

# URU: THE STARFORGED METAL

Forged in the hearts of collapsing stars, Uru is a legendary metal of cosmic origin. This mythical substance thrums with innate magical energy, making it the ultimate material for crafting weapons and armor capable of channeling extraordinary power.

## PROPERTIES OF URU

Uru is an exceedingly rare metal that combines the finest qualities of both mithral and adamantine. Weapons and armor crafted from Uru possess the following properties:

- **Lightweight Strength.** Uru items have the weight reduction properties of mithral (armor doesn't impose disadvantage on Stealth checks, and strength requirements are ignored).
- **Unbreakable Resilience.** Uru items have the durability of adamantine (melee weapon hits are automatically critical hits against objects, armor makes the wearer immune to critical hits).
- **Magical Conduit.** Uru naturally conducts and contains magical energy, making it the ideal material for enchanted items.
- **Legendary Durability.** Only beings or forces of legendary power can damage or destroy Uru.

## FORGING WITH URU

Unlike other rare materials, Uru has a unique property: it allows **any character, regardless of class**, to craft magic items. The crafter must still have proficiency with the appropriate tools and spend the necessary time and gold for creation (as outlined in the *Dungeon Master's Guide* or *Xanathar's Guide to Everything*).

### URU REQUIREMENTS BY RARITY

The amount of Uru required depends on the magic item's rarity:

Item Rarity	Uru Required
Common	1 gram
Uncommon	2 grams
Rare	3 grams
Very Rare	5 grams
Legendary	10 grams

**Consumables:** Items meant to be consumed or used once (such as potions, scrolls, or single-use talismans) require half the normal amount of Uru.

**Custom Magic Items:** For homebrew or custom magic items, use the item's effective rarity level as determined by the DM, then double the gram requirement from the table above. For example, a custom uncommon item would require 4 grams of Uru.

## ACQUIRING URU

Uru cannot be mined or manufactured through conventional means. It can only be found in the following ways:

- **Stellar Remnants.** Recovered from meteorites originating from dying stars.
- **Ancient Vaults.** Discovered in the treasure hoards of ancient dragons or celestial beings.
- **Divine Gifts.** Bestowed by deities or extremely powerful extraplanar entities.
- **Legendary Quests.** Obtained as a reward for completing tasks of cosmic significance.

## URU VALUE

Given its extraordinary rarity and power, Uru commands astronomical prices when available for purchase:

- **1 gram of Uru:** 5,000 gp (if it can be found at all)

Most Uru must be acquired through adventure rather than commerce, as few merchants have access to such legendary material.

## DM NOTES

Uru is an extremely powerful crafting material that can significantly alter your campaign's magic item economy. Consider the following when introducing Uru:

- **Scarcity Matters.** Keep Uru exceedingly rare to maintain its legendary status.
- **Story Significance.** Make the acquisition of Uru a memorable event or quest reward.
- **Crafting Time.** Even with Uru, creating magic items should take significant downtime (weeks or months for more powerful items).
- **Balance Consideration.** Allowing any class to create magic items is a powerful boon—ensure it doesn't overshadow other character abilities or campaign elements.