

## Planar Metals, version 3.5E

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In the core D&D rules, the metal used to craft armor and weapons is assumed to be steel. It is also 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.

Rather, 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, in the same manner as a template is applied to a creature. Some materials only benefit one category of equipment, however, and these exceptions will be noted. In general, it is assumed that a 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 becomes solid metal. 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

These metal templates may modify only ammunition or melee weapons. While it is certainly possible to craft a long bow out of mithril, for example, it would no longer be flexible enough to use as a missile weapon and would instead become an oddly shaped quarterstaff. Crossbows experience a similar effect. While these missile weapons will still function if made entirely out of metal, there is not enough of the new metal in the bow portion to change the weapon's range increment. (Although the stock of the crossbow will now be a very effective club.)

While all metals are priced within reason to make them a viable option for arrows, bolts, and the like, it must be remembered that ammo is intended to be disposable. Every missile that misses its target has a 50% chance 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.) As a result, archers will always have to balance the benefits of using more powerful ammunition against the cost of replacing it.

However, there is another option for characters that insist on using planar metal ammunition. For increased relative cost a character can purchase missiles crafted from a single piece of metal in order to have the 50% lost/destroyed chance applied to all shots fired, regardless of hit or miss. In this case, use the listed cost as being per individual missile rather than per stack. Example: A stack of 20 mithril longbow arrows costs 11gp. (1gp base + 10gp per stack) If the arrows were to be solid mithril, rather than merely having mithril heads, the stack of 20 arrows would cost 201gp. (1gp base + 20\*10gp per arrow) If the DM allows this option, sling bullets, which are by default considered to be solid pieces of metal, should gain this benefit without an increase in cost.

### Of Metals and Magic

There are two new considerations to take into account when creating magical items using modified metal items as the base. First, some of the metals are already considered to be masterwork materials, meaning that the additional cost normally associated with a masterwork item is not required. (Of course, further levels of masterwork may still want to be applied to the item.) Second, all of the bonuses associated with a metal template are to be considered

enhancement bonuses. As such, they do not stack with magical enhancement bonuses. For example, baatorian green steel has a +2 enhancement bonus to hit. If a +1 *longsword* were to be made from baatorian green steel, it would still only be a +2 weapon rather than +3 (but the weapon would be considered a magic weapon as well as a lawful and evil one).

This odd fact about the nature of the planar metals results in a hidden benefit when creating magical arms and armor from these stronger metals. Essentially, a spellcaster can create more powerful magical items for much less money than he would otherwise spend. Normally, an artisan would have to spend 8000gp to make a +2 *longsword* (bonus squared \* 2000gp). However, since a baatorian green steel longsword is already +2, it only needs to be made magical, which would cost a mere 2000gp (the cost of a +1 enhancement). The 6000gp saved more than covers the 1600gp needed to purchase a baatorian green steel longsword in the first place. However, as enhancement bonuses do not stack, a +3 *baatorian green steel longsword* will still cost 18,000gp to enchant (3 squared \* 2000gp), since the +3 would override the metal's inherent +2.

### **Of Nets, Saps, and Whips**

These three weapons, due to their nature, require special rules when using the metal template system.

Nets are usually made from leather or rope, and are designed to entangle an opponent at relatively close range (up to 10' away). A net made from metal gains only two minor benefits – an increase in the weapon's hardness and hit points, and an increase in the DC of the strength check required to break free. The base DC of 25 is increased by an amount equal to the hit point increase granted by the metal template. (Example: A net made of adamantine chains gains 5 hit points, so the DC to break free of this net is 30.)

Saps are traditionally leather bags filled with sand, or perhaps gravel, used to inflict nonlethal damage and knock a target unconscious. As such, filling a sap with small pieces of metal will negate this purpose, causing the weapon to inflict lethal damage. In effect, the weapon is now identical to a club. The only real benefit to applying a metal template to a sap is the fact that it is smaller in size than a club, and thus could be more easily concealed by a devious character.

Whips are long pieces of woven leather cord. If a metal template is applied to this weapon, it essentially becomes a weaker version of the spiked chain. Thus, it is now capable of inflicting lethal damage to any opponent, regardless of their level of armor or natural armor. Like the spiked chain, the metal whip can also be used to attack adjacent opponents (although the maximum 15' reach is unaffected by the chosen metal template). Additionally, the damage type of the weapon changes to bludgeoning and the damage increases to 1d6 for Medium and 1d4 for Small, which the metal template chosen will further modify. The whip is also the one weapon for which steel can be considered a viable template. If made from steel, the damage of the weapon becomes the previously stated 1d6/1d4 and the cost for the steel whip is 15gp.

### **Metal Descriptions**

Listed below are general descriptions of each metal's appearance, origins, and benefits (or penalties). Following the descriptions are the 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 weapon or armor in the PHB isn't specified (or obvious), it is assumed to be made of steel (or, as is the case with some weapons, a steel head on a wooden handle). The properties listed in the PHB are for steel items and are the base to which the modifiers of the other metals are applied. 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.

#### ***MASTERWORK ARMOR and WEAPONS***

The term "masterwork" doesn't refer to a material, but to a process – in this case, the craftsmanship of an item. 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. Additionally, only masterwork items are suitable for being turned into magical items.

A masterwork item can actually be at one of three sequential levels. The most basic version of masterwork allows for an enhancement bonus to hit for weapons, or a reduction in the armor check penalty of an armor or shield. This first level also reduces the weight of the base item. A second level of masterwork may be applied, at additional cost. The second level grants an enhancement bonus to damage for weapons or an improvement to the maximum dexterity bonus AND a reduction in arcane spell failure for a suit of armor or a shield. The third level, again for additional cost, grants an enhancement bonus to critical confirmation rolls and critical damage for weapons or a penalty to an opponent's critical confirmation roll for armor and shields. As these levels are sequential, the higher levels of masterwork quality can only be obtained after first purchasing the previous levels.

Finally, certain metals due to their very natures are considered to be of masterwork quality. One, this means that magical items made from these metals do not need to have funds spent on making them masterwork. Second, it means that certain aspects of these metals cannot be improved through the use of the masterwork process. As a benefit, this means that the higher levels of masterwork are available for less expense. (Example #1: Adamantine's +1 bonus to hit is considered to be masterwork. Thus, the +1 to damage masterwork level can be applied to an adamantite weapon for 300gp rather than 600gp.) (Example #2: Mithril's +3 bonus/improvement to armor check penalty and +2 bonus to maximum dexterity bonus are both considered masterwork. In order to gain a -1 to the enemy's critical confirmation roll, 300gp must be spent - 150gp for the reduction in arcane spell failure [the remaining part of the second level of masterwork and 150gp for the critical check property.]

### ***BRONZE***

Considered by many to be a primitive and archaic material, bronze was the standard of war for centuries before smiths discovered the secrets to forging steel. Despite general opinion, items made from this reddish-gold metal perform only slightly worse than their steel cousins. As a slightly softer metal, bronze weapons do not penetrate armor as easily resulting in slightly fewer critical hits and less damage on those strikes as the metal deforms slightly from the powerful blow. Likewise, bronze armors aren't as resistant to powerful attacks, and thus allow enemies a slightly better chance of scoring a critical hit. As a minor counter to these penalties, bronze items are one-third less expensive than their steel counterparts and are much more resistant to rust and corrosion. This last benefit makes bronze a favored metal among sea-faring cultures (or adventurers who spend a lot of time near large quantities of water).

### ***ALCHEMICAL SILVER and GOLD***

Pure silver and gold 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 a few monsters that can only be easily harmed by silver weapons. (And the even rarer few that are only susceptible to golden ones.) However, if items of war were made from solid gold or silver, they would weigh much more than their steel counterparts and do much less damage (because they deform so easily). This inherent softness would mean that solid gold or silver weapons wouldn't penetrate armor as well, resulting in much fewer and less damaging critical hits. Similarly, armors made from solid gold or silver would be much easier to penetrate. Their increased weight would also hamper movement.

As a result, alchemists have come up with a process for bonding these precious metals to an ordinary weapon in order to gain the benefits of penetrating damage reduction with very few of the penalties associated with the pure metals. In order to create a weapon or armor of alchemical silver or gold, the base item is dipped into a vat containing a mixture of liquid precious metal and a number of other special chemicals. In a fairly short time, the silver or gold has bonded with the base metal, creating a new alloy. The new metal is slightly softer than the base metal, resulting in a reduced hardness and a slight reduction in damage potential of treated weapons.

As this metal is the result of a process, the cost is fixed, based on the size of the item to be made, rather than the weight. Additionally, mortal alchemists have only figured out how to bond silver or gold with ordinary metals such as steel or bronze. (However, rumors speak of alchemists on the outer planes that know the secret of bonding silver or gold with more exotic metals.)

### ***COLD IRON***

Iron is the primary component of the steel alloy commonly found in weapons and armor. Cold Iron is the name used to refer to ore that has been mined deep underground, where it has been exposed to the mysterious radiations of the Underdark. The ore is then refined and forged at a much lower temperature than normal, in order to preserve the

delicate properties that make this metal so effective against fey (and other supernatural creatures). These properties also make the metal slightly resistant to magic, causing any enchantment process to need additional exotic materials in order for the magic to properly take hold. (This results in the additional 2000gp cost associated with enchanting cold iron.) Cold iron items are slightly heavier than their steel cousins, resulting in small penalties to hit and range for weapons and slightly increased skill check penalties and arcane spell failure percentages for armor and shields. However, this added weight does cause cold iron to inflict a bit more damage on a critical hit, as well as allowing cold iron armors a slightly better chance at resisting a critical blow. Additionally, cold iron armors allow their wearers to benefit from the metal's slight resistance to magic in the form of a small bonus to all saving throws vs. magical effects.

#### *METEORIC IRON (Starmetal)*

Forged from meteors that have survived their fall to the surface of a Prime Material world (hence the alternate name of starmetal), meteoric iron is a heavier and stronger version of cold iron. This dark and dull metal is just as effective against fey and the supernatural as its terrestrial counterpart, but in a heavier and denser package. Its increased weight makes it very difficult to use, resulting in weapons gaining penalties to hit, range increment, and initiative. Meteoric iron armors are more difficult to move in, so wearers have increased dexterity and armor check penalties as well as higher arcane spell failure chances. To offset these problems, starmetal weapons inflict more damage and have a better chance of causing a critical hit. Armors and shields made from this metal not only have a corresponding chance to resist a critical hit, but also gain a small increase in their protective values. Finally, as a result of its unusual origins, meteoric iron is very resistant to rust and corrosion.

#### *ADAMANTINE (Darksteel)*

This metal is a deep, glossy black in color, resembling polished obsidian. Weapons forged of darksteel gain a masterwork bonus to hit, increased damage, and an increased chance to score a critical hit. Armors and shields only gain a masterwork bonus to their armor check penalties. Although these benefits only offer seemingly slim improvement in performance over steel, adventurers tend to prize this metal above nearly all others. This is because adamantine is an ultra-hard metal that is nearly impossible to damage. As such, it can be used to quickly sunder objects and destroy constructs, as it easily penetrates material hardness. To further reflect its diamond-like nature, darksteel armors and shields gain damage reduction that cannot be bypassed by any means (even by adamantine weapons, oddly enough).

#### *SHADOW ADAMANTINE (Fadesteel)*

This very rare metal is an unusual alloy of low-grade adamantine and the essence of the Plane of Shadow, where it is mined and forged. Being from the Plane of Shadow, this strange metal is partially incorporeal. As a result, weapons have a tendency to pass through other metals, resulting in a masterwork bonus to hit and an increased chance of that hit being a critical. This phasing effect also results in armors and shields being easier to move in (reflected by the masterwork quality of the armor check penalty reduction) as well as an increase in protection value as this metal tends to make parts of the wearer incorporeal as well. This property also makes shadow adamantine weapons function similarly to normal adamantine ones by being able to penetrate material hardness. The reason why this metal is called fadesteel is due to the fact that in shadowy or dark conditions, the essence of Shadow bound up in the metal fully manifests, granting the *ghost touch* property to items forged from it.

#### *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 weapons gain a masterwork bonus to hit and an increased threat range, as well as being easier to wield, due to the metal's ability to be forged into much slimmer shapes than ordinary steel. Given its near featherweight, ranged weapons gain a noticeable bonus to their range increment. Also, mithril is just as effective against fey and the supernatural as alchemical silver. However, mithril armors tend to be more highly prized than weapons. Its extreme lightweight causes even bulkier armors to restrict movement much less than their steel versions. The bonus to maximum dexterity bonus and the armor check penalty reduction are of masterwork quality, and there is also a reduced chance of arcane spell failure. These properties are what make elven chainmail highly prized by rogues, bards, and multiclassed arcane spellcasters.

#### *CELESTIAL MITHRIL (Glowsteel)*

This very rare metal is similar to shadow adamantine in that it is actually an alloy – in this case 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 faint light, about equal to that of a candle. Although it is not quite as physically lightweight as standard mithril, it outperforms its mortal counterpart in every way. It provides an improved masterwork bonus to hit, increased damage, increased range increment, a keener striking surface, and a better chance of confirming a critical hit. Celestial mithril armor has masterwork properties identical to that of mithril armor, with an even lower arcane spell failure chance, an improved protection bonus, and the ability to resist the critical hits of enemies. Finally, in addition to being the same as alchemical silver for purposes of damage reduction, glowsteel items are also considered to have a good alignment, allowing them to harm the forces of evil more easily.

#### *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 because the material tends to mirror the baatezu's fondness for surgical strikes – weapons made of baatorian green steel inflict far more critical hits than their mundane counterparts. Baatorian green steel weapons gain a masterwork bonus to hit and damage, as well as bonuses to their threat range and critical confirmation rolls. In a similar manner, banesteel armors have a masterwork bonus to resist critical blows, increased protection values, and small bonuses to maximum dexterity, armor check penalty, and arcane spell failure. Finally, much like celestial mithril, the metal of baatorian green steel is infused with the essence of the plane of its origin. As such, all items forged of this metal are considered to be both lawful and evil for purposes of damage reduction.

#### *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. Tanar'ri red steel is also known as bloodsteel - both for being the color of fresh blood as well as the tendency for weapons forged of this metal to cause horrific wounds, especially during critical strikes. Bloodsteel functions best when made into weapons of war. It grants a masterwork bonus to hit, increased damage, and a higher critical multiplier. For armors and shields, it provides very limited benefit. Its lighter weight provides for a slightly reduced arcane spell failure chance, as well as a masterwork bonus to resist critical hits. The primary reason to find bloodsteel armor is that the metal is tougher than mundane steel, allowing it to stand up to repeated beatings in combat. Like its infernal counterpart of baatorian green steel, tanar'ri red steel is infused with the essence of its plane of origin. For this metal, however, all items forged from it are considered to be both chaotic and evil with regard to damage reduction.

#### *GITHYANKI MITHRIL (Mindsilver)*

This very rare, highly prized, metal is mined and forged on the Astral Plane by the githyanki. Items made of this metal have a dull silver appearance, with faint highlights that resemble distant clouds. (Over a long period of time, the patterns of these highlights will drift and change shape.) Githyanki mithril performs nearly identically to celestial mithril, save that its masterwork properties are its to hit, critical check, AND critical damage bonuses. It also provides a bonus to base damage and range increment. And much like glowsteel, it is considered to be silver with regards to damage reduction. Likewise, armors of githyanki mithril are nearly identical to celestial mithril, although the chance of arcane spell failure is not as low and it does not resist critical strikes any better than normal steel. However, the reason why it is called mindsilver is the reason why the githyanki use it to forge their dreaded silver swords and try to keep them out of non-gith hands. The metal is inherently psionic, and weapons made from this metal more easily disrupt the spells or psionic powers of a struck foe. Additionally, armors forged of mindsilver grant the wearer a small bonus vs. mind-affecting abilities as well as a small increase in mental hardness, allowing the wearer an increased defense against mental attacks. Due to its inherent psionic nature, items of githyanki mithril do not require any crystalline components to be psionically empowered.

#### *DWARVEN BLACKROCK (Godsteel)*

Another planar alloy, this rarest of all metals is considered – rightly so – the ultimate metal, surpassing even adamantine for strength and power. Dwarven blackrock is found only within the mountains of the dwarven gods (yet another reason for its alternate name of godsteel). This masterwork material is a mixture of metal and stone, allowing it to retain the best properties of both materials, with few of their associated penalties. Weapons gain large

bonuses to hit, to damage, as well as increased threat ranges, critical multipliers, and a bonus to critical confirmation rolls. Like adamantine, dwarven blackrock easily penetrates the hardness of any other material. Additionally, weapons forged of godsteel are considered to be adamantine, magic, and blunt, regardless of their actual shape or level of enchantment. Although dwarven blackrock armors are bulkier than their steel counterparts – suffering a lower maximum dexterity bonus and an increased skill check penalty – most adventurers would gladly put up with these minor inconveniences for the benefits gained. Armors and shields forged of godsteel have much greater protection value and hit points, as well offering superb resistance to critical hits. Finally, all dwarven blackrock armors and shields impart damage reduction to their wearers.

Due to its unusual nature as an alloy of metal and stone, godsteel items tend to be more sculpted and carved rather than hammered and forged. As a result, when purchasing an item made of dwarven blackrock, the customer must pay for at least three pounds of the material in order ensure enough working stock to make the desired object properly. (Skilled smiths don't mind this process as the "waste" can be saved for use in making ammunition or studded leather armor.)

#### *CRANOR (Tree-gold)*

This metal isn't metal at all. Instead, it is specially treated and hardened tree sap. It is most commonly found among elves or forest-based metal-poor cultures. Weapons made of tree-gold tend to be sharper than metal, gaining a masterwork bonus to hit, a small increase in range increment, an increased threat range, and an improved chance to cause a critical hit. As cranor is not a metal, it is immune to rust and electricity. This nonconductive property extends itself to those who wear tree-gold armor. Also, as the material isn't metal, druids may wear any type of armor when it is made from tree-gold. However, cranor also has its drawbacks. As it is merely tree sap, items made from this material tend to be brittle and are more easily broken. Additionally, cranor is vulnerable to sonic attacks.

#### *LAEN (Smokesteel)*

Laen is a cloudy gray crystal that, from a distance, resembles solidified smoke. (Hence, the alternate name of smokesteel.) Much like cranor, this very rare material is n't truly a metal. It is actually a dense crystal found on the Elemental Plane of Earth. This density is what provides the benefits associated with it. Weapons receive a masterwork bonus to hit, increased damage, increased critical multiplier, as well as improved hardness and hit points. Additionally, any weapon formed of laen is considered to be blunt, regardless of its actual shape. Armor gains increased protective value, a resistance to critical hits, along with better hardness and hit point values. As smokesteel is not a metal, it is immune to rust and fire, and druids may wear any armor formed from this material. Armors made of laen impart the fire resistance to their wearers. However, as a crystal, smokesteel is vulnerable to cold, which makes it brittle and prone to shattering.

#### *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.) Although intended primarily for ammunition such as arrows or bolts, some bounty hunters find cause to make melee weapons out of stormwood. This is because these weapons become capable of inflicting only nonlethal damage, but at no penalty to hit (although there is a small decrease to the weapon's threat range).

#### *LEAF ARMOR*

This material can only be used to modify nonmetallic armors – padded, leather, studded leather, and hide. Originally developed by elves, leaf armor can found in any race or culture that lives primarily in a forested and metal-poor 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 encumbrance. This results in a bonus to the armor's maximum dexterity bonus and a reduction in both armor check penalty and arcane spell failure. Leaf armor is available in both "springtime" (vivid green) and "autumn" (red, orange, and yellow) styles. This camouflage pattern grants a wearer of leaf armor a +2 bonus to hide checks in natural surroundings.

### *IRONBARK ARMOR*

What leaf armor is to nonmetallic armors, ironbark armor is to the metallic ones. Where normal armor uses metal and leather, ironbark 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. [Ironbark armors gain the same bonus as leaf armors.](#) The appearance of ironbark armor can vary, as the wood can be treated to have any color or finish, [but is quite often done in natural colors to provide a +2 bonus to hide checks in natural surroundings.](#) One additional benefit of ironbark is that the armor is no longer metal, and as such, a druid can wear it with no penalty.

### *DRAGONHIDE ARMOR*

This masterwork material is another nonmetallic solution for druids seeking increased armor. As the name implies, this material is made from the carefully prepared skin and scales of slain dragons. In addition to all shields, only the following armors can be made of dragonhide: hide, breastplate, banded mail, half-plate, and full plate. Besides allowing for more freedom of movement than metal armors (increased dexterity bonus, reduced armor check penalty and arcane spell failure), dragonhide armors also provide a small amount of energy resistance. The type of energy resisted depends on the breath weapon of the dragon from which the hide was taken: red dragonhide resists fire; blue dragonhide resists electricity; etc. Additionally, dragonhide armor provides a benefit to the crafters of magical armors. If a spellcaster seeks to enchant dragonhide armor with an energy resistance effect that matches the armor's energy resistance, the price of the magical enchantment is 25% less than normal.

### *REFERENCE – PHB VALUES FOR WEAPONS, ARMOR, AND SHIELDS*

**Table: Common Armor, Weapon, and Shield Hardness and Hit Points**

<b>Weapon or Shield</b>	<b>Hardness</b>	<b>HP<sup>1</sup></b>
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special <sup>2</sup>	armor bonus x3
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

<sup>1</sup> The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

<sup>2</sup> Varies by material.

Weapons 3.5E

Metal	Type	TH	Dmg	Threat	Crit	Crit Mult	CrtDmg	DR Category	Range	Hardness	Hit Points	Weight	Cost	Value	Special	Rarity
Steel	Ammo	+0	+0	+0	+0	+0	+0	none	+0	per PHB	per PHB	per PHB	per PHB	per PHB	None	Common
	Melee	+0	+0	+0	+0	+0	+0	none		per PHB	per PHB	per PHB	per PHB	per PHB		
Masterwork	Ammo	+1*	+1**	+0	+1***	+0	+1***	none	+0	+0	+0	-10%*	+6gp per stack	+6gp per stack	Three levels - 1st adds *, 2nd adds **, 3rd adds ***. Does not stack with other masterwork materials.	Common
	Melee	+1*	+1**	+0	+1***	+0	+1***	none		+0	+0	-10%*	+300gp	+300gp		
Bronze	Ammo	+0	+0	+0	-1	+0	-1	none	+0	-1	per PHB	per PHB	66% per PHB	per PHB	Item has +4 bonus to resist rust-based attacks	Uncommon
	Melee	+0	+0	+0	-1	+0	-1	none		-1	per PHB	per PHB	66% per PHB	per PHB		
Alchemical Silver	Ammo	+0	-1	+0	+0	+0	+0	Silver	+0	-1	per PHB	per PHB	+2gp per stack	+2gp per stack	Only for Steel or Bronze; Melee Costs: +20gp for Light, +90gp for 1H, +180gp for 2H	Common
	Melee	+0	-1	+0	+0	+0	+0	Silver		-1	per PHB	per PHB	special	special		
Alchemical Gold	Ammo	+0	-1	+0	+0	+0	+0	Gold	+0	-1	per PHB	per PHB	+4gp per stack	+4gp per stack	Only for Steel or Bronze; Melee Costs: +40gp for Light, +180gp for 1H, +360gp for 2H	Uncommon
	Melee	+0	-1	+0	+0	+0	+0	Gold		-1	per PHB	per PHB	special	special		
Cold Iron	Ammo	-1	+0	+0	+0	+0	+1	Cold Iron	-5	per PHB	per PHB	+10%	+2gp per stack	x2 per PHB	Magical enhancements cost +2000gp extra	Uncommon
	Melee	-1	+0	+0	+0	+0	+1	Cold Iron		per PHB	per PHB	+10%	x2 per PHB	x2 per PHB		
Meteoric Iron (Starmetal)	Ammo	-1	+1	+0	+1	+0	+1	Cold Iron	-5	+2	+1	+25%	+10gp per stack	+10gp per stack	-2 penalty to Initiative; item has +4 bonus to resist rust-based attacks	Rare
	Melee	-1	1 size larger	+0	+1	+0	+1	Cold Iron		+2	+1	+25%	+180gp/lb	+2500gp		
Adamantine (Darksteel)	Ammo	+1	+1	+0	+1	+0	+0	Adamantine	+0	20	+5	per PHB	+60gp per stack	+60gp per stack	TH bonus is MW; ignores up to 20 hardness vs. objects	Rare
	Melee	+1	1 size larger	+0	+1	+0	+0	Adamantine		20	+5	per PHB	+250gp/lb	+3000gp		
Shadow Adamantine (Fadesteel)	Ammo	+2	+0	+1	+0	+0	+1	Adamantine	+5	15	+3	-25%	+80gp per stack	+80gp per stack	TH bonus is MW; ignores up to 15 hardness vs. objects; gains ghost touch in shadowy/dark conditions	Very Rare
	Melee	+2	+0	+1	+0	+0	+1	Adamantine		15	+3	-25%	+325gp/lb	+4500gp		
Mithril	Ammo	+1	+0	+1	+0	+0	+0	Silver	+10	15	+2	-50%	+10gp per stack	+10gp per stack	TH bonus is MW; Reduces penalty to -1 per size category difference	Rare
	Melee	+1	+0	+1	+0	+0	+0	Silver		15	+2	-50%	+100gp/lb	+500gp/lb		
Celestial Mithril (Glowsteel)	Ammo	+2	+1	+1	+1	+0	+0	Silver, Good	+5	15	+2	-30%	+80gp per stack	+80gp per stack	Sheds light as candle; TH bonus is MW; Reduces penalty to -1 per size category difference	Very Rare
	Melee	+2	1 size larger	+1	+1	+0	+0	Silver, Good		15	+2	-30%	+350gp/lb	+5000gp		
Baatorian Green Steel (Banesteel)	Ammo	+2	+1	+1	+1	+0	+0	Lawful, Evil	+0	+2	+2	-25%	+80gp per stack	+80gp per stack	TH/Dmg bonus is MW	Rare
	Melee	+2	1 size larger	+1	+1	+0	+0	Lawful, Evil		+2	+2	-25%	+400gp/lb	+5000gp		
Tanar'ri Red Steel (Bloodsteel)	Ammo	+1	+2	+0	+0	+1	+1	Chaotic, Evil	+0	+1	+1	-25%	+80gp per stack	+80gp per stack	TH bonus is MW	Rare
	Melee	+1	1 size larger	+0	+0	+1	+1	Chaotic, Evil		+1	+1	-25%	+400gp/lb	+5000gp		
Githyanki Mithril (Mindsilver)	Ammo	+2	+1	+1	+1	+0	+1	Silver, Psionic	+5	15	+2	-30%	+90gp per stack	+90gp per stack	TH/Crit/CrtDmg bonus are MW; Inflicts -2 penalty to struck foe's Concentration checks for 1 round	Very Rare
	Melee	+2	1 size larger	+1	+1	+0	+1	Silver, Psionic		15	+2	-30%	+700gp/lb	+10000gp		
Dwarven Blackrock (Godsteel)	Ammo	+3	+4	+1	+1	+1	+2	Adamantine, Magic, Blunt	+0	30	+10	+10%	+150gp per stack	+150gp per stack	All bonuses are MW; ignores up to 30 hardness vs. objects; immune to rust; item has best properties of steel or stone (situational)	Extremely Rare
	Melee	+3	2 sizes larger	+1	+1	+1	+2	Adamantine, Magic, Blunt		30	+10	+10%	+1600gp/lb (3 lb. Minimum)	+22500gp		
Cranor (Tree-Gold)	Ammo	+1	+0	+1	+1	0	-1	none	+5	-2	-1	-25%	+10gp per stack	+10gp per stack	Immune to rust; item immune to electricity; item has -2 penalty to saves vs. sonic	Rare
	Melee	+1	+0	+1	+1	0	-1	none		-2	-1	-25%	+100gp/lb	+2500gp		
Laen (Smokesteel)	Ammo	+1	+1	+0	+0	+1	+1	Blunt	+0	+5	+1	per PHB	+40gp per stack	+40gp per stack	TH bonus is MW; immune to rust; item immune to fire; item has -2 penalty to saves vs. cold	Very Rare
	Melee	+1	1 size larger	+0	+0	+1	+1	Blunt		+5	+1	per PHB	+350gp/lb	+4500gp		
Stormwood	Ammo	+0	+0	+0	+0	+0	+0	none	+20	per PHB	per PHB	-50%	+10gp per stack	+10gp per stack	Melee weapons inflict subdual damage with no penalty but have -4 penalty to inflict lethal damage	Rare
	Melee	+0	+0	-1	+0	+0	+0	none		5	per PHB	-50%	+100gp/lb	+100gp/lb		

## Weapons 3.5E

Metal      Type      TH      Dmg      Threat      Crit      Crit Mult      CrtDmg      DR Category      Range      Hardness      Hit Points      Weight      Cost      Value      Special      Rarity

Metal: Name of metal template

Type: "Ammo" refers to ammunition - arrows, bolts, sling bullets, and shuriken; "Melee" is any non-ranged weapon - light, one-handed, or two-handed

TH: Modifier to attack roll

Dmg: Modifier to damage roll; minimum damage is 1 point

Threat: Modifier to weapon threat range; regardless of modifiers, all weapons still threat on a 20

Crit: Modifier to die roll made to confirm threat

Crit Mult: Modifier to weapon critical multiplier; regardless of modifiers, all weapons have a minimum multiplier of x2 (e.g.: +1 means an x3 becomes an x4)

Crt Dmg: Modifier to damage roll on a confirmed critical; number is added to base damage prior to multiplication

DR Category: Indicates which forms of damage reduction the metal can overcome

Range: Modifier to range increment of weapon associated with the ammo in question

Hardness: Modifier to weapon's hardness rating; a +/- indicates a change from the base value, a flat number indicates the total new value

Hit Points: Modifier to weapon's hit points; weapons have minimum of 1 hit point

Weight: Modifier to weapon's weight

Cost: Price of new metal; based on weapon's original weight prior to applying metal template; must be purchased for each head of a double weapon

Value: Price of metal template as if it were a magical item; used primarily by DM when awarding treasure

Speical: Other properties of metal template

Rarity: Measure of how easy it is to find and purchase weapons made from this material; used primarily by DM

Armors 3.5E

<u>Metal</u>	<u>Type</u>	<u>AC</u>	<u>Max Dex</u>	<u>Skill Penalty</u>	<u>Spell Failure</u>	<u>Damage Reduction</u>	<u>Critical Check</u>	<u>Hardness</u>	<u>Hit Points</u>	<u>Weight</u>	<u>Cost</u>	<u>Value</u>	<u>Special</u>	<u>Rarity</u>
Steel	Shield	+0	+0	+0	+0	none	+0	per PHB	per PHB	per PHB	per PHB	<i>per PHB</i>	None	Common
	Armor	+0	+0	+0	+0	none	+0	per PHB	per PHB	per PHB	per PHB	<i>per PHB</i>		
Masterwork	Shield	+0	+1**	+1*	-5%**	none	-1***	per PHB	per PHB	-10%*	+150gp	+150gp	Three levels - 1st adds *, 2nd adds **, 3rd adds ***. Does not stack with other masterwork materials.	Common
	Armor	+0	+1**	+1*	-5%**	none	-1***	per PHB	per PHB	-10%*	+150gp	+150gp		
Bronze	Shield	+0	+0	+0	+0	none	+1	-1	per PHB	per PHB	66% per PHB	<i>per PHB</i>	+4 bonus to resist rust-based attacks	Uncommon
	Armor	+0	+0	+0	+0	none	+1	-1	per PHB	per PHB	66% per PHB	<i>per PHB</i>		
Alchemical Silver	Shield	+0	+0	+0	+0	none	+0	8	per PHB	per PHB	+100gp	+100gp	Only for Steel or Bronze; +100gp for Light, +200gp for Medium, +400gp for Heavy	Common
	Armor	+0	+0	+0	+0	none	+0	8	per PHB	per PHB	special	<i>special</i>		
Alchemical Gold	Shield	+0	+0	+0	+0	none	+0	8	per PHB	per PHB	+200gp	+200gp	Only for Steel or Bronze; +200gp for Light, +400gp for Medium, +800gp for Heavy	Uncommon
	Armor	+0	+0	+0	+0	none	+0	8	per PHB	per PHB	special	<i>special</i>		
Cold Iron	Shield	+0	+0	-1	+5%	none	+0	10	per PHB	+10%	x2 per PHB	x2 <i>per PHB</i>	Grants +1 bonus to saves vs. spells/spell-like abilities; magical enhancements cost +2000gp extra	Uncommon
	Armor	+0	+0	-1	+5%	none	+0	10	per PHB	+10%	x2 per PHB	x2 <i>per PHB</i>		
Meteoric Iron (Starmetal)	Shield	+1	-1	-1	+5%	none	-1	+2	per PHB	+25%	+110gp/lb	+3000gp	+4 bonus to resist rust-based attacks; light armor is medium armor, medium armor is heavy armor	Rare
	Armor	+1	-1	-1	+5%	none	-1	+2	per PHB	+25%	+110gp/lb	+3000gp		
Adamantine (Darksteel)	Shield	+0	+0	+1	+0	1/-	+0	20	+33%	per PHB	+150gp/lb	+5000gp	Skill Penalty bonus is MW	Rare
	Armor	+0	+0	+1	+0	L=1/-, M=2/-, H=3/-	+0	20	+33%	per PHB	+150gp/lb	L=+5000gp, M=+10000gp, H=+15000gp		
Shadow Adamantine (Fadesteel)	Shield	+1	+1	+1	-5%	none	+0	15	per PHB	-25%	+200gp/lb	+3000gp	Skill Penalty bonus is MW; Gains ghost touch in shadowy/dark conditions	Very Rare
	Armor	+1	+1	+1	-5%	none	+0	15	per PHB	-25%	+200gp/lb	+3000gp		
Mithril	Shield	+0	+2	+3	-10%	none	+0	15	per PHB	-50%	+100gp/lb	+1000gp	Max Dex/Skill Penalty bonus is MW; Heavy armor is medium armor, medium armor is light armor	Rare
	Armor	+0	+2	+3	-10%	none	+0	15	per PHB	-50%	+100gp/lb	+4000gp		
Celestial Mithril (Glowsteel)	Shield	+1	+2	+3	-15%	none	-1	15	per PHB	-30%	+250gp/lb	+4000gp	Sheds light as candle; Max Dex/Skill Penalty bonus is MW; Heavy armor is medium armor, medium armor is light armor	Very Rare
	Armor	+1	+2	+3	-15%	none	-1	15	per PHB	-30%	+250gp/lb	+10000gp		
Baatorian Green Steel (Banesteel)	Shield	+2	+1	+1	-5%	none	-2	per PHB	per PHB	-25%	+250gp/lb	+4000gp	Critical Check is MW	Rare
	Armor	+2	+1	+1	-5%	none	-2	per PHB	per PHB	-25%	+250gp/lb	+10000gp		
Tanar'i Red Steel (Bloodsteel)	Shield	+0	+0	+0	-5%	none	-1	per PHB	+5	-25%	+100gp/lb	+1000gp	Critical Check is MW	Rare
	Armor	+0	+0	+0	-5%	none	-1	per PHB	+5	-25%	+100gp/lb	+3000gp		
Githyanki Mithril (Mindsilver)	Shield	+1	+2	+2	-10%	none	+0	15	per PHB	-30%	+300gp/lb	+5500gp	Max Dex/Skill Penalty bonus is MW; grants +1 bonus to saves vs. mind-affecting; grants +1 mental hardness	Very Rare
	Armor	+1	+2	+2	-10%	none	+0	15	per PHB	-30%	+300gp/lb	+12000gp		
Dwarven Blackrock (Godsteel)	Shield	+3	-1	-2	+0	2/-	-2	30	+50%	+10%	+500gp/lb	+8000gp	All properties are MW; immune to rust; has best properties of steel or stone (situational)	Extremely Rare
	Armor	+3	-1	-2	+0	L=2/-, M=3/-, H=4/-	-3	30	+50%	+10%	+500gp/lb	L=+8000gp, M=+17000gp, H=+40000gp		
Cranor (Tree-Gold)	Shield	+0	+0	+0	+0	Electricity 5	+1	-2	-5	-25%	+100gp/lb	+1000gp	Non-metallic; immune to rust; -2 penalty to saves vs. sonic	Rare
	Armor	+0	+0	+0	+0	Electricity 5	+1	-2	-5	-25%	+100gp/lb	+3000gp		

### Armors 3.5E

<u>Metal</u>	<u>Type</u>	<u>AC</u>	<u>Max Dex</u>	<u>Skill Penalty</u>	<u>Spell Failure</u>	<u>Damage Reduction</u>	<u>Critical Check</u>	<u>Hardness</u>	<u>Hit Points</u>	<u>Weight</u>	<u>Cost</u>	<u>Value</u>	<u>Special</u>	<u>Rarity</u>
Laen	Shield	+1	+0	+0	+0	Fire 5	-1	+2	+5	per PHB	+125gp/lb	+1500gp	Non-metallic; immune to rust; -2 penalty to saves vs. cold	Very Rare
(Smokesteel)	Armor	+1	+0	+0	+0	Fire 5	-1	+2	+5	per PHB	+125gp/lb	+4000gp		
Leaf	Shield	(not available for shields)											Only for non-metal armors; non-metallic; immune to rust; medium is light; +2 to Hide checks in natural surroundings	Rare
	Armor	+0	+1	+2	-5%	none	+0	per PHB	per PHB	per PHB	+20gp/lb	+750gp		
Ironbark	Shield	(not available for shields)											Only for metal armors; Non-metallic; immune to rust; medium is light, heavy is medium; +2 to Hide checks in natural surroundings	Rare
	Armor	+0	+1	+2	-5%	none	+0	per PHB	per PHB	-25%	+30gp/lb	+2250gp		
Dragonhide	Shield	+0	+2	+1	-10%	Energy 2*	+0	10	per PHB	per PHB	+100% + 300gp	+100% + 300gp	Only for Hide, Breastplate, Banded, Half-plate, Full Plate; all properties are MW; Non-metallic; immune to rust; *DR based on donor dragon; magic affinity (see text)	Rare
	Armor	+0	+2	+1	-10%	Energy 2*	+0	10	per PHB	per PHB	+100% + 300gp	+100% + 300gp		

Metal: Name of metal template

Type: Shield refers to any size of shield (Buckler, Light, Heavy, Tower); Armor refers to any category of armor (Light, Medium, Heavy)

AC: Modifier to item's armor or shield bonus; minimum of 0

Max Dex: Modifier to item's maximum DEX bonus; minimum of 0

Skill Penalty: Modifier to item's armor skill check penalty; maximum of 0

Spell Failure: Modifier to item's arcane spell failure chance; minimum of 0

Damage Reduction: Indicates what kind of DR the armor or shield imparts to the wearer

Critical Check: Modifier to opponent's die roll to confirm a critical hit

Hardness: Modifier to armor's hardness rating; a +/- indicates a change from the base value, a flat number indicates the total new value

Hit Points: Modifier to armor's hit points; a +/- indicates a change from the base value, a flat number indicates the total new value

Weight: Modifier to armor's weight

Cost: Price of new metal; based on armor's original weight prior to applying metal template

Value: Price of metal template as if it were a magical item; used primarily by DM when awarding treasure

Special: Other properties of metal template

Rarity: Measure of how easy it is to find and purchase armor made from this material; used primarily by DM