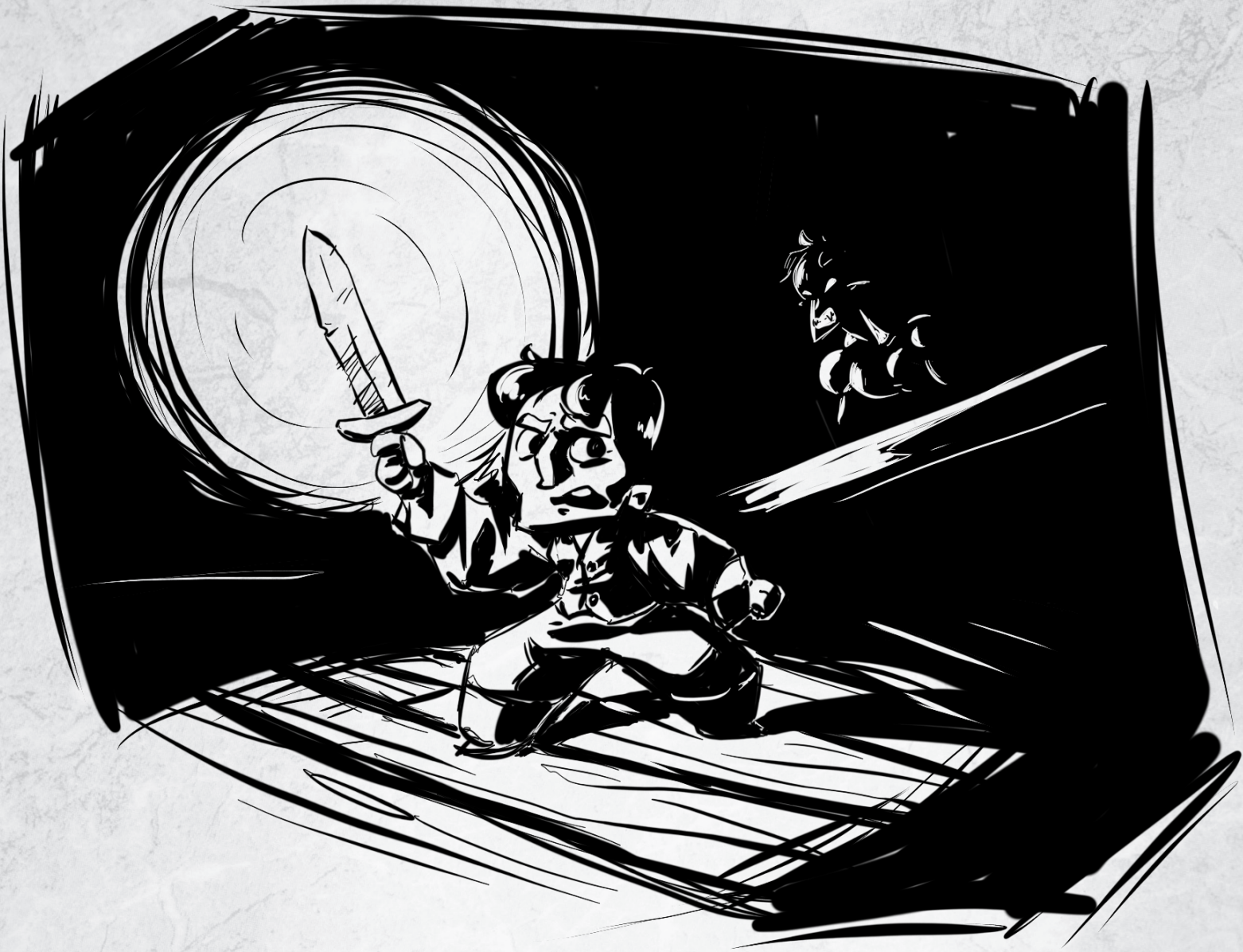


# *THE ARCANA CHECK*



*ENCHANTED METALS*  
&  
*WHERE TO FIND THEM*





## **ENCHANTED METALS**

### **SEMI-MAGICAL ITEMS FOR 5E**

These collections of enchanted metals are meant to offer item choices in high-powered campaigns. By default, these do not require attunement, but this is obviously in the realm of DM fiat.

Mithril and Adamantine already exist in D&D 5e, but these versions of the metals have lore attached, and the items they craft into are a bit more attractive to players than their vanilla variants.

Truesilver appears in other popular fantasy -- Vayne from League of Legends uses Truesilver Bolts, and it's a crafting item in World of Warcraft. Here, it functions as a sort of Holy Metal, used for monster hunting in honor of the League of Legends vampire hunting acrobat, and for detecting invisible creatures. If you're running horror or Dark Fantasy, I think Truesilver has a good vibe for you.

Lastly, this module introduces Shadowglass, a material between ceramic and metal that benefits spell casters.

#### **MITHRIL**

When the elves were still fey and the dwarves were still pulling themselves from the primal stone of the world's foundation, there was no such metal as Mithril. An ancient dwarven lord, who adored iron above all else, sent gifts of his favorite metal to Titania, the Queen of the Summer Court. All the other fey saw this as a grievous insult -- even a threat -- but Titania saw the dwarf's intent. She accepted the offering, to the horror of the other fey, and placed on her head an iron crown. But the deadly iron did not burn her. Instead, a shock of white went through the metal, forever

changing it, as well as all of the iron gifts, and every vein of iron that the dwarf lord's clan had claimed. The metal now bears that dwarf lord's name, Mithril, but is sometimes called Feymetal, Demon Steel, and False Silver.

Mithril is as light as cotton but as hard as steel. It is pure white in color, until it nears to certain creatures, when it begins to glow a deep blue. It is difficult to work with and rare to dig from the earth. This metal is incredibly resilient to heat; an object made from Mithril is not affected by the *Heat Metal* spell, and cannot be melted by normal means.

Mithril's unique interactions with heat work in the inverse as well; when the metal is chilled, it takes abnormally long to return to a normal temperature.

Objects made from Mithril emit dim light in a 10-foot radius when it is within 200 feet of any undead, aberrations, goblinoids or fiends.

#### **MITHRIL ARMOR**

Armors made with Mithril weigh half as much as their normal counterparts weigh. If a type of armor would normally be heavy, but is made from Mithril, it counts as both heavy and medium armor. If armor would normally be medium, but is made from Mithril, it counts as both medium and light armor.

Mithril armor does not impose disadvantage on stealth checks. Mithril chain shirts and Mithril breast plate can be worn beneath normal clothing, and are almost impossible to detect when worn in this way.

#### **MITHRIL WEAPONS**

Weapons made from Mithril weigh half of what their counterparts from other metals weigh.



Mithril weapons count as silvered weapons versus aberrations, fiends, goblinoids and the undead, and against foes of these types, a Mithril weapon deals an additional d4 of its damage.

### ADAMANTINE

Adamantine is mined at nexuses where the planes of earth, fire, and the material plane clash. These mines are deadly places, filled with elemental terrors that haunt the shafts. Powerful mining clans can delve into these places for a short time and extract small amounts of this precious ore, but always at a heavy cost.

This red-tinted metal is said to have been the foundation of the planes before creation -- that it was so strong that it bound the very stars together for millennia before finally giving way.

Adamantine is the hardest and toughest metal known in the material plane. It gleams a faint red, holding in it a spark of the fires that first birthed the world, and it carries with it the unmistakable scent of charcoal.

Like Mithril, its unique properties make it difficult to work with, and (also like Mithril) it is rare in the world.

Adamantine objects cannot be melted in acid (or in bases), nor can they be broken so long as they are neither molten nor frozen.

### ADAMANTINE ARMOR

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit. Acid cannot harm this armor, and the wearer has resistance to acid damage, so long as they're not submerged.

### ADAMANTINE WEAPONS

This weapon is made from adamantine. It

is immune to acid and automatically scores critical hits against inanimate objects.

Critical hits from an adamantine weapon raise size of dice dealt by the weapon by one; D4s become D6s, and so on. Lances, Greataxes, and other weapons that roll a D12 keep their D12 dice size on a crit, but add a single D8 to any critical strike.

### TRUESILVER

All silver was once Truesilver, the metal that devours evil. Something horrible touched world, though, felt its many truesilver deposits, and recoiled back to the chaos. This created silver, which is a ghost of the metal it once was.

Truesilver is jet black and opaque, but when polished, shows a perfect reflection of invisible creatures, creatures in the border ethereal, elementals, fey, and undead creatures (most notably, vampires.) It is also believed that confessing sins in the presence of a truesilver mirror removes heavy burdens of the soul and curses. When such a confession is received into the metal, an image of the sin or of the person who created the curse will briefly pass as a reflection before fading back to black.

### TRUESILVER AMMUNITION

Truesilver is poorly suited for most weapons, but is a popular choice for monster hunters to use for arrow heads and bolts. When bolts or arrows made from Truesilver strike an evil creature, that creature must pass a DC 12 constitution saving throw or be paralyzed. A creature paralyzed in this way can repeat the saving throw at the beginning of each turn.

### TRUESILVER MIRROR

You can use a bonus action to use a truesilver mirror to quickly look for invisible creatures, creatures in the border ethereal,



elementals, fey, and undead creatures.

You can spend an hour meditating or praying with a Truesilver mirror laid out before you. If you have a curse, this removes it. A Truesilver mirror that removes a curse will briefly flash the face of the creator of the curse, and then fade. A Truesilver mirror can only remove one curse, after which it becomes a silver mirror.

A Truesilver Mirror cannot remove a curse from an item, but it can release someone from the grip of a cursed item.

### SHADOWGLASS

Found only in the Shadowfell, Shadowglass is often mistaken for glass or ceramic – hence its name. Despite this misconception, it's a metal, and is mined by undead hordes in the service of evil mages. This dark green metal appears inert until a spell is cast near it, at which point it turns clear like glass. This metal is too fragile for making weapons or armor – it bends easily, and in chilly weather is prone to shatter – but it's often used in the creation of powerful spellcasting focuses, and special philters for holding potions.

### SHADOWGLASS WAND

This spellcasting focus is shaped in an intricate spiral. Magic cast from this wand still leaves the wand instantly, but arcane energies from the spell flow through the glass for a moment after, holding the spell for a moment longer than is normally possible. If a spell of 4th level or lower is cast from this wand, and the spell misses or is resisted, the caster can retrieve the spell, allowing her to retain the spell slot. If the spell targets multiple creatures, every creature must resist the spell or else the spell slot is still lost.

If a Shadowglass Wand ever has a +1, +2,

or +3 bonus, it can retain spell slots of 5th, 6th, and 7th level, respectively.

### SHADOWGLASS ORB

This orb of Shadowglass hides an intricate maze leading to the core of the orb. This arcane trap can fizzle magic. Once per day, as a reaction, you can use this spellcasting focus to cast Counterspell at 3rd level without using a spell slot.

If a Shadowglass Orb ever has a +1, +2, or +3 bonus, it can instead cast Counterspell at 4th, 5th, or 6th level, respectively.

### SHADOWGLASS SIGIL

When Shadowglass is molded into symbols of good or neutral divinity, it changes from green to a dull gold color, and no longer changes color when magic is cast near it.

If a Channel: Divinity class feature fails with this holy symbol is in use, that use of the Channel: Divinity is not wasted and can be used again later.

If a Shadowglass Sigil ever has a +1, +2, or +3 bonus, it allows the user to use their Channel: Divinity that number of times in addition to the number of times they can normally use the feature.

### SHADOWGLASS PHILTER

This container can hold the liquid of a single potion. If a potion is stored in a Shadowglass Philter for at least an hour, it doubles in potency, either doubling the healing or damage dice it would cast, or else doubling the length of time the potion's effects lasts.



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*Note: The official 5e Kobold race is found  
in Volo's Guide to Monsters.*

