

Expanded Smithing 2010

Alternative Weapon Materials

There are many types of materials that can be used to create weapons other than steel, and any Weaponsmith will be able to work with these odd materials. The prospect of making unconventional weapons in this way has some small benefits and some disadvantages. Many of the materials require less preparation and expense to make into weapons, but they are also more fragile than steel. The table below shows the types of materials that can be made into weapons, the cost of doing so (the number shown is multiplied times the normal production point cost of making the weapon), and the expiration of an item made from the listed material. Only the *Strengthening* of a weapon made of these materials, or making it *Indestructible* in some way will allow it to exist beyond its listed maximum durability.

Material	Cost Factor	Maximum Durability
Bone	.25	1 Month
Cold Iron	2.0	standard
Glass	.5	1 Day
Rock	.5	3 Months
Wood	.25	1 Month

Portcullis

A Weaponsmith can create a portcullis at a cost of 120 production points. This portcullis will cover up to 25 square feet, and can only be lifted by use of a pulley system or with the use of *Superhuman Strength* and/or an *Endow* effect. For the purposes of destruction, a portcullis will withstand all types of damage, but a single portcullis counts as a door-sized object and can be Destroyed as per the spell effect. Larger portcullis's cannot be made. The portcullis phys rep must be made of a lightweight, durable material, and safety and appearance (in that order) will be the major issues in its approval. A portcullis can be Strengthened as outlined in the core rules.