

Metallurgy Of Many Worlds :

Ioda : Ioda is the equivalent of Iron in our reality. Sturdy, a bit on the heavy side, prone to corrosion, yet offers stable defensive capabilities. Can be usually found in ore format. Rarity : **Velvet**

Qura : Qura is a compressed form of Ioda. While it can be Forged through compression, naturally made Qura tends to be perfected. Through Compression, the metal becomes much more resistant to strikes, albeit increased density equals increased weight. Resistance to Corrosion is the same as Ioda ; Weak. Rarity : **Velvet**

Regwar : Regwar can be seen as the greatest form of Ioda. It is in fact made Of heavily compressed Qura, however, the added condition is constant heat. Regwar is thus found in slightly warmer undergrounds, hence in deeper depth. The constant heat allowed the metal to be compressed almost perfectly, giving the metal good resistance to strikes, though at the price of really heavy weights. The heating process allowed the metal to gain a certain degree of resistance to Corrosion. Rarity : **Orange**

Regarite : Regarite is another form of Ioda, though this metal is formed in aquatic Caves. This metal is also in need of pressure to be formed, however, the hydrated soil of aquatic caves, alongside the different minerals carried by the water content, bestow a certain resistance to corrosion, yet giving away some density. Rarity : **Orange**

Jorgur : Jorgur is a metal famous for its excellent conductive capabilities of heat and electricity, making it a perfect metal to be used in many machinations, and many weaponry made to yield Electrical or Fire properties, as well as magical. However, due to its effective conductive properties, it is a horrible choice for armour making. Rarity : **Orange**

Vhem'Cord : Vhem'Cord is the basic isolating metal. It has very poor conductive capacities, but it is also extremely brittle and soft, henceforth not allowing it to be used as an effective independent armour material. It is usually used as a coating of sorts, to increase resistances to Magic. Rarity : **Orange**

Ferva : Ferva is a much appreciated metal due to its great durability and lightness. This metal seems to be a favourite among many low ranking knights, offering good enough protection, yet not hindering movement too much. Ferva is not the best magic resistant metal, yet it will do when no other option is there. Rarity : **Orange**

Doldora : Doldora is known as “The Liquid Metal” , due to its melting point being at ambient temperature. Skilled blacksmiths know better than to write this metal off, however. Doldora armour is light, yet very sturdy, and it works as a great isolator, allowing it to shine as armour in cold weather. It is the most commonly used metal to forge Arctic armour, as in the cold weather, Doldora assumes it’s solid form. Rarity : **Sunshine**

Almaz : Almaz is a perplexing metal, being able to be mixed with most metals, always assuming the patch to its shortcomings. This means that if Ioda was mixed with Almaz, the alloy would have a significantly increased corrosion resistance, yet if it is mixed with Doldora, it would decrease the solidification point of the alloy. Almaz on its own is near useless, as it is super light and brittle. Thus Almaz is known as “ Number Two “. Rarity : **Sunshine**

Ragna : Ragna has been dubbed “ The Angry Metal “ , as any contact with it produces sparks. Forging with this metal is extremely hard, as merely striking it makes scorching sparks. However, weapons made with this Metal are known to be oddly effective in the battlefield as Guarding weapons :if they strike, they will be showered with sparks. If you hit them, you will shower them with sparks.. Rarity : **Sunshine**

Oceia : This metal is brittle, soft, and conductive in its pure state. However, once soaked, this metal shrinks considerably, and becomes a hard piece of isolating metal. This quality allows it to be excellent for Aquatic expeditions, yet one has to be a skilled forger to be able to predict the degree of shrinking, lest the wearer gets Mangled by the armour itself. Rarity : **Sunshine**

Cryier : Also known as “ Riches Block “, this metal would be the equivalent of Gold. Cryier is known to be fairly beautiful, and many engagement rings are made from this luscious metal. In terms of armour and weaponry, it isn’t all that great, yet it is the choice for most ritualistic weapons, allowing it to be a great choice for such directed tools and weapons. Cryier also comes in many colors, some even not discovered yet. Rarity : **Sunshine** (different colors have different Rarities)

Mahow : Mahow is considered an incredibly odd metal. Mahow is found in grain format, as it explodes when it comes to contact with other Mahow grain. This property is bewildering, as at times one can find but tiny grains, and at times one can find rock sized Mahow. Due to it’s bizarre attitude, no armor or weapon have been successfully made, yet many bombs have been manufactured out of it. Rarity : **Sunshine**

Silpy : Silpy is the equivalent of natural magnetized metal. Silpy has the same characteristics as a magnet, only its magnetic prowess can not be enhanced by magic alone. One would need to meld it with another metal to give it this property. Rarity : **Everbloom**

Higurashka : Unlike regular metals, where folding is used to harmonize the carbon content, Higurashka metal gets filtered with each fold. This means that this metal can achieve incredible durability, though at the cost of many, many, many folding processes. One tale speaks of the 10000 folded sword, a sword able to slice through armor like butter. Rarity : **Everbloom**

Lorai : Lorai is a crystal clear metal, baffling most scientific personas. Lorai is a somewhat sturdy metal, even though it's highly transparent, letting 100% of all light pass through, without the slightest of energy transfer. This allows the metal to be used as a mosaic to Churches, but it can also be used creatively for some weapons and even pieces of armor. Rarity : **EverBloom**

Het'val : Known as “ The Memory Metal “ , this bizzare thing, once forged, remembers it's form, and no matter how deformed, it will always spring back to its original shape. It is indeed a hard metal, and deforming it is no easy feat, thus it makes excellent armour for long journeys. The only weakness it proves is it's resistance to magic, as magic can alter the original form in essences, thus making the armor a coffin for the wearer. Rarity : **EverBloom**

Joha : Joha is one of the most wanted metals in the world, due to its property of making high Voltage electricity. Striking most metals with this metal creates a current able to light up machines. The highest efficiency is achieved when striking two Johas Together. Making armor or weapons with this metal isn't the best idea, with the exception of Lightning or Metal users. Rarity : **EverBloom**

Somara : Somara is a brittle metal, practically unusable for forging, with very few alloy exceptions and coatings. Yet this metal is incredibly important for expeditions, as it captures sound and keeps it echoing within the metal. Henceforth it is used as a Voice Note, to send a message, or leave a message. One Tale speaks of “ The Talking Graveyard “ , a Graveyard with Somara Tombstones, always repeating the last words, some of regret, some of joy, some of anger, some of love, and what of the rest. One Particular Graveyard holds a Tombstone using pure Somara to replay certain songs, forever, for the one Guarding the graveyard. Certain individuals see the metal as a curse, always reminding them of what was lost, and for others, it is a reminder of the many promises one takes upon oneself. Rarity : **Forest**

Yuna : “ The Luminescent “ , Yuna is known to be a bad omen. This metal glows when it’s surroundings are dark, and truly shines under Moonlight. Yuna is in essence drawn to Darkness, Its power is proportional to the surroundings’ dimness, and the moon’s state. When the moon takes a special hue, example being Blood Moon, Yuna takes special characteristics, and only keeps said special properties if the metal is forged before the end of the Event. The Dark Moon is a special event, said to make Yuna metal take on special abilities. One Tale Speaks Of Yuna, The Blade Master, named after the metal. The tale says that She was as Deadly as the darkness itself. Rarity : **Forest**

Hazal : The Darkness seeps everywhere, metal is no exception. Hazal metal can only be found where darkness looms, as Hazal is rumoured to be a metallic form of The Beacon. True to its origins, this metal is enhanced by Dark magic, and bestows buffs to any dark arts. Light users can not use this metal, as it refuses The Light. Rarity : **Forest**

Ji’tan : This metal is famed for it’s odd ability of storing magic. Typically, magicians use crystals and gems, as they are excellent storages, but this metal works as a medium level Storage. Couple that with strong durability in all areas, and you would get a metal great for most warrier magicians, or magic swordsmen. Rarity : **Forest**

Lurim : Some beasts require certain weapons to be efficiently defeated : Lurim is one of those metals. Lurim boasts the ability to be a general “ Creature Slayer “ , as most critters tend to show weakness to it. Cuts do not heal, and magic is fortified to be able to damage the creatures well. Lurim is known to be a trustworthy metal, and many hunters, even if given the choice to replace, would not give up their Lurim Equipments. Rarity : **Forest**

Tendai : Most scholars agree that a beating heart signifies life. If so, then this metal is alive. Tendai metal seems to gather around, and form a clump. If one listens carefully, one can hear a beating sound inside the core. Golems are familiars with no life, yet when infused with metal, they seem to get stronger. This fact suggests that this metal may be a heart of some sort, able to give life. Whatever it is, Alchemy and necromancy agree that this precious metal is important to the unraveling of the secrets of life. Rarity : **Forest**

Yurful : The Choir Of The Dust Valley used this metal to forge their equipment. Yurful Metal is a sonorous metal, capable of echoing and augmenting sounds, making one singer an entire angelic choir. Bards dream of obtaining Yurful Instruments, as it is said that songs played on these instruments can capture the hearts of listeners. A tale tells of The Orchestra, knights of The Choir Of The Dust Valley, knights who never wielded a sword, and never got a scratch on their armor, as they would simply charm and subdue enemies with a beautiful lullaby. Rarity : **Forest**

Aldonoah : Aldonoah is one of the capital metals. Incredibly beautiful, this metal seems to glimmer even without any light near it. Aldonoah is a great inner magic conductor, yet It is an isolator to any external magic. This metal also boosts remarkable density, allowing it to be both armour and weapon. Magic knights tend to choose this amazing metal. Rarity : [Abyss](#)

Slyver Mae : Purity is a wonderful trait to admire, yet not to have, for the pure are sought out. Slyver Mae is the metal needed to protect the pure, but not for the knight to wield, but for the princess herself. Slyver Mae is a metal linked to the heart, the purer the user, the stronger the blade. This irony is laughable, as when a person picks up a weapon, do they not dread the path of impurity? Does the princess eventually get back stabbed by the same metal she was using? Rarity : [Abyss](#)

Marluxia : “The Metal of Roses” , Marluxia is the petals of a certain flower : Marluxia Io. This metal is soft, and touching it is no different from touching silk. Some royalty of the ancient commissioned Royal beds from this metal. Marluxia is a metal that can be twined and stitched, woven much like threads. A dress made from Marluxia is as strong as a full metal armor suit, yet hardly any heavier than a regular ballroom dress. One tale speaks of a dancer, a mistress that used threads of Marluxia as her weapon, and it tells of how the lady fared well in the battlefield, making the arena a web, with her as the spider. Rarity : [Abyss](#)

Avalyon : A kingdom was once renowned for its Mighty Bastions, a kingdom with defences so strong, neighbouring countries saw it a waste to even try and conquer. The Bastions of Avalyon, made from a metal many ignored the existence of. Avalyon, named after the city, is a metal that grows in strength proportionally to its mass. The more of the metal one adds, the stronger it becomes. A knife of Avalyon would be a joke. A bastion of Avalyon would be a joke in it’s ridiculousness. Rarity : [Abyss](#)

Mangatsui Mangako : The Rifting Metal, Mangastui Mangako, or for short, the Mangatsu, is known for its power. Mangatsu metal has the ability to mend anything, if swung with enough force and precision, this includes space itself. Mangatsu equipment were used by Magatsu arts users, and it is said that the most effective way to use this metal is through Magatsu Arts. However, Magatsu arts are also known for their Dark Sided arts. Rarity : [Abyss](#)

Na’a : Na’a is seen as the undying armor, as it gets stronger with each strike it receives. Though one can break Na’a once, the broken metal would get hardened by the strike, and if reforged, would remember the strike, and resist it. So as long as one can reforge this metal, it will at some point achieve unbreakable prowess. Rarity : [Abyss](#)

Sylver Aldonoah : Sylver Aldonoah is the purest form of Aldonoah. This purified metal glows beautifully, and can be a beacon of light. Sylver Aldonoah is the metal of the stars, as wherever it is, a collection of constellations are present right above it, and wherever it goes, the stars follow. Celestial magic can be only used with Sylver Aldonoah as the catalyst. One spell, “Dawn To Dusk” , is said to be strong enough to defeat the darkness completely. Rarity : **Violet**