

Exotic Materials for Weapons and Armour

There are many reasons why a character may need adventuring

equipment made from non-standard materials. Sidhe, for example, cannot use ferrous metal, and many creatures can only be hit by silver weapons. The impact of this on how equipment behaves is explained below.

Weapons that become blunt after a defined number of rounds can be sharpened. This takes one turn per degree of bluntness (i.e. a copper sword used for 20 rounds needs 2 turns to sharpen).

Material	Cost Modifier	Enc	Weapons	Armour
Adamantine	X100	Standard	Never blunts. Can hit creatures immune to magic weapons up to +2, cannot hit creatures that require silver to hit.	Looks like darkened steel. +1 to saves vs. fire based attacks
Aluminium	X100	-50%	Blunts in 5 rounds, -1 to hit and damage per 5 rounds.	Soft, armour class penalised by 3. Never tarnishes. +1 to saves vs. electricity and acid
Arachnium	X10000 (very little on Mystara)	-75%	Never blunts. Holds perfect edge. +3 to hit, double damage on a roll of 17-20. Cannot be enchanted.	Blocks mental attacks, including scrying and immortal probes and power attacks. Armour class improved by 2. Cannot be enchanted.
Bronze	X1.5	Standard	Blunts in 10 rounds, -1 to hit and damage per 10 rounds use	Component breaks if attacker rolls a 20, -1 penalty to armour class per broken part
Copper	X5	+10%	Blunts in 5 rounds, -1 to hit and damage per 5 rounds use.	Turns green with time. +2 save vs. electrical attacks. Armour class penalised by 2.
Cinnabryl (depleted, a.k.a. Red Steel)	X3	-50%	Very rare.	Can only be worn by those afflicted with the Red Curse
Collapsium	X500	-25%	Identical to steel unless powered – each blow from powered weapon causes 6d6 electrical damage per charge used	Identical to steel unless powered. Powered collapsium uses 1 charge per blow taken, improves armour class by 5
Duralloy	X4000	Standard	Never requires sharpening. Almost indestructible. Double damage on 20. Can hit up to magical +3. Cannot be enchanted.	Improves AC by 3. Saves vs. spells improved by 2. Cannot be enchanted.
Eisenmond Steel	X50 – extremely rare (one mine, Rockhome, Dwarves not saying where)	Standard	Standard, glows blue. -10% initial enchantment cost, +5% chance.	Standard, glows blue. -10% initial enchantment cost, +5% chance.
Electrum	X50	+75%	Heavy, -1 to hit. Blunts in 10 rounds, -1 to hit and damage per 10 rounds use. Half damage to creatures needing silver to hit	Heavy. Armour class penalised by 2. +1 save vs mental attacks and acid.
Flint	X5	Standard	Blunts in 10 rounds, -1 to hit and damage per 10 rounds use – CANNOT be sharpened other than by a craftsman skilled in flint knapping. Maximum weapon size is dagger	Impossible.
Gold	X100	+150%	Very heavy, -2 to hit. Blunts in 5 rounds, -1 to hit and damage per 5 rounds use.	Extremely heavy. Looks epic. Armour class penalised by 3. Dexterity penalised by 3. +2 save vs. mental attacks and acid
Iridium	X500	+200%	Almost impossibly heavy, -5 to hit. +2 to damage. Hits up to magical +4, cannot hit targets requiring silver. Item cannot be teleported or put in extradimensional space. Cannot be enchanted.	Ridiculously heavy. Armour class improved by 3. Dexterity penalised by 5. Save vs. all magical attacks and acids +4, wearer cannot be teleported, dimension doored, +4 bonus to saves vs. mental effects.. Cannot be enchanted.
Isiidum	Cannot be bought (very little on Prime Plane)	-50%	+3 to hit, +6 to damage.	Almost indestructible, bonus of 2 to armour class, +1 to all saves.

Mithril	X1000	Standard	Never blunts, can hit creatures immune to normal and non-silver weapons up to magical +1.	Never needs polishing. May deter some foes. AC improver by 2
Platinum	X500	+160%	Incredibly heavy, -3 to hit. Blunts in 7 rounds, -1 to hit and damage per 7 rounds use.	Heavy. Never needs polishing. Armour class penalised by 2, dexterity penalised by 3. +4 save vs acid.
Rhodium	X750	+50%	Heavy, -1 to hit, can hit creatures immune to normal weapons and non-silver weapons. Cannot cross planar boundaries without a Gate. +2 damage to extraplanar creatures	Never needs polishing. May deter some foes. Cannot cross planar boundaries without a Gate.
Silver	X10	+20%	Can hit creatures immune to non-silver foes. Blunts in 10 rounds, -1 to hit per 10 rounds use.	May repel some foes, armour class penalised by 2.

Adamantine: Cannot be forged as such, and can only be cast into form using the hottest of forges, hence its huge cost. Adamantine looks like a bluer form of steel, and can be enchanted at normal cost.

Aluminium: A light, soft, silvery metal that is extracted from its ores using electrical forges, as used by some clans of gnome and technological civilisations such as ooard. Aluminium is difficult to forge, typically burning in forge conditions, but it is an excellent metal for casting. While having many useful applications, aluminium is a poor choice for weapons and armour except where weight is of the utmost importance.

Arachnium: The strange, light alloy that planar spiders use to construct their ships. It is immensely hard, extremely light, holds an edge almost perfectly. It is magically inert and cannot be enchanted, but it is not magically resistant like, for example, iridium. It is extraordinarily uncommon on Mystara, but cannot be made there, as conditions known only to planar spiders are necessary to make it. It requires no special skills to forge. It is estimated that the total amount of arachnium on the whole of Mystara is probably around enough to make a few dozen swords or a couple of suits of armour.

Bronze: Various combinations of copper, tin and zinc are known either as brass or bronze. Bronze is most commonly used by pre-iron age societies, but bronze weapons are relatively easy to cast and persist in societies that have otherwise developed iron tools and weapons. Bronze weapons remain popular

among the Sidhe, who cannot use iron or steel.

Collapsium: A bright, shining alloy similar to steel but which can only be produced in the intense heart of a collapsing star. Federation vessels use it in arms and armament, and it is ideally suited to such uses if it can be fully powered. It can be powered by either Federation or Ooard power packs, but the methods for both forging collapsium and creating conduits to power it are known only to a few gnomish and nagpa sages.

Copper: The oldest worked metal, but not a good choice for weapons and armour. The most ancient magical weapons and armour of all are crafted from copper. Provides some extra protection from electrical attacks.

Cinnabryl (Red Steel): Usually alloyed with steel, the depleted form of a metal required for those on the Savage Coast to remain healthy. A superb material for weapons and armour, being light and hard, but only those from the Savage Coast can wear it without suffering any ill effects. Red Steel blades are much sought after, and can be enchanted.

Duralloy: Originating from an unknown source on Skothar, this strange metal appears very like a less reflective form of steel. It can be worked like steel, and has tremendous durability when made into either weapons or armour.

Eisenmond Steel: A blue tinged, glowing form of steel created from ore that comes from a single mine in Rockhome. It is unclear why it glows, but this steel is excellent for

creating enchanted weapons and armour.

Electrum: An alloy of gold and silver, it keeps a better edge than gold but is a poor choice of material for weapons unless enchanted. It provides some extra protection against mental attacks and electricity. Ceremonial weapons and armour are often crafted from high silver content gold (essentially electrum).

Flint: Flint and other kinds of stone are the earliest form of worked weapons. It is not possible to create a practical blade bigger than a dagger from flint, but daggers, axes, hammers, arrow heads *etc.* made from flint can be very effective.

Gold: Only used in ceremonial weapons and armour of extreme value, gold does however provide some extra protection against mental and electrical attacks. It is too heavy and far too soft for most practical weapon and armour applications.

Iridium: A silvery metal that is one of the heaviest and most magically inert metal. It cannot be teleported, moved with dimension door *etc.*, and cannot be forced into a bag of holding or other extradimensional space. Any creature clad in iridium is also cannot be teleported. It is also a very hard metal and holds an excellent edge. When crafted into blades, they are almost unusably heavy, but can strike creatures immune to all but the most powerful magical weapons. Iridium cannot be enchanted.

Isiidum: An alloy only produced by the Isiidi on the plane of Rylum, this strange material is always warm to the touch. It is harder than steel, and

holds a far better edge, being arguably the most damaging material for bladed weapons ever discovered. Very little of this material is known to be on the Prime Plane, and it is practically impossible to buy.

Mithril: Extracted in small amounts from other precious metals, mithril is a highly prized material believed to be a form of silver that has some of the physical properties of the very finest steel. It can strike foes that can only be hit by silver weapons, even some of those immune to magic, but it is most profitably used to make armour.

Platinum: Among the most precious and least reactive metals, but a poor choice for weapons or armour in most contexts.

Rhodium: A strange metal with a poorly understood capacity to anchor itself to a plane. Those wearing rhodium armour cannot be affected by any spell that would send them across planar boundaries, including effects such as ethereality or maze, but they can choose to step through planar gates. Weapons made from rhodium inflict extra damage to creatures not on their home planes.

Silver: The best option for striking at certain foes, silver is not a great option as an all-purpose weapon material. Silver armour may provide some protection against certain incorporeal foes, and lycanthropes may need to make a morale check to attack a foe wearing silver armour.