

Metalworking

In the Enchanted Realms world, most weapons and armor of an extraordinary nature, sometimes called magical, are little more than enhanced skill and better materials. That said, *detect magic* still sees many of them. In fact, a vein of raw orichalcum will radiate as magical; however, pinpointing it specifically with *detect magic* is a bit more detailed and may be unperceivable due to depths of granite or other inert rock. However, a raw nugget would glow is observed with such an axiom.

Fashioning the different ores into tools and weapons requires skills. In this section, we will focus on armoring and weaponsmith – and restrict things to metals. Below is a list of the most-commonly used metals (not to imply these metals are common in the fantasy world).

Materials

Ore	Availability	Value	Description
Iron	Abundant	5 bits per pound raw	This is the metal most common for the fashioning of weapons.
Steel	Created	Steel takes on a market value of about 1 gold per pound after being created	With enhanced skill and adding charcoal, this Alloy can be created to create a work of quality which adds +1 to hit for weapons or an additional point to AC.
Silver	Common	15 gold per pound raw 20 gold per pound refined	Silver for coinage or silvering weapons to allow striking certain types of creatures which are resistant or unaffected by iron ones. The silver bit is smaller than the gold piece and due to density differences in the metals, 400 bits weigh one pound.
Gold	Semi-Common	90 gold per pound raw 100 gold per pound refined	Gold is used for coinage. 100 gold pieces weigh one pound. A gold piece is roughly twice the size of a silver bit.
Electrum	Semi-Common	20 gold per pound raw 25 gold per pound refined	This naturally occurring greenish metal is not uncommon to find; however, it exists in less abundance than platinum. In Enchanted Realms, it should not be confused with the real-world alloy of gold and silver. It is rare that people have used it as a coin because it tends to smelt well with other metals.
Orichalcum	Unusual	35 gold per pound raw	This is a yellowish, lightweight and semi-porous metal, which by itself is brittle and almost powdery; however, it can be mixed with iron to make quality steel. Deposits of orichalcum are rare.
Meteore	Unusual	40 gold per pound raw	This rare dark-blue metal is sometimes called Thunder-Metal or Sky-Ore. There are no natural deposits in the ground, as this falls from the sky in chunks in ranges from a pound up to a rare 50-pound rock. It is heavy but offers endurance and tensile strength to the alloys with which it is made.
Scarletite	Unusual	62 gold per pound	This rare red ore is a component required for forging a flame-blade.
Mythril	Unusual	225 gold per pound	This whitish-blue ore mystically grows in unexpected places, but quite rare, nonetheless. It has what some describe as an organic factor to its deposits. A vein was once found at the bottom of an underground lake but attempts to drain the water were unsuccessful as the mythril vein mysteriously seem to replenish the aquifer. There have been cases where a treant has grown tusks of mythril, making the small deposits rather difficult to obtain. Sometimes a mythril vein runs through lava flows and relocates itself. It is a very supernatural ore with a lack of rules of physics by which it behaves.
Algidum	Scarce	200 gold per pound raw	This metal is a very peculiar metal that cannot be forged in fire, but rather requires the rare skill of <i>cold-metallurgy</i> to fashion. It is also the only physical material known to extend into the ethereal plane; therefore, weapons made from algidum can harm a non-corporeal creature, such as a banshee.
Adamantine	Scarce	250 gold per pound raw	The sparse pitch-black ore is very heavy and offers amazing protection in armors. Adamantine is so sparse a material that entire quests have been created just to find some.

Skills

When forging weapons and armor, the skills of either armoring or weaponsmith are required. Those base skills allow normal weapons and armor to be created. However, to work with more difficult ores, other skills must be obtained.

Armoring / Weaponsmith

As stated above, these two skills are the cornerstone for fashioning metal weapons and armor. The metals copper, brass, bronze, iron and tin can be manipulated with either of these skills. Additionally, this skill requires a kiln.

Enhanced Metals

This is the next skill, which can build upon either of the two previous ones. No new resources are needed with this skill, but it will allow two new metals to be fashioned.

Silver

The first is silver, which allows a plating process to occur over a normal weapon. This silvering treatment effectively creates a “silver weapon” which is most helpful when fighting lycanthrope or other creatures that cannot be struck effectively by normal weapons. Other than being a “silver weapon,” those plated by the shimmering metal act identically to a normal weapon. “Silver weapons” do not detect as magical.

Steel

Steel is the process of adding carbon to iron and producing higher temperatures from one’s kiln to remove the impurities from the ore. The result is a weapon or armor of quality. Armor gains +1 to the base AC. A weapon becomes +1 to hit on attack rolls. However, it is not special like a “silver weapon;” it can only injure the same creatures that an iron weapon would. Moreover, steel weapons cannot be identified by a *detect magic* spell. Finally, one important detail to steel is that shields constructed from it do not gain a bonus to AC; steel shields are still only have an AC of 2 but have a look of higher workmanship.

Enchanted Metals

This is an advanced skill in metallurgy. Not just every smith will have this skill or the assets to make use of it. To effectively use this skill, a special kiln must exist. Examples of forges that could be harnessed are a volcanic kiln or something that produces a magical fire. However, through such a resource, smelting of special metals can produce fabulous results.

Electrum Alloy

By producing an electrum weapon or armor, the mass of ore is slightly less than normal; however, the production time becomes about 10% longer. Electrum weapons are effectively “silver weapons” but also gain a +1 to hit. However, there is a randomness to electrum, where five percent of weapons created gain an *infusion of lightning* permanently imbued. Further, armors from electrum gain +1 to their base AC, which will also be applied to shields forged with the metal. Just like weapons, armors forged have a five-percent chance of protecting the wearer or bearer from lightning as if being resistant to it. Other than the chance of gaining resistance to lightning, many smiths prefer not to use electrum for armor as the likely result be the same as steel but with a much greater expense.

Orichalcum Alloy

With orichalcum, fashioning items requires about 25% longer, but also only around 70% of the mass ore of iron is required. Weapons forged from orichalcum become “magical,” which means it can probably strike any creature in the universe save the incorporeal, quasi-dual-planer beings such as a banshee. Such weapons are +1 to hit. As for armors, these gain +1 to the base AC. Like electrum, the expense of forging orichalcum for results equal to steel is rarely worth the effort.

Meteore

While technically an alloy, as this metal must be smelted with a small amount of iron or copper, thunder-metal can produce some amazing results. The density of meteore causes the usage mass to be around one and a half the normal amount of material required. This produces a downside for thrown weapons, as they lose half their effective range. Its heaviness is a detriment for forged shields as well. While the shields can be created, they are cumbersome, making their effective AC the same as a base shield; therefore, smiths will not create shields made from meteore. However, the magical weapons

created from it are +2 to hit. Armors are 2 points higher in AC; however, the density makes every armor forged to become classified as “heavy armor.” Finally, due to the additional mass of meteor, the forging process takes fifty percent longer.

Scarletite Alloy

This red metal is nearly identical to iron for its weight and balance; however, items fashioned from it gain amazing results. While it forging it takes the normal duration plus half that time again, weapons and armor are always magical. Weapons gain +2 to hit, and one in ten will be coated in permanent flame, acting as *infusion of fire*. Shields are rarely forged from scarletite but become an additional 3 to AC when employed. Also, shields have the same odds of maintaining a perpetual ignition, which conveys fire resistance to the one who uses it. Armors gain +2 to their base AC and also have a 10% chance of having fire resistance.

Mythril-Orichalcum Alloy

By smelting two magical ores together, the alloy becomes quite light. The forging process requires nearly twice the duration, but any armor fabricated becomes one bulk category lighter; thus, heavy armors become medium, and medium armors become light. Armor, including shields, gain +2 to their base. However, all such armors still have the penalties from the physical design of the armor, such as disadvantages to stealth, sorcery and/or archery. As for weapons from the alloy of mithril-orichalcum are +2 to hit and radiate magic.

Mythril-Scarletite Alloy

While not quite as light as the other mythril alloy, the production of this metal, which takes the same extended duration as all mythril blends, creates a superior and magical malleability. Armors and shields gain +3 to the base and the lighter bulk category, but also the penalties from the armor design, such as stealth, etc., can be ignored when worn. Further the specialties of the scarletite are passed on where one in eight crafted items are encased in flame, conveying either resistance to fire for armor and shield or *infusion of fire* for weapons. Even the non-flaming weapons gain +3 to hit.

Cold Metallurgy

This is the greatest of all skills in the forging of metal. It allows the creation of metal tools without a kiln of any sort. However, in its stead a smith must have access to an earthen warm-oven filled with amber-incense and charcoal. Further, near by the oven, a smith must have access to a cold-rolling press made from meteor that has a magical frost stone. The investment is not frugal. However, from all this, the metallurgist can forge two new metals: algidum and adamantine.

Algidum Alloy

Requiring twice the duration as normal but mildly less mass, algidum weapons are +4 to hit, but additionally, their strikes pierce into the border of the ethereal plane, which means it can strike banshees and other incorporeal beings that no other weapons can reach. Armor and shields made from algidum at +4 to the base AC value. All algidum products are cold to the touch; however, twenty percent of those fashioned will gain a permanent imbue: cold resistance for armors and *infusion of ice* for weapons. However, of those enhanced armors, a few (1% of all forged) will be empowered with cold immunity conveyed to the wearer.

Adamantine Alloy

Adamantine is legendary; however, for all its mythical status and immense strength, many master smiths do not consider the metal worthy due to the time and expense needed. Often algidum produces qualities remarkably close to adamantine for significantly less cost. First the density and bulk of adamantine are hefty; so much so that not all weapons can be forged properly. Those which can be are +4 to hit but also gain an extra d20 roll to the lot. This extra d20 is not included as a skill and therefore not limited by the max of 5d20 rule. The limited weapons are an axe (5/15), dagger (10/20), a mace, a hammer (10/20), shuriken (15/30) and a spear tip (20/40). Arrow tips or bolts can also be made, but they will halve the normal distance of the projecting weapon. All other weapons produced is still +4 to hit and gain the extra d20, but they act as untrained weapon, for they are too cumbersome to wield properly for their design. As for shields, they are highly resilient but also awkward, effectively making them a 5 AC additional item. All armors produced are classified as “heavy armor” regardless of their form. However, they are +5 to the AC base. Finally, all adamantine productions are cold to the touch. Whether weapon or armor, the wearer/bearer becomes immune to cold.

Race

Dwarves do have an advantage when checking for *infusion* or resistance involved with the forging of an item. Essentially this means, the dice for checking are rolled twice and more favorable roll is used. Thus, if a dwarf were fashioning an electrum dagger, then the GM called for the check. Normally a “20” on a d20 roll would mean it was *infused*. However, for a dwarven smith, two d20s would be rolled and if either scored a “20” the dagger would be embued.

Weapons and Armor

Below is a list of most combinations of material and design. The chart lists the ore needed as well as the quantity of it. Additionally, it displays the time required and has simplified the math for the cost. For each item, there is a market price. Please remember market is not necessarily driven from cost, as existing items, demand and other factors affect price as well. Some items are not worth producing from a cost perspective. Moreover, market price is an average. If shipping, guarding or other factors exist, the price could even be higher than listed. Lastly, items require a monthly maintenance cost. While the quality of the item causes the maintenance to increase, the higher the quality the better the return on investment.

Item	Material	Mass	Time	Cost	Market	Maintenance
Axe	Iron	5.00 lbs	24 hours	25 bits	50 bits	2 bits
+1 to hit	Steel	5.00 lbs	24 hours	100 bits	500 bits	3 bits
<i>silver weapon</i>	Silvered	0.50 lbs	8 hours extra	150 bits	200 bits	4 bits
+1 to hit (<i>silver</i>)	Electrum	4.50 lbs	27 hours	1,800 bits	3,000 bits	5 bits
+1 to hit (<i>magic</i>)	Electrum (Infused)	4.50 lbs	24 hours	1,800 bits	4,000 bits	5 bits
+1 to hit (<i>magic</i>)	Orichalcum	3.50 lbs	30 hours	2,450 bits	5,500 bits	7 bits
+2 to hit, <i>half range</i>	Meteore	7.50 lbs	36 hours	6,000 bits	10,000 bits	10 bits
+2 to hit (<i>magic</i>)	Scarletite	5.00 lbs	36 hours	6,200 bits	11,000 bits	12 bits
+2 to hit (<i>magic</i>)	Scarletite (Flamed)	5.00 lbs	36 hours	6,200 bits	12,500 bits	12 bits
+2 to hit (<i>magic</i>)	Mythril Orichalcum	1.25 lbs 1.75 lbs	42 hours	6,850 bits	20,000 bits	15 bits
+3 to hit (<i>magic</i>)	Mythril Scarletite	1.25 lbs 2.50 lbs	42 hours	8,725 bits	20,000 bits	20 bits
+3 to hit (<i>magic</i>)	Mythril Scarletite (Flamed)	1.25 lbs 2.50 lbs	42 hours	8,725 bits	35,000 bits	20 bits
+4 to hit (<i>magic, ethereal</i>)	Algidum	4.00 lbs	48 hours	16,000 bits	50,000 bits	30 bits
+4 to hit (<i>magic, ethereal</i>)	Algidum (Infused)	4.00 lbs	48 hours	16,000 bits	55,000 bits	30 bits
+4 to hit (<i>magic, extra d20</i>)	Adamantine (cold)	8.75 lbs	72 hours	43,750 bits	60,000 bits	50 bits
Bastard Sword	Iron	13.00 lbs	42 hours	65 bits	150 bits	6 bits
+1 to hit	Steel	13.00 lbs	42 hours	260 bits	1,500 bits	8 bits
<i>silver weapon</i>	Silvered	0.50 lbs	14 hours extra	150 bits	300 bits	8 bits
+1 to hit (<i>silver</i>)	Electrum	11.70 lbs	47 hours	4,680 bits	6,000 bits	12 bits
+1 to hit (<i>magic</i>)	Electrum (Infused)	11.70 lbs	42 hours	4,680 bits	7,000 bits	12 bits
+1 to hit (<i>magic</i>)	Orichalcum	9.10 lbs	53 hours	6,370 bits	10,000 bits	15 bits
+2 to hit, <i>half range</i>	Meteore	19.50 lbs	63 hours	15,600 bits	20,000 bits	25 bits
+2 to hit (<i>magic</i>)	Scarletite	13.00 lbs	63 hours	16,120 bits	25,000 bits	30 bits
+2 to hit (<i>magic</i>)	Scarletite (Flamed)	13.00 lbs	63 hours	16,120 bits	26,500 bits	30 bits
+2 to hit (<i>magic</i>)	Mythril Orichalcum	3.25 lbs 4.55 lbs	74 hours	17,810 bits	37,500 bits	40 bits
+3 to hit (<i>magic</i>)	Mythril Scarletite	3.25 lbs 6.50 lbs	74 hours	22,685 bits	50,000 bits	50 bits
+3 to hit (<i>magic</i>)	Mythril Scarletite (Flamed)	3.25 lbs 6.50 lbs	74 hours	22,685 bits	55,000 bits	50 bits
+4 to hit (<i>magic, ethereal</i>)	Algidum	10.40 lbs	84 hours	41,600 bits	60,000 bits	75 bits
+4 to hit (<i>magic, ethereal</i>)	Algidum (Infused)	10.40 lbs	84 hours	41,600 bits	65,000 bits	75 bits

Dagger	Iron	3.00 lbs	18	hours	15 bits	20 bits	1 bits
+1 to hit	Steel	3.00 lbs	18	hours	60 bits	500 bits	3 bits
silver weapon	Silvered	0.50 lbs	6	hours extra	150 bits	200 bits	3 bits
+1 to hit (silver)	Electrum	2.70 lbs	20	hours	1,080 bits	2,500 bits	3 bits
+1 to hit (magic)	Electrum (Infused)	2.70 lbs	18	hours	1,080 bits	3,500 bits	3 bits
+1 to hit (magic)	Orichalcum	2.10 lbs	23	hours	1,470 bits	4,800 bits	4 bits
+2 to hit, half range	Meteore	4.50 lbs	27	hours	3,600 bits	8,000 bits	6 bits
+2 to hit (magic)	Scarletite	3.00 lbs	27	hours	3,720 bits	10,000 bits	6 bits
+2 to hit (magic)	Scarletite (Flamed)	3.00 lbs	27	hours	3,720 bits	11,500 bits	6 bits
+2 to hit (magic)	Mythril Orichalcum	0.75 lbs 1.05 lbs	32	hours	4,110 bits	20,000 bits	10 bits
+3 to hit (magic)	Mythril Scarletite	0.75 lbs 1.50 lbs	32	hours	5,235 bits	30,000 bits	15 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	0.75 lbs 1.50 lbs	32	hours	5,235 bits	35,000 bits	15 bits
+4 to hit (magic, ethereal)	Algidum	2.40 lbs	36	hours	9,600 bits	50,000 bits	20 bits
+4 to hit (magic, ethereal)	Algidum (Infused)	2.40 lbs	36	hours	9,600 bits	55,000 bits	20 bits
+4 to hit (magic, extra d20)	Adamantine (cold)	5.25 lbs	54	hours	26,250 bits	60,000 bits	30 bits
Flail	Iron	7.00 lbs	30	hours	35 bits	60 bits	3 bits
+1 to hit	Steel	7.00 lbs	30	hours	140 bits	1,000 bits	5 bits
silver weapon	Silvered	0.50 lbs	10	hours extra	150 bits	210 bits	5 bits
+1 to hit (silver)	Electrum	6.30 lbs	33	hours	2,520 bits	5,000 bits	8 bits
+1 to hit (magic)	Electrum (Infused)	6.30 lbs	30	hours	2,520 bits	6,000 bits	8 bits
+1 to hit (magic)	Orichalcum	4.90 lbs	38	hours	3,430 bits	7,500 bits	10 bits
+2 to hit, half range	Meteore	10.50 lbs	45	hours	8,400 bits	15,000 bits	15 bits
+2 to hit (magic)	Scarletite	7.00 lbs	45	hours	8,680 bits	16,000 bits	15 bits
+2 to hit (magic)	Scarletite (Flamed)	7.00 lbs	45	hours	8,680 bits	17,500 bits	15 bits
+2 to hit (magic)	Mythril Orichalcum	1.75 lbs 2.45 lbs	53	hours	9,590 bits	30,000 bits	20 bits
+3 to hit (magic)	Mythril Scarletite	1.75 lbs 3.50 lbs	53	hours	12,215 bits	40,000 bits	25 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	1.75 lbs 3.50 lbs	53	hours	12,215 bits	45,000 bits	25 bits
+4 to hit (magic, ethereal)	Algidum	5.60 lbs	60	hours	22,400 bits	55,000 bits	40 bits
+4 to hit (magic, ethereal)	Algidum (Infused)	5.60 lbs	60	hours	22,400 bits	60,000 bits	40 bits
Glaive Head	Iron	6.00 lbs	27	hours	30 bits	90 bits	4 bits
+1 to hit	Steel	6.00 lbs	27	hours	120 bits	750 bits	6 bits
silver weapon	Silvered	0.50 lbs	9	hours extra	150 bits	240 bits	6 bits
+1 to hit (silver)	Electrum	5.40 lbs	30	hours	2,160 bits	4,800 bits	6 bits
+1 to hit (magic)	Electrum (Infused)	5.40 lbs	27	hours	2,160 bits	6,000 bits	6 bits
+1 to hit (magic)	Orichalcum	4.20 lbs	34	hours	2,940 bits	6,800 bits	8 bits
+2 to hit, half range	Meteore	9.00 lbs	41	hours	7,200 bits	12,500 bits	12 bits
+2 to hit (magic)	Scarletite	6.00 lbs	41	hours	7,440 bits	16,000 bits	12 bits
+2 to hit (magic)	Scarletite (Flamed)	6.00 lbs	41	hours	7,440 bits	17,500 bits	12 bits
+2 to hit (magic)	Mythril Orichalcum	1.50 lbs 2.10 lbs	48	hours	8,220 bits	28,000 bits	18 bits
+3 to hit (magic)	Mythril Scarletite	1.50 lbs 3.00 lbs	48	hours	10,470 bits	35,000 bits	20 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	1.50 lbs 3.00 lbs	48	hours	10,470 bits	40,000 bits	20 bits

<i>+4 to hit (magic, ethereal)</i>	Algidum	4.80 lbs	54 hours	19,200 bits	55,000 bits	35 bits
<i>+4 to hit (magic, ethereal)</i>	Algidum (Infused)	4.80 lbs	54 hours	19,200 bits	60,000 bits	35 bits
Great Axe	Iron	11.50 lbs	38 hours	58 bits	150 bits	6 bits
<i>+1 to hit</i>	Steel	11.50 lbs	38 hours	230 bits	1,500 bits	8 bits
<i>silver weapon</i>	Silvered	0.50 lbs	13 hours extra	150 bits	300 bits	8 bits
<i>+1 to hit (silver)</i>	Electrum	10.35 lbs	42 hours	4,140 bits	6,500 bits	12 bits
<i>+1 to hit (magic)</i>	Electrum (Infused)	10.35 lbs	38 hours	4,140 bits	7,500 bits	12 bits
<i>+1 to hit (magic)</i>	Orichalcum	8.05 lbs	48 hours	5,635 bits	10,000 bits	15 bits
<i>+2 to hit, half range</i>	Meteore	17.25 lbs	57 hours	13,800 bits	21,000 bits	25 bits
<i>+2 to hit (magic)</i>	Scarletite	11.50 lbs	57 hours	14,260 bits	26,000 bits	25 bits
<i>+2 to hit (magic)</i>	Scarletite (Flamed)	11.50 lbs	57 hours	14,260 bits	27,500 bits	25 bits
<i>+2 to hit (magic)</i>	Mythril Orichalcum	2.88 lbs 4.03 lbs	67 hours	15,755 bits	40,000 bits	35 bits
<i>+3 to hit (magic)</i>	Mythril Scarletite	2.88 lbs 5.75 lbs	67 hours	20,068 bits	50,000 bits	40 bits
<i>+3 to hit (magic)</i>	Mythril Scarletite (Flamed)	2.88 lbs 5.75 lbs	67 hours	20,068 bits	55,000 bits	40 bits
<i>+4 to hit (magic, ethereal)</i>	Algidum	9.20 lbs	76 hours	36,800 bits	60,000 bits	70 bits
<i>+4 to hit (magic, ethereal)</i>	Algidum (Infused)	9.20 lbs	76 hours	36,800 bits	65,000 bits	70 bits
Hammer	Iron	5.25 lbs	24 hours	27 bits	50 bits	2 bits
<i>+1 to hit</i>	Steel	5.25 lbs	24 hours	105 bits	500 bits	4 bits
<i>silver weapon</i>	Silvered	0.50 lbs	8 hours extra	150 bits	200 bits	4 bits
<i>+1 to hit (silver)</i>	Electrum	4.73 lbs	27 hours	1,890 bits	2,500 bits	5 bits
<i>+1 to hit (magic)</i>	Electrum (Infused)	4.73 lbs	24 hours	1,890 bits	3,500 bits	5 bits
<i>+1 to hit (magic)</i>	Orichalcum	3.68 lbs	30 hours	2,575 bits	5,500 bits	8 bits
<i>+2 to hit, half range</i>	Meteore	7.88 lbs	36 hours	6,300 bits	10,000 bits	10 bits
<i>+2 to hit (magic)</i>	Scarletite	5.25 lbs	36 hours	6,510 bits	11,000 bits	12 bits
<i>+2 to hit (magic)</i>	Scarletite (Flamed)	5.25 lbs	36 hours	6,510 bits	12,500 bits	12 bits
<i>+2 to hit (magic)</i>	Mythril Orichalcum	1.31 lbs 1.84 lbs	42 hours	7,190 bits	20,000 bits	15 bits
<i>+3 to hit (magic)</i>	Mythril Scarletite	1.31 lbs 2.63 lbs	42 hours	9,160 bits	30,000 bits	20 bits
<i>+3 to hit (magic)</i>	Mythril Scarletite (Flamed)	1.31 lbs 2.63 lbs	42 hours	9,160 bits	35,000 bits	20 bits
<i>+4 to hit (magic, ethereal)</i>	Algidum	4.20 lbs	48 hours	16,800 bits	50,000 bits	30 bits
<i>+4 to hit (magic, ethereal)</i>	Algidum (Infused)	4.20 lbs	48 hours	16,800 bits	55,000 bits	30 bits
<i>+4 to hit (magic, extra d20)</i>	Adamantine (cold)	9.19 lbs	72 hours	45,925 bits	60,000 bits	60 bits
Longsword	Iron	10.00 lbs	36 hours	50 bits	75 bits	6 bits
<i>+1 to hit</i>	Steel	10.00 lbs	36 hours	200 bits	900 bits	8 bits
<i>silver weapon</i>	Silvered	0.50 lbs	12 hours extra	150 bits	225 bits	8 bits
<i>+1 to hit (silver)</i>	Electrum	9.00 lbs	40 hours	3,600 bits	4,800 bits	10 bits
<i>+1 to hit (magic)</i>	Electrum (Infused)	9.00 lbs	36 hours	3,600 bits	6,000 bits	10 bits
<i>+1 to hit (magic)</i>	Orichalcum	7.00 lbs	45 hours	4,900 bits	8,000 bits	15 bits
<i>+2 to hit, half range</i>	Meteore	15.00 lbs	54 hours	12,000 bits	16,000 bits	20 bits
<i>+2 to hit (magic)</i>	Scarletite	10.00 lbs	54 hours	12,400 bits	20,000 bits	25 bits
<i>+2 to hit (magic)</i>	Scarletite (Flamed)	10.00 lbs	54 hours	12,400 bits	21,500 bits	25 bits
<i>+2 to hit (magic)</i>	Mythril Orichalcum	2.50 lbs 3.50 lbs	63 hours	13,700 bits	32,000 bits	30 bits
<i>+3 to hit (magic)</i>	Mythril Scarletite	2.50 lbs 5.00 lbs	63 hours	17,450 bits	40,000 bits	35 bits

+3 to hit (magic)	Mythril Scarletite (Flamed)	2.50 lbs 5.00 lbs	63 hours	17,450 bits	45,000 bits	35 bits
+4 to hit (magic, ethereal)	Algidum	8.00 lbs	72 hours	32,000 bits	55,000 bits	60 bits
+4 to hit (magic, ethereal)	Algidum (Infused)	8.00 lbs	72 hours	32,000 bits	60,000 bits	60 bits
Mace	Iron	4.50 lbs	24 hours	20 bits	30 bits	1 bits
+1 to hit	Steel	4.50 lbs	24 hours	90 bits	500 bits	3 bits
silver weapon	Silvered	0.50 lbs	8 hours extra	150 bits	200 bits	3 bits
+1 to hit (silver)	Electrum	4.05 lbs	27 hours	1,620 bits	3,200 bits	4 bits
+1 to hit (magic)	Electrum (Infused)	4.05 lbs	24 hours	1,620 bits	4,200 bits	4 bits
+1 to hit (magic)	Orichalcum	3.15 lbs	30 hours	2,205 bits	5,000 bits	6 bits
+2 to hit, half range	Meteore	6.75 lbs	36 hours	5,400 bits	10,000 bits	12 bits
+2 to hit (magic)	Scarletite	4.50 lbs	36 hours	5580 bits	12,000 bits	12 bits
+2 to hit (magic)	Scarletite (Flamed)	4.50 lbs	36 hours	5,580 bits	13,500 bits	12 bits
+2 to hit (magic)	Mythril Orichalcum	1.13 lbs 1.58 lbs	42 hours	6,165 bits	20,000 bits	15 bits
+3 to hit (magic)	Mythril Scarletite	1.13 lbs 2.25 lbs	42 hours	7,850 bits	30,000 bits	18 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	1.13 lbs 2.25 lbs	42 hours	7,850 bits	35,000 bits	18 bits
+4 to hit (magic, ethereal)	Algidum	3.60 lbs	48 hours	14,400 bits	50,000 bits	25 bits
+4 to hit (magic, ethereal)	Algidum (Infused)	3.60 lbs	48 hours	14,400 bits	55,000 bits	25 bits
+4 to hit (magic, extra d20)	Adamantine (cold)	7.88 lbs	72 hours	39,375 bits	60,000 bits	50 bits
Shuriken	Iron	0.75 lbs	4 hours	4 bits	5 bits	0 bits
+1 to hit	Steel	0.75 lbs	4 hours	15 bits	200 bits	2 bits
silver weapon	Silvered	0.15 lbs	1 hours extra	45 bits	100 bits	2 bits
+1 to hit (silver)	Electrum	0.68 lbs	5 hours	270 bits	1,000 bits	2 bits
+1 to hit (magic)	Electrum (Infused)	0.68 lbs	4 hours	270 bits	2,000 bits	2 bits
+1 to hit (magic)	Orichalcum	0.53 lbs	5 hours	370 bits	1,500 bits	2 bits
+2 to hit, half range	Meteore	1.13 lbs	6 hours	900 bits	2,000 bits	4 bits
+2 to hit (magic)	Scarletite	0.75 lbs	6 hours	930 bits	5,000 bits	4 bits
+2 to hit (magic)	Scarletite (Flamed)	0.75 lbs	6 hours	930 bits	6,500 bits	4 bits
+2 to hit (magic)	Mythril Orichalcum	0.19 lbs 0.26 lbs	7 hours	1,028 bits	10,000 bits	4 bits
+3 to hit (magic)	Mythril Scarletite	0.19 lbs 0.38 lbs	7 hours	1,309 bits	15,000 bits	6 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	0.19 lbs 0.38 lbs	7 hours	1,309 bits	20,000 bits	6 bits
+4 to hit (magic, ethereal)	Algidum	0.60 lbs	8 hours	2,400 bits	35,000 bits	10 bits
+4 to hit (magic, ethereal)	Algidum	0.60 lbs	8 hours	2,400 bits	40,000 bits	10 bits
+4 to hit (magic, extra d20)	Adamantine (cold)	1.31 lbs	12 hours	6,563 bits	50,000 bits	15 bits
Spear-Tip	Iron	3.00 lbs	14 hours	15 bits	25 bits	1 bits
+1 to hit	Steel	3.00 lbs	14 hours	60 bits	600 bits	3 bits
silver weapon	Silvered	0.50 lbs	5 hours extra	150 bits	200 bits	3 bits
+1 to hit (silver)	Electrum	2.70 lbs	16 hours	1,080 bits	3,000 bits	3 bits
+1 to hit (magic)	Electrum (Infused)	2.70 lbs	14 hours	1,080 bits	4,000 bits	3 bits
+1 to hit (magic)	Orichalcum	2.10 lbs	18 hours	1,470 bits	5,000 bits	4 bits
+2 to hit, half range	Meteore	4.50 lbs	21 hours	3,600 bits	6,000 bits	6 bits
+2 to hit (magic)	Scarletite	3.00 lbs	21 hours	3,720 bits	10,000 bits	6 bits
+2 to hit (magic)	Scarletite (Flamed)	3.00 lbs	21 hours	3,720 bits	11,500 bits	6 bits
+2 to hit (magic)	Mythril Orichalcum	0.75 lbs 1.05 lbs	25 hours	4,110 bits	23,000 bits	10 bits

+3 to hit (magic)	Mythril Scarletite	0.75 lbs 1.50 lbs	25 hours	5,235 bits	30,000 bits	10 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	0.75 lbs 1.50 lbs	25 hours	5,235 bits	35,000 bits	10 bits
+4 to hit (magic, ethereal)	Algidum	2.40 lbs	28 hours	9,600 bits	50,000 bits	20 bits
+4 to hit (magic, ethereal)	Algidum (Infused)	2.40 lbs	28 hours	9,600 bits	55,000 bits	20 bits
+4 to hit (magic, extra d20)	Adamantine (cold)	5.25 lbs	42 hours	26,250 bits	36,750 bits	35 bits
War Maul	Iron	12.00 lbs	40 hours	60 bits	90 bits	4 bits
+1 to hit	Steel	12.00 lbs	40 hours	240 bits	1,500 bits	8 bits
silver weapon	Silvered	0.50 lbs	14 hours extra	150 bits	240 bits	6 bits
+1 to hit (silver)	Electrum	10.80 lbs	44 hours	4,320 bits	6,200 bits	10 bits
+1 to hit (magic)	Electrum (Infused)	10.80 lbs	40 hours	4,320 bits	7,500 bits	10 bits
+1 to hit (magic)	Orichalcum	8.40 lbs	50 hours	5,880 bits	10,000 bits	15 bits
+2 to hit, half range	Meteore	18.00 lbs	60 hours	14,400 bits	20,000 bits	25 bits
+2 to hit (magic)	Scarletite	12.00 lbs	60 hours	14,880 bits	23,000 bits	30 bits
+2 to hit (magic)	Scarletite (Flamed)	12.00 lbs	60 hours	14,880 bits	24,500 bits	30 bits
+2 to hit (magic)	Mythril Orichalcum	3.00 lbs 4.20 lbs	70 hours	16,440 bits	35,000 bits	35 bits
+3 to hit (magic)	Mythril Scarletite	3.00 lbs 6.00 lbs	70 hours	20,940 bits	50,000 bits	45 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	3.00 lbs 6.00 lbs	70 hours	20,940 bits	55,000 bits	45 bits
+4 to hit (magic, ethereal)	Algidum	9.60 lbs	80 hours	38,400 bits	60,000 bits	70 bits
+4 to hit (magic, ethereal)	Algidum	9.60 lbs	80 hours	38,400 bits	65,000 bits	70 bits
Arrow-Tips (Dozen)	Iron	0.60 lbs	12 hours	3 bits	4 bits	0 bits
+1 to hit	Steel	0.60 lbs	12 hours	12 bits	400 bits	0 bits
silver weapon	Silvered	0.15 lbs	1 hours extra	45 bits	100 bits	0 bits
+1 to hit (silver)	Electrum	0.54 lbs	14 hours	216 bits	500 bits	0 bits
+1 to hit (magic)	Electrum (Infused)	0.54 lbs	12 hours	216 bits	1,500 bits	0 bits
+1 to hit (magic)	Orichalcum	0.42 lbs	15 hours	294 bits	1,200 bits	0 bits
+2 to hit, half range	Meteore	0.90 lbs	18 hours	720 bits	1,500 bits	0 bits
+2 to hit (magic)	Scarletite	0.60 lbs	18 hours	744 bits	4,500 bits	0 bits
+2 to hit (magic)	Scarletite (Flamed)	0.60 lbs	18 hours	744 bits	6,000 bits	0 bits
+2 to hit (magic)	Mythril Orichalcum	0.15 lbs 0.21 lbs	21 hours	822 bits	9,000 bits	0 bits
+3 to hit (magic)	Mythril Scarletite	0.15 lbs 0.30 lbs	21 hours	1,047 bits	15,000 bits	0 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	0.15 lbs 0.30 lbs	21 hours	1,047 bits	20,000 bits	0 bits
+4 to hit (magic, ethereal)	Algidum	0.48 lbs	24 hours	1,920 bits	30,000 bits	0 bits
+4 to hit (magic, ethereal)	Algidum (Infused)	0.48 lbs	24 hours	1,920 bits	35,000 bits	0 bits
+4 to hit (magic, extra d20)	Adamantine (cold)	1.05 lbs	36 hours	5,250 bits	40,000 bits	0 bits
Bolts (Dozen)	Iron	0.72 lbs	15 hours	4 bits	6 bits	0 bits
+1 to hit	Steel	0.72 lbs	15 hours	15 bits	600 bits	0 bits
silver weapon	Silvered	0.15 lbs	1 hours extra	45 bits	100 bits	0 bits
+1 to hit (silver)	Electrum	0.65 lbs	17 hours	260 bits	800 bits	0 bits
+1 to hit (magic)	Electrum (Infused)	0.65 lbs	15 hours	260 bits	1,800 bits	0 bits
+1 to hit (magic)	Orichalcum	0.50 lbs	19 hours	360 bits	1,620 bits	0 bits
+2 to hit, half range	Meteore	1.08 lbs	23 hours	864 bits	2,000 bits	0 bits

+2 to hit (magic)	Scarletite	0.72 lbs	23 hours	900 bits	6,000 bits	0 bits
+2 to hit (magic)	Scarletite (Flamed)	0.72 lbs	23 hours	900 bits	7,500 bits	0 bits
+2 to hit (magic)	Mythril Orichalcum	0.18 lbs 0.25 lbs	27 hours	990 bits	12,000 bits	0 bits
+3 to hit (magic)	Mythril Scarletite	0.18 lbs 0.36 lbs	27 hours	1,275 bits	15,000 bits	0 bits
+3 to hit (magic)	Mythril Scarletite (Flamed)	0.18 lbs 0.36 lbs	27 hours	1,275 bits	20,000 bits	0 bits
+4 to hit (magic, ethereal)	Algidum	0.58 lbs	30 hours	2,300 bits	30,000 bits	0 bits
+4 to hit (magic, ethereal)	Algidum (Infused)	0.58 lbs	30 hours	2,300 bits	35,000 bits	0 bits
+4 to hit (magic, extra d20)	Adamantine (cold)	1.26 lbs	45 hours	6,300 bits	40,000 bits	0 bits

Item	Material	Mass	Time	Cost	Market	Maintenance
Shield	Iron	12.00 lbs	30 hours	60 bits	100 bits	3 bits
AC: 3	Electrum	10.80 lbs	33 hours	4,320 bits	4,500 bits	15 bits
AC: 3 (resist lightning)	Electrum (Infused)	10.80 lbs	30 hours	4,320 bits	6,000 bits	15 bits
AC: 3	Orichalcum	8.40 lbs	38 hours	5,880 bits	6,500 bits	15 bits
AC: 3	Scarletite	12.00 lbs	45 hours	14,880 bits	14,500 bits	25 bits
AC: 3 (resist fire)	Scarletite (Flamed)	12.00 lbs	45 hours	14,880 bits	16,000 bits	25 bits
AC: 4	Mythril Orichalcum	3.00 lbs 4.20 lbs	53 hours	16,440 bits	20,000 bits	35 bits
AC: 5	Mythril Scarletite	3.00 lbs 6.00 lbs	53 hours	20,940 bits	30,000 bits	45 bits
AC: 5 (resist fire)	Mythril Scarletite (Flamed)	3.00 lbs 6.00 lbs	53 hours	20,940 bits	35,000 bits	45 bits
AC: 6	Algidum	9.60 lbs	60 hours	38,400 bits	40,000 bits	75 bits
AC: 6 (resist cold)	Algidum (Infused)	9.60 lbs	60 hours	38,400 bits	60,000 bits	75 bits
AC: 6 (cold immunity)	Algidum (Infused)	9.60 lbs	60 hours	38,400 bits	90,000 bits	75 bits
AC: 5 (cold immunity)	Adamantine	21.00 lbs	90 hours	105,000 bits	100,000 bits	125 bits
Chain Shirt	Iron	9.00 lbs	100 hours	45 bits	300 bits	6 bits
AC: 14	Steel	9.00 lbs	100 hours	180 bits	2,500 bits	8 bits
AC: 14	Electrum	8.10 lbs	110 hours	3,240 bits	3,500 bits	10 bits
AC: 14 (resist lightning)	Electrum (Infused)	8.10 lbs	100 hours	3,240 bits	5,000 bits	10 bits
AC: 14	Orichalcum	6.30 lbs	125 hours	4,410 bits	6,000 bits	12 bits
AC: 15 (heavy armor)	Meteore	13.50 lbs	150 hours	10,800 bits	12,000 bits	18 bits
AC: 15	Scarletite	9.00 lbs	150 hours	11,160 bits	15,000 bits	20 bits
AC: 15 (resist fire)	Scarletite (Flamed)	9.00 lbs	150 hours	11,160 bits	17,500 bits	20 bits
AC: 15 (light armor)	Mythril Orichalcum	2.25 lbs 3.15 lbs	175 hours	12,330 bits	25,000 bits	25 bits
AC: 16 (light armor) No sorcery disadvantage	Mythril Scarletite	2.25 lbs 4.50 lbs	175 hours	15,705 bits	32,000 bits	30 bits
AC: 16 (light, resist fire) No sorcery disadvantages	Mythril Scarletite (Flamed)	2.25 lbs 4.50 lbs	175 hours	15,705 bits	40,000 bits	30 bits
AC: 17	Algidum	7.20 lbs	200 hours	28,800 bits	45,000 bits	50 bits
AC: 17 (resist cold)	Algidum (Infused)	7.20 lbs	200 hours	28,800 bits	60,000 bits	50 bits
AC: 17 (cold immunity)	Algidum (Infused)	7.20 lbs	200 hours	28,800 bits	90,000 bits	50 bits
AC: 18 (heavy armor, cold immunity)	Adamantine	15.75 lbs	300 hours	78,750 bits	100,000 bits	100 bits

Ringmail	Iron	15.00 lbs	120 hours	75 bits	180 bits	6 bits
<i>AC: 15</i>	Steel	15.00 lbs	120 hours	300 bits	3,000 bits	10 bits
<i>AC: 15</i>	Electrum	13.50 lbs	132 hours	5,400 bits	5,000 bits	15 bits
<i>AC: 15 (resist lightning)</i>	Electrum (Infused)	13.50 lbs	120 hours	5,400 bits	7,500 bits	15 bits
<i>AC: 15</i>	Orichalcum	10.50 lbs	150 hours	7,350 bits	6,000 bits	20 bits
<i>AC: 16 (heavy armor)</i>	Meteore	22.50 lbs	180 hours	18,000 bits	18,000 bits	30 bits
<i>AC: 16</i>	Scarletite	15.00 lbs	180 hours	18,600 bits	20,000 bits	35 bits
<i>AC: 16 (resist fire)</i>	Scarletite (Flamed)	15.00 lbs	180 hours	18,600 bits	25,000 bits	35 bits
<i>AC: 16 (light armor)</i>	Mythril Orichalcum	3.75 lbs 5.25 lbs	210 hours	20,550 bits	27,500 bits	45 bits
<i>AC: 17 (light armor) No sorcery/stealth penalty</i>	Mythril Scarletite	3.75 lbs 7.50 lbs	210 hours	26,175 bits	35,000 bits	55 bits
<i>AC: 17 (light, resist fire) No sorcery/stealth penalty</i>	Mythril Scarletite (Flamed)	3.75 lbs 7.50 lbs	210 hours	26,175 bits	42,000 bits	55 bits
<i>AC: 18</i>	Algidum	12.00 lbs	240 hours	48,000 bits	47,500 bits	90 bits
<i>AC: 18 (resist cold)</i>	Algidum (Infused)	12.00 lbs	240 hours	48,000 bits	65,000 bits	90 bits
<i>AC: 18 (cold immunity)</i>	Algidum (Infused)	12.00 lbs	240 hours	48,000 bits	100,000 bits	90 bits
<i>AC: 19 (heavy armor, cold immunity)</i>	Adamantine	26.25 lbs	360 hours	131,250 bits	135,000 bits	160 bits
Breastplate	Iron	20.00 lbs	160 hours	100 bits	500 bits	5 bits
<i>AC: 15</i>	Steel	20.00 lbs	160 hours	400 bits	3,200 bits	12 bits
<i>AC: 15</i>	Electrum	18.00 lbs	176 hours	7,200 bits	5,000 bits	20 bits
<i>AC: 15 (resist lightning)</i>	Electrum (Infused)	18.00 lbs	160 hours	7,200 bits	7,500 bits	20 bits
<i>AC: 15</i>	Orichalcum	14.00 lbs	200 hours	9,800 bits	10,000 bits	30 bits
<i>AC: 16 (heavy armor)</i>	Meteore	30.00 lbs	240 hours	24,000 bits	18,000 bits	40 bits
<i>AC: 16</i>	Scarletite	20.00 lbs	240 hours	24,800 bits	20,000 bits	45 bits
<i>AC: 16 (resist fire)</i>	Scarletite (Flamed)	20.00 lbs	240 hours	24,800 bits	25,000 bits	45 bits
<i>AC: 16 (light armor)</i>	Mythril Orichalcum	5.00 lbs 7.00 lbs	280 hours	27,400 bits	27,500 bits	60 bits
<i>AC: 17 (light armor) No sorcery disadvantage</i>	Mythril Scarletite	5.00 lbs 10.00 lbs	280 hours	34,900 bits	35,000 bits	75 bits
<i>AC: 17 (light, resist fire) No sorcery disadvantage</i>	Mythril Scarletite (Flamed)	5.00 lbs 10.00 lbs	280 hours	34,900 bits	42,000 bits	75 bits
<i>AC: 18</i>	Algidum	16.00 lbs	320 hours	64,000 bits	47,500 bits	120 bits
<i>AC: 18 (resist cold)</i>	Algidum (Infused)	16.00 lbs	320 hours	64,000 bits	65,000 bits	120 bits
<i>AC: 18 (cold immunity)</i>	Algidum (Infused)	16.00 lbs	320 hours	64,000 bits	100,000 bits	120 bits
<i>AC: 19 (heavy armor, cold immunity)</i>	Adamantine	35.00 lbs	480 hours	175,000 bits	180,000 bits	225 bits
Chain Mail	Iron	24.00 lbs	160 hours	120 bits	500 bits	5 bits
<i>AC: 17</i>	Steel	24.00 lbs	160 hours	480 bits	3,500 bits	15 bits
<i>AC: 17</i>	Electrum	21.60 lbs	176 hours	8,640 bits	9,000 bits	25 bits
<i>AC: 17 (resist lightning)</i>	Electrum (Infused)	21.60 lbs	160 hours	8,640 bits	12,000 bits	25 bits
<i>AC: 17</i>	Orichalcum	16.80 lbs	200 hours	11,760 bits	12,000 bits	35 bits
<i>AC: 18</i>	Meteore	36.00 lbs	240 hours	28,800 bits	20,000 bits	50 bits
<i>AC: 18</i>	Scarletite	24.00 lbs	240 hours	29,760 bits	35,000 bits	60 bits
<i>AC: 18 (resist fire)</i>	Scarletite (Flamed)	24.00 lbs	240 hours	29,760 bits	40,000 bits	60 bits
<i>AC: 18 (medium armor)</i>	Mythril Orichalcum	6.00 lbs 8.40 lbs	280 hours	32,880 bits	45,000 bits	75 bits
<i>AC: 19 (medium armor) No armor disadvantages</i>	Mythril Scarletite	6.00 lbs 12.00 lbs	280 hours	41,880 bits	60,000 bits	90 bits
<i>AC: 19 (medium, resist fire) No armor disadvantages</i>	Mythril Scarletite (Flamed)	6.00 lbs 12.00 lbs	280 hours	41,880 bits	70,000 bits	90 bits

AC: 20	Algidum	19.20 lbs	320 hours	76,800 bits	90,000 bits	145 bits
AC: 20 (resist cold)	Algidum (Infused)	19.20 lbs	320 hours	76,800 bits	100,000 bits	145 bits
AC: 20 (cold immunity)	Algidum (Infused)	19.20 lbs	320 hours	76,800 bits	125,000 bits	145 bits
AC: 21 (cold immunity)	Adamantine	42.00 lbs	480 hours	210,000 bits	225,000 bits	275 bits
Splint Mail	Iron	30.00 lbs	160 hours	150 bits	750 bits	10 bits
AC: 18	Steel	30.00 lbs	160 hours	600 bits	4,000 bits	20 bits
AC: 18	Electrum	27.00 lbs	176 hours	10,800 bits	10,000 bits	30 bits
AC: 18 (resist lightning)	Electrum (Infused)	27.00 lbs	160 hours	10,800 bits	15,000 bits	30 bits
AC: 18	Orichalcum	21.00 lbs	200 hours	14,700 bits	15,000 bits	40 bits
AC: 19	Meteore	45.00 lbs	240 hours	36,000 bits	40,000 bits	60 bits
AC: 19	Scarletite	30.00 lbs	240 hours	37,200 bits	45,000 bits	65 bits
AC: 19 (resist fire)	Scarletite (Flamed)	30.00 lbs	240 hours	37,200 bits	55,000 bits	65 bits
AC: 19 (medium armor)	Mythril Orichalcum	7.50 lbs 10.50 lbs	280 hours	41,100 bits	55,000 bits	90 bits
AC: 20 (medium armor) No armor disadvantages	Mythril Scarletite	7.50 lbs 15.00 lbs	280 hours	52,350 bits	65,000 bits	100 bits
AC: 20 (medium, resist fire) No armor disadvantages	Mythril Scarletite (Flamed)	7.50 lbs 15.00 lbs	280 hours	52,350 bits	75,000 bits	100 bits
AC: 21	Algidum	24.00 lbs	320 hours	96,000 bits	110,000 bits	180 bits
AC: 21 (resist cold)	Algidum (Infused)	24.00 lbs	320 hours	96,000 bits	125,000 bits	180 bits
AC: 21 (cold immunity)	Algidum (Infused)	24.00 lbs	320 hours	96,000 bits	150,000 bits	180 bits
AC: 22 (cold immunity)	Adamantine	52.50 lbs	480 hours	262,500 bits	275,000 bits	325 bits
Plate Mail	Iron	40.00 lbs	160 hours	200 bits	1,000 bits	12 bits
AC: 19	Steel	40.00 lbs	160 hours	800 bits	5,000 bits	25 bits
AC: 19	Electrum	36.00 lbs	176 hours	14,400 bits	12,500 bits	40 bits
AC: 19 (resist lightning)	Electrum (Infused)	36.00 lbs	160 hours	14,400 bits	17,500 bits	40 bits
AC: 19	Orichalcum	28.00 lbs	200 hours	19,600 bits	20,000 bits	55 bits
AC: 20	Meteore	60.00 lbs	240 hours	48,000 bits	45,000 bits	80 bits
AC: 20	Scarletite	40.00 lbs	240 hours	49,600 bits	52,500 bits	90 bits
AC: 20 (resist fire)	Scarletite (Flamed)	40.00 lbs	240 hours	49,600 bits	57,500 bits	90 bits
AC: 20 (medium armor)	Mythril Orichalcum	10.00 lbs 14.00 lbs	280 hours	54,800 bits	60,000 bits	120 bits
AC: 21 (medium armor) No armor disadvantages	Mythril Scarletite	10.00 lbs 20.00 lbs	280 hours	69,800 bits	72,500 bits	145 bits
AC: 21 (medium, resist fire) No armor disadvantages	Mythril Scarletite (Flamed)	10.00 lbs 20.00 lbs	280 hours	69,800 bits	85,000 bits	145 bits
AC: 22	Algidum	32.00 lbs	320 hours	128,000 bits	150,000 bits	240 bits
AC: 22 (resist cold)	Algidum (Infused)	32.00 lbs	320 hours	128,000 bits	175,000 bits	240 bits
AC: 22 (cold immunity)	Algidum (Infused)	32.00 lbs	320 hours	128,000 bits	200,000 bits	240 bits
AC: 23 (cold immunity)	Adamantine	70.00 lbs	480 hours	350,000 bits	375,000 bits	425 bits