

Material Summary Table

Material	Depth	Rarity	Cost	Weight	Key Features
Cloth	0-40	40	40%	40%	-2 dam, -2 AC, +2 Stealth
Leather	2-100	30	90%	80%	-1 AC base
Iron	2-58	30	100%	110%	Basic metal
Steel	7-100	25	110%	100%	+1 hit, +1 AC base
Wooden	2-88	35	80%	90%	-1 AC base
Bone	0-20	25	60%	95%	-2 all combat stats
Bronze	0-60	30	90%	115%	-2 hit
Gold	0-100	10	400%	150%	-2 all stats, high value
Obsidian	0-77	10	50%	75%	-1 hit, -1 ds, budget option
Silver	25-100	15	200%	130%	-1 ds, DR/Silver
Darkwood	35-100	15	175%	50%	+1 hit, vs WATER:2
Caphorite	25-100	1	200%	105%	-1 hit, confuses darkness-sensitive
Cold Iron	28-100	20	133%	110%	DR/Cold Iron
Darkleaf	42-100	20	220%	40%	Lightest armor material
Elysian Bronze	31-100	10	240%	115%	vs MAGICAL_BEAST/HUMANOID:2
Mithril	33-100	12	400%	55%	-1 ds, +1 AC, +BLOWS/SHOTS
Viridium	44-100	10	110%	75%	+1 hit, DR/Viridium
Solarite	47-100	7	300%	90%	+3 ds, +2 AC, DR/Solarite
Adamantine	55-100	10	2000%	100%	+1 dd, +1 ds, DR/Adamant (weapons)
Adamantium	60-100	10	2500%	100%	DAM_RED[3], DR/Adamant (armor)

Quick Reference

Phase Out Early: Bone (20), Cloth (40), Iron (58), Bronze (60), Obsidian (77), Wooden (88)

Always Available: Leather, Steel, Gold, all Special materials

Ultra-Rare: Caphorite (rarity 1), Solarite (rarity 7)

Economy: Obsidian (50% cost), Gold (400% value)

Lightweight: Darkleaf/Cloth (40%), Darkwood (50%), Mithril (55%)