Metal Lore (10)

Carbon Steel Alloys

Iron by itself is soft and will not hold a cutting edge for long periods. Steel is an alloy of iron and other materials, though it will always contain some carbon. Carbon steel is the material most commonly used to produce metal weapons, and the percentage of carbon in an alloy is expressed as a point of carbon. Each point is 0.01 percent of the alloy.

Hard iron (30-50 points)
Accidentally produced or poor steel making techniques OB: 0; STR: 0

Low steel (50-60 points)
Easy to make, tough, and holds a servicable edge. OB: +5; STR: 0

High steel (60-70 points)
Harder to work and produce. OB: +10; STR: +10

White alloys (70+ points)
White alloy covers a variety of specialty steels that include maganese, tungsten, and other minerals. Requires advanced forging techniques. Called Adarcer by the Dwarves, who use it in many of their weapons. OB: +15; STR: +15

Black alloys (100+ points)
Black alloys include either nickel or molybdenum, along with some tungsten and vanadium. Incredibly difficult to forge. OB: +20; STR: +20

Other Useful Metals and Alloys

Adarcer (White Alloy) An alloy of Ang, Glôin, and Durang. Extremely strong, but somewhat rigid and difficult to work once forged. It can cleave iron without dulling. +15 material bonus.

Alcam (S. "Tin") A soft, silvery metal normally used to make the alloy Evyth, although the Dwarves use it to line waterbasins and for much of their decorative filigree. Like Paer, the Elves seem to have more uses for this metal than the Dwarves, employing it as facings and roofs, and combining it with Paer to make Evyth. -20 material bonus.

Ang (S. "Iron") Pure Ang is silver-white and both malleable and ductile. The pure form is very rare; the more common variety is dark grey and stronger. Ang is used principally in the making of Borang. OB: -10; STR: +20

Arborang (High Steel) Carbon steel between 60 and 70 points.

Black Alloy

Borang (S. "Steadfast-iron" or "Steel") Fused of Ang, Morasarn (carbon), and a smattering of one or more odd metals, it is strong and durable. Borang supports more than Ang, and is cheaper and more pliable than Adarcer.

Celeb (S. "Silver") Despite its malleability, celeb is stronger than mal. Silver is used for decorative purposes where mal is too mean. It is prized and used for utensils, cups and plates, and other more "common" purposes.

Celebur (S. "Burning Silver") This metal is known to the Dwarves who avoid it, saying that it causes sickness and death.

Cranor ("Tree-Gold") Manufactured from the sap of the Sorglasora ("Gold-pine") and the nectar of the White Lily, Cranor is a golden transluscent resin. The substance is nearly as hard as a diamond, and highly resistant to fracturing. Cranor also stores static electricity, so energy applied to its surface builds into a stored charge. (at 50 volts per strike). This energy accumulates up to a level of 1000 volts, although it is normally released whenever an ungrounded object touches the resin.
Note: Treat any electrical attack as a Lightning Bolt attack with an OB + # of volts minus 200 (e.g. 250 volts yields a +50 OB).

Durang ("Dark-iron" or "Titanium")

Eog ("True Iron") Eog is undoubtedly among the rarest of metals. Requiring both hot and cold forging, the finished metal is incredibly hard, tougher than Dwarven adarcer, and even stronger than ithilnaur. It also has a strange appearance. Both white and red varieties commonly exist; neither has any lustre. Eog also has other properties as a damper against certain enchantments, preventing the manipulation of the Essence within a certain radius depending on the nature of the spell caster. The color is the key to this, and it can be made black, white, red, blue, or grey.

Evyth (S. "Bronze") Evyth is a red-gold or golden metal formed of Alcam and Paer. Dwarves use it for decoration, or trade it to Men who use it as a cheap substitute for Ang. This is one of the favorite common metals of the Elves, who cover roofs and cast sculpture with it.

Galnin (S. "Shining-white" or "Aluminum") Galnin is only infrequently available. Silver-white, seemingly like Alcam or Celeb, it is lighter and will neither tarnish nor corrode. Only intense fires can wrest the pure metal from its ore. Dwarves rarely bother, since it's not as strong as Ang, but the Elves frequently use it as a building material.

Galvorn ("Shining Black") This alloy is the rarest of all metals known in Endor. It is malleable yet resists cuts or punctures; the ultimate armor. When forged with certain elements it is the hardest substance known. It is said that Galvorn is made in part from meteoric iron: incredibly dense metal fallen from the sky.

Glôin - (S. "True-coal")

Illinar ("True Ice") A very rare enchanted ice. Unlike normal ice, illinar does not melt. +20 material bonus.

Ithildin (S. "Moon-star") Moon-star is a soft, silvery Elven metal invented by Celebrimbor, fused from mithril and other substances. It is used almost exclusively for inlay.

Ithilnaur (S. "Moon-fire") Ithilnaur is a favorite alloy of the Elves, made from Mithril and other metals combined at a very high heat. Once cooled to a nearly solid state in ingot form, it is hammered into an elongated shape to compress the lattice structure, folded and hammered again. For weapons of this alloy, the refolding is done literally dozens of times. Edges and additional reinforcement are fused to the rough blade, and the smiths then carefully cool the metal to room temperature before the sharpening and polishing phases.

Like Ithildin, since the alloy contains Mithril, it looks like beautifully pure Celeb. It is a fabulously strong substance, combining durang and other metals with mithril, which is very hard, maintains a superbly keen edge, and yet is somewhat flexible, perfect for weapons and armor. The finest arms born by Men are typically forged of Ithilnaur.

Kregora An extremely ductile metal, so malleable as to be useless as a material for weapons, and oxidizing so quickly, forming a dull yellow patina on its surface, as to be equally worthless for jewelry. Kregora's true utility lies in its ability to prevent Mentalsm, Channeling, and Essence spells from passing through surfaces lines with wires, threads, or netting forged of the substance.

Laen ("Long Thread" or "True Glass") The name refers to the incredibly strong crystal lattice structure, allowing for the incredible strength of the material. Of course, this does not explain the bizarre property of laen; it gains strength and rigidity with heat. Only by chilling to temperatures beyond cold can it be softened, and then it is sculpted and molded to the desired form. Natural laen is black

or smokey, but it can be cleared with treatments and tinted any number of transparent colors. Often called **True Glass**, Laen is a volcanic glass that is found only rarely in nature. As a gemstone, it has brilliance beyond all other gems. It gives a material bonus of +25 and a strength bonus of +40.

Mal (S. "Gold") Dwarven holds are frequently founded on the site of large veins of Mal, which the Khazad value over all metals save Mithril. It is too soft for heavy tasks, but has its merits. Mal doesn't tarnish, and is recognized by all peoples as valuable. Mixed with mithglín, it becomes white-gold; other elements strengthen it for use in weapons and armor. One of its advantages is its resistance to corrosion, and when combined with lesser metals, it confers this advantage to them.

Mithglín (S. "Gleaming Grey"; W. "Platinum") Also rare, it is prized for its shining hue – although it does not compare to mithril. It is difficult to work, requiring high temperatures and hard labor to forge properly, but the resulting jewelry is more durable than either mal or celeb. It can be mixed with mal to make it more workable, resulting in white-gold, strong and resistant to corrosion.

Mithlin (S. "Pale Grey"; W. "Beryllium") Used mostly in jewelry, it is a strong, yet light material. Few smiths, even among the elves, know how to work it. Dwarves enjoy its strength, and delight in creating seemingly fragile baubles from it for their amusement.

Mithrarian ("Abyss of High Silver") Beyond rare, this alloy is legendary. Mithrarian is said to be an alloy of mithril, eog, and celebur. The resulting material supposedly defied Arda's pull, so that a boat or other object with even the thinnest layer of mithrarian on the lower surfaces would float without weight. What made this more significant than enchantments that do the same thing is that mithrarian resists all counter-spells.

Mithril (S. "Grey Brilliance" or "True Silver") Pure mithril is in may ways like normal silver: shining white and very malleable – but it does not tarnish and alloys with other metals to produce unique enchanted metals of incomparable quality. It always appears polished. There are many tales of the mithril from Númenor, but that Isle is no more. Whenever one travels to lands where it is known, it is considered the richest of metals. Mithril is loved above all materials by the Dwarves and is also treasured by the Elves, the Dúnedain, and the dark forces of Morgoth.

Morasarn (S. "Carbon")

Ogamur (S. "From Gamur") Dwarves use ogamur for items requiring extreme flexibility and elasticity. Few fabrics, much less metals, can stretch like this black substance. Its properties make it ideal for springing devices and works designed to absorb impact. It is difficult to make, however, which accounts for its sparing use. It is an enchanted mix that the dwarves refuse to divulge.

Paer (S. "Copper") This reddish-gold metal is found widely, so is not very valuable. Men use it for pots and pans, gutters, statues, wires, and roofing. It is too soft and malleable for Dwarven tastes, but the Noldor regard the metal more highly and like to use it as roofing for certain buildings and for pipes to carry water, as well as to make evyth.

Tasarang (S. "Willow-iron"; W. "Shalk") At first glance, tasarang looks like white ogamur, but although it bends easily and has tremendous spring, it doesn't stretch. Tasarang is also extremely light, like wood or pumice. The tremendous heat and cold used make the metal change its texture, yet it only enhances the white hue. Actually, more than one metal-worker has sworn that it glows. It has been used with some success to make powerful bows, but the value of the material makes this impractical in most applications.

Unknown (Unobtanium) Unobtanium is a rare mineral that has the unusual property of disrupting all of the nearby flows of Primal Essence. Since this is the basis of all life, exposure to this effect is hazardous to all creatures native to Eä, and is extraordinarily dangerous for spellcasters and magical creatures. Although too heavy and brittle for use as a weapon in the pure state, if alloyed correctly, this can be used to create horrible weapons. There is little information publically known about Unobtanium, as it has been forbidden by the Mages' Guild. Some speculate that Unobtanium was involved in the destruction of the Empire of Nod over one thousand years ago.