	Pseudo-magical enhancement bonus	Rare
Baatorian Green Steel, Medium	+2	+1	+1	-5%	1/-	-2	-40%	+250gp/lb.	+10000gp	Pseudo-magical enhancement bonus	Rare
Baatorian Green Steel, Heavy	+3	+1	+1	-5%	1/-	-2	-40%		+18000gp	Pseudo-magical enhancement bonus	Rare
Tanar'ri Red Steel, Light/Shield	0	0	0	-5%	0	-1	-40%		+1000gp	Pseudo-magical enhancement bonus	Rare
Tanar'ri Red Steel, Medium	+1	0	0	-5%	0	-1	-40%	+100gp/lb.	+3000gp	Pseudo-magical enhancement bonus	Rare
Tanar'ri Red Steel, Heavy	+2	0	0	-5%	0	-1	-40%		+6500gp	Pseudo-magical enhancement bonus	Rare
Githyanki Mithril, Light/Shield	+2	+2	+2	-10%	0	-1	-30%		+5500gp	Pseudo-magical enhancement bonus; +1 mental hardness vs. psionic attacks	Very Rare
Githyanki Mithril, Medium	+3	+2	+2	-10%	0	-1	-30%	+300gp/lb.	+12000gp	Pseudo-magical enhancement bonus; +1 mental hardness vs. psionic attacks; Considered Light Armor	Very Rare
Githyanki Mithril, Heavy	+4	+2	+2	-10%	0	-1	-30%		+25000gp	Pseudo-magical enhancement bonus; +1 mental hardness vs. psionic attacks; Considered Medium Armor	Very Rare
Dwarven Blackrock, Light/Shield	+3	-1	-2	0	2/-	-2	-25%		+8000gp	Pseudo-magical enhancement bonus; Strong but bulky; uses best stats of metal and stone	Very Very Rare
Dwarven Blackrock, Medium	+4	-1	-2	0	3/-	-3	-25%	+425gp/lb.	+17000gp	Pseudo-magical enhancement bonus; Strong but bulky; uses best stats of metal and stone	Very Very Rare
Dwarven Blackrock, Heavy	+5	-1	-2	0	4/-	-4	-25%		+40000gp	Pseudo-magical enhancement bonus; Strong but bulky; uses best stats of metal and stone	Very Very Rare
Leaf Armor, Light	0	+1	+2	-5%	0	0	-	+20ap/lb	+750gp	Padded, Leather, Studded Leather only	Rare
Leaf Armor, Medium	0	+1	+2	-5%	0	0	-	120gp/ib.	+750gp	Hide Armor only; Considered Light Armor	Rare
Darkwood Armor, Light	0	+1	+2	-5%	0	0	-		+750gp	Chain Shirt only	Rare
Darkwood Armor, Medium	0	+1	+2	-5%	0	0	-	+50gp/lb.	+2250gp	Considered Light Armor	Rare
Darkwood Armor, Heavy	0	+1	+2	-5%	0	0	-		+6000gp	Considered Medium Armor	Rare
Cranor, Light/Shield	0	0	0	0	Electricty Resistance 5	+1	-25%		+1000gp	Non-metallic, hardened tree sap; doesn't conduct electricity but vulnerable to sonic damage	Rare
Cranor, Medium	+1	0	0	0	Electricty Resistance 5	+1	-25%	+75gp/lb.	+3000gp	Non-magical enhancement bonus; Non-metallic, hardened tree sap; doesn't conduct electricity but vulnerable to sonic damage	Rare
Cranor, Heavy	+2	0	0	0	Electricty Resistance 5	+1	-25%		+6500gp	Non-magical enhancement bonus; Non-metallic, hardened tree sap; doesn't conduct electricity but vulnerable to sonic damage	Rare

	Armors												
Metal	<u>AC</u>	Max <u>Dex</u>	Skill <u>Penalty</u>	Spell <u>Failure</u>	Damage <u>Reduction</u>	Critical <u>Check</u>	<u>Wt</u>	<u>Cost</u>	Value	Notes	<u>Rarity</u>		
Lean, Light/Shield	+1	0	0	0	Fire Resistance 5	0	-		+1500gp	Pseudo-magical enhancement bonus; Non-metallic; dense crystal; unaffected by heat but vulnerable to cold damage	Very Rare		
Laen, Medium	+2	0	0	0	Fire Resistance 5	0	-	+100gp/lb.	+4000gp	Pseudo-magical enhancement bonus; Non-metallic; dense crystal; unaffected by heat but vulnerable to cold damage	Very Rare		
Laen, Heavy	+3	0	0	0	Fire Resistance 5	0	-		+9000gp	Pseudo-magical enhancement bonus; Non-metallic; dense crystal; unaffected by heat but vulnerable to cold damage	Very Rare		

Alternate metals can only be applied to metallic armors and shields. Non-metallic armors can only be affected by Leaf Armor or Masterwork bonuses.

"AC" is adjustment to armor bonus. Minimum value of 0.

"Max Dex" is adjustment to maximum dexterity bonus. Minimum value of 0.

"Skill Penalty" is adjustment to skill penalty. Positive numbers are a bonus; maximum value of 0.

"Spell Failure" is adjustment to arcane spell failure. Minimum value of 0.

"Damage Reduction" is amount of damage subtracted from all attacks against wearer of the armor. Only applies to physical attacks unless otherwise noted.

"Critical Check" is an adjustment to an opponent's critical check (determining if a threat is actually a critical).

"Wt" is a modifer to the armor's weight. A negative number reduces weight, while a positive number increases it.

"Cost" is the price of the new material.

"Value" is intended as DM-only information. It is used to help in determing the actual worth of an armor when creating treasure or starting equipment lists.