**Blacksmith: Whetstones**

**Apprentice**

**Lesser Chaos Stone**

This whetstone is infused with elemental chaos. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attacks damage type, as shown below.  
**d8 / Damage Type**  
1 / Acid  
2 / Cold  
3 / Fire  
4 / Force  
5 / Lightning  
6 / Poison  
7 / Psychic  
8 / Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each use of this effect.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Warped | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

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| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1d6 | (3 - Prof.) hrs. |
| 2 | 2d6 | (3 - Prof.) hrs. |
| 3 | 3d6 | (4 - Prof.) hrs. |

**Lesser Fey Touched Stone**

This whetstone is infused with fey energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 1d6 psychic damage and suffers from a fey curse for 1 minute. Choose one ability score. While under the effects of the curse, target has disadvantage on ability checks and saving throws made using that score. The target may make a DC 13 Charisma save at the end of each of its turns, ending the effect on a success.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Fey | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 3d6 | 15 | (4 - Prof.) hrs. |

**Lesser Freezing Stone**

This whetstone is infused with frigid elemental water energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, frigid energy leaps from the blade and the target must make a DC 13 Strength save or ice roots it to the ground. A Large or larger creature has advantage on this saving throw. If the target succeeds on this save, the ice melts away. While restrained by this spell, the target takes 1d6 cold damage at the start of each of its turns. A creature restrained by the ice or one that can touch the creature can use its action to make a DC 13 Strength check. On a success, the target is freed.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Water | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 3d6 | 15 | (4 - Prof.) hrs. |

**Lesser Empowering Stone**

This whetstone is infused with primeval energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, you crush the target’s defenses causing it to take an additional 3d6 damage of the weapon’s damage type and allowing the next attack roll made against the target before the end of your next turn to have advantage.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Primeval | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 3d6 | (3 - Prof.) hrs. |
| 2 | 4d6 | (3 - Prof.) hrs. |
| 3 | 5d6 | (4 - Prof.) hrs. |

**Lesser Mind Wrenching Stone**

This whetstone is infused with psychic energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a DC 13 Wisdom saving throw or be frightened of you for 1 minute. As an action, the creature can make a DC 13 Wisdom check to steel its resolve and end this spell.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Psychic | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 3d6 | 15 | (4 - Prof.) hrs. |

**Lesser Searing Stone**

This whetstone is infused with elemental fire. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, it flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a DC 15 Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Fire | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 3d6 | 15 | (4 - Prof.) hrs. |

**Lesser Thunderous Stone**

This whetstone is infused with elemental earth. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, it rings with thunder that is audible within 300 feet of you and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from you and knocked prone.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Earth | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 2d6 | 13 | (3 - Prof.) hrs. |
| 2 | 3d6 | 13 | (3 - Prof.) hrs. |
| 3 | 4d6 | 15 | (4 - Prof.) hrs. |

**Lesser Vampiric Stone**

This whetstone is infused with necrotic energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 2d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Tainted | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 2d6 | (3 - Prof.) hrs. |
| 2 | 3d6 | (3 - Prof.) hrs. |
| 3 | 4d6 | (4 - Prof.) hrs. |

**Lesser Warding Stone**

This whetstone is infused with celestial energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 1d4 force damage, and must succeed on a DC 13 Charisma saving throw or have disadvantage on all attack rolls until the start of your next turn.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Celestial | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1d4 | 13 | (3 - Prof.) hrs. |
| 2 | 2d4 | 13 | (3 - Prof.) hrs. |
| 3 | 3d4 | 15 | (4 - Prof.) hrs. |

**Lesser Whirlwind Stone**

This whetstone is infused with elemental wind energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target must succeed on a DC 13 Strength saving throw or be thrown 20 feet straight up into the air by a whirlwind. The target then immediately begins falls back down.

**Rules Reminder:** When a creature falls more 10 feet or more, it takes 1d6 bludgeoning damage for every 10 feet it falls up to a maximum of 20d6.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing the height it throws and the save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 x **Level** | Wind | 15 x **Level** |
| Stone/Gem | 35 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Height** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 20 ft. | 13 | (3 - Prof.) hrs. |
| 2 | 30 ft. | 13 | (3 - Prof.) hrs. |
| 3 | 40 ft. | 15 | (4 - Prof.) hrs. |

**Journeyman**

**Lesser Energy Stone**

This whetstone is infused with elemental energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. For the next 10 minutes, the weapon deals an additional 1d6 damage of a type determined at the time of its creation.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (10 + [10 x **Level]**) gp worth of Blacksmithing Supplies

**Labor Cost:** (20 x [20 x **Level]**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Magical Property**

|  |  |
| --- | --- |
| **Damage Type** | **Required Property** |
| Acid | Earth, Water, Tainted |
| Cold | Water, Warped |
| Fire | Fire, Primeval |
| Lightning | Warped, Wind |
| Necrotic | Fire, Tainted, Water |
| Poison | Earth, Tainted, Water |
| Psychic | Fey, Psychic |
| Radiant | Celestial, Fire |
| Thunder | Earth, Wind |

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 20 + [20 x **Level]** | See Table Above | 15 + [15 x **Level]** |
| Stone/Gem | 35 + [35 x **Level]** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1d6 | (3 - Prof.) hrs. |
| 2 | 2d6 | (3 - Prof.) hrs. |
| 3 | 3d6 | (4 - Prof.) hrs. |

**Expert**

**Greater Energy Stone**

This whetstone is infused with elemental energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. For the next 10 minutes, the weapon deals an additional 4d6 damage of a type determined at the time of its creation.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (40 + [30 x **Level]**) gp worth of Blacksmithing Supplies

**Labor Cost:** (80 x [60 x **Level]**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Magical Property**

|  |  |
| --- | --- |
| **Damage Type** | **Required Property** |
| Acid | Earth, Water, Tainted |
| Cold | Water, Warped |
| Fire | Fire, Primeval |
| Lightning | Warped, Wind |
| Necrotic | Fire, Tainted, Water |
| Poison | Earth, Tainted, Water |
| Psychic | Fey, Psychic |
| Radiant | Celestial, Fire |
| Thunder | Earth, Wind |

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 80 + [60 x **Level]** | See Table Above | 60 + [45 x **Level]** |
| Stone/Gem | 140 + [105 x **Level]** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 4d6 | (3 - Prof.) hrs. |
| 2 | 5d6 | (3 - Prof.) hrs. |
| 3 | 6d6 | (4 - Prof.) hrs. |

**Greater Chaos Stone**

This whetstone is infused with elemental chaos. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 2d8 + 4d6 damage. Choose one of the d8s. The number rolled on that die determines the attacks damage type, as shown below.  
**d8 / Damage Type**  
1 / Acid  
2 / Cold  
3 / Fire  
4 / Force  
5 / Lightning  
6 / Poison  
7 / Psychic  
8 / Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each use of this effect.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Warped | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 4d6 | (3 - Prof.) hrs. |
| 2 | 5d6 | (3 - Prof.) hrs. |
| 3 | 6d6 | (4 - Prof.) hrs. |

**Greater Fey Touched Stone**

This whetstone is infused with fey energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 4d6 psychic damage and suffers from a fey curse for 1 minute. Choose one ability score. While under the effects of the curse, target has disadvantage on ability checks and saving throws made using that score. The target may make a DC 15 Charisma save at the end of each of its turns, ending the effect on a success.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Fey | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 4d6 | 15 | (3 - Prof.) hrs. |
| 2 | 5d6 | 17 | (3 - Prof.) hrs. |
| 3 | 6d6 | 17 | (4 - Prof.) hrs. |

**Greater Freezing Stone**

This whetstone is infused with frigid elemental water energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, frigid energy leaps from the blade and the target must make a DC 15 Strength save or ice roots it to the ground. A Large or larger creature has advantage on this saving throw. If the target succeeds on this save, the ice melts away. While restrained by this spell, the target takes 4d6 cold damage at the start of each of its turns. A creature restrained by the ice or one that can touch the creature can use its action to make a DC 15 Strength check. On a success, the target is freed.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Water | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 4d6 | 15 | (3 - Prof.) hrs. |
| 2 | 5d6 | 17 | (3 - Prof.) hrs. |
| 3 | 6d6 | 17 | (4 - Prof.) hrs. |

**Greater Empowering Stone**

This whetstone is infused with primeval energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, you crush the target’s defenses causing it to take an additional 6d6 damage of the weapon’s damage type and allowing the next attack roll made against the target before the end of your next turn to have advantage.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Primeval | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 6d6 | (3 - Prof.) hrs. |
| 2 | 7d6 | (3 - Prof.) hrs. |
| 3 | 8d6 | (4 - Prof.) hrs. |

**Greater Mind Wrenching Stone**

This whetstone is infused with psychic energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, your attack deals an extra 4d6 psychic damage. Additionally, if the target is a creature, it must make a DC 15 Wisdom saving throw or be frightened of you for 1 minute. As an action, the creature can make a DC 15 Wisdom check to steel its resolve and end this spell.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Psychic | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 4d6 | 15 | (3 - Prof.) hrs. |
| 2 | 5d6 | 17 | (3 - Prof.) hrs. |
| 3 | 6d6 | 17 | (4 - Prof.) hrs. |

**Greater Searing Stone**

This whetstone is infused with elemental fire. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, it flares with white-hot intensity, and the attack deals an extra 4d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a DC 15 Constitution saving throw. On a failed save, it takes 4d6 fire damage. On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Fire | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 4d6 | 15 | (3 - Prof.) hrs. |
| 2 | 5d6 | 17 | (3 - Prof.) hrs. |
| 3 | 6d6 | 17 | (4 - Prof.) hrs. |

**Greater Thunderous Stone**

This whetstone is infused with elemental earth. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, it rings with thunder that is audible within 300 feet of you and the attack deals an extra 5d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from you and knocked prone.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Earth | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 5d6 | 15 | (3 - Prof.) hrs. |
| 2 | 6d6 | 17 | (3 - Prof.) hrs. |
| 3 | 7d6 | 17 | (4 - Prof.) hrs. |

**Greater Vampiric Stone**

This whetstone is infused with necrotic energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 5d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Tainted | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 5d6 | (3 - Prof.) hrs. |
| 2 | 6d6 | (3 - Prof.) hrs. |
| 3 | 7d6 | (4 - Prof.) hrs. |

**Greater Warding Stone**

This whetstone is infused with celestial energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 4d4 force damage, and must succeed on a DC 15 Charisma saving throw or have disadvantage on all attack rolls until the start of your next turn.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Celestial | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 4d4 | 15 | (3 - Prof.) hrs. |
| 2 | 5d4 | 17 | (3 - Prof.) hrs. |
| 3 | 6d4 | 17 | (4 - Prof.) hrs. |

**Greater Whirlwind Stone**

This whetstone is infused with elemental wind energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target must succeed on a DC 15 Strength saving throw or be thrown 50 feet straight up into the air by a whirlwind. The target then immediately begins falls back down.

**Rules Reminder:** When a creature falls more 10 feet or more, it takes 1d6 bludgeoning damage for every 10 feet it falls up to a maximum of 20d6.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing the height it throws and the save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (50 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (100 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 100 x **Level** | Wind | 75 x **Level** |
| Stone/Gem | 175 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Height** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 50 ft. | 15 | (3 - Prof.) hrs. |
| 2 | 60 ft. | 17 | (3 - Prof.) hrs. |
| 3 | 70 ft. | 17 | (4 - Prof.) hrs. |

**Legend**

**Supreme Chaos Stone**

This whetstone is infused with elemental chaos. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 2d8 + 7d6 damage. Choose one of the d8s. The number rolled on that die determines the attacks damage type, as shown below.  
**d8 / Damage Type**  
1 / Acid  
2 / Cold  
3 / Fire  
4 / Force  
5 / Lightning  
6 / Poison  
7 / Psychic  
8 / Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each use of this effect.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Warped | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 7d6 | (3 - Prof.) hrs. |
| 2 | 8d6 | (3 - Prof.) hrs. |
| 3 | 9d6 | (4 - Prof.) hrs. |

**Supreme Fey Touched Stone**

This whetstone is infused with fey energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 7d6 psychic damage and suffers from a fey curse for 1 minute. Choose one ability score. While under the effects of the curse, target has disadvantage on ability checks and saving throws made using that score. The target may make a DC 18 Charisma save at the end of each of its turns, ending the effect on a success.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Fey | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 7d6 | 18 | (3 - Prof.) hrs. |
| 2 | 8d6 | 18 | (3 - Prof.) hrs. |
| 3 | 9d6 | 19 | (4 - Prof.) hrs. |

**Supreme Freezing Stone**

This whetstone is infused with frigid elemental water energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, frigid energy leaps from the blade and the target must make a DC 18 Strength save or ice roots it to the ground. A Large or larger creature has advantage on this saving throw. If the target succeeds on this save, the ice melts away. While restrained by this spell, the target takes 7d6 cold damage at the start of each of its turns. A creature restrained by the ice or one that can touch the creature can use its action to make a DC 18 Strength check. On a success, the target is freed.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Water | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 7d6 | 15 | (3 - Prof.) hrs. |
| 2 | 8d6 | 17 | (3 - Prof.) hrs. |
| 3 | 9d6 | 17 | (4 - Prof.) hrs. |

**Supreme Empowering Stone**

This whetstone is infused with primeval energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, you crush the target’s defenses causing it to take an additional 9d6 damage of the weapon’s damage type and allowing the next attack roll made against the target before the end of your next turn to have advantage.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Primeval | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 9d6 | (3 - Prof.) hrs. |
| 2 | 10d6 | (3 - Prof.) hrs. |
| 3 | 11d6 | (4 - Prof.) hrs. |

**Supreme Mind Wrenching Stone**

This whetstone is infused with psychic energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, your attack deals an extra 7d6 psychic damage. Additionally, if the target is a creature, it must make a DC 18 Wisdom saving throw or be frightened of you for 1 minute. As an action, the creature can make a DC 18 Wisdom check to steel its resolve and end this spell.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Psychic | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 7d6 | 18 | (3 - Prof.) hrs. |
| 2 | 8d6 | 18 | (3 - Prof.) hrs. |
| 3 | 9d6 | 19 | (4 - Prof.) hrs. |

**Supreme Searing Stone**

This whetstone is infused with elemental fire. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, it flares with white-hot intensity, and the attack deals an extra 7d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a DC 18 Constitution saving throw. On a failed save, it takes 7d6 fire damage. On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Fire | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 7d6 | 18 | (3 - Prof.) hrs. |
| 2 | 8d6 | 18 | (3 - Prof.) hrs. |
| 3 | 9d6 | 19 | (4 - Prof.) hrs. |

**Supreme Thunderous Stone**

This whetstone is infused with elemental earth. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, it rings with thunder that is audible within 300 feet of you and the attack deals an extra 8d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed 10 feet away from you and knocked prone.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage and Save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Earth | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8d6 | 18 | (3 - Prof.) hrs. |
| 2 | 9d6 | 18 | (3 - Prof.) hrs. |
| 3 | 10d6 | 19 | (4 - Prof.) hrs. |

**Supreme Vampiric Stone**

This whetstone is infused with necrotic energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 8d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Tainted | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8d6 | (3 - Prof.) hrs. |
| 2 | 9d6 | (3 - Prof.) hrs. |
| 3 | 10d6 | (4 - Prof.) hrs. |

**Supreme Warding Stone**

This whetstone is infused with celestial energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target takes 7d4 force damage, and must succeed on a DC 18 Charisma saving throw or have disadvantage on all attack rolls until the start of your next turn.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Celestial | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 7d4 | 18 | (3 - Prof.) hrs. |
| 2 | 8d4 | 18 | (3 - Prof.) hrs. |
| 3 | 9d4 | 19 | (4 - Prof.) hrs. |

**Supreme Whirlwind Stone**

This whetstone is infused with elemental wind energy. The whetstone can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon. The magic lasts one minute or until the weapon is used to make a successful melee attack. After hitting with a melee attack with this weapon, the target must succeed on a DC 18 Strength saving throw or be thrown 80 feet straight up into the air by a whirlwind. The target then immediately begins falls back down.

**Rules Reminder:** When a creature falls more 10 feet or more, it takes 1d6 bludgeoning damage for every 10 feet it falls up to a maximum of 20d6.

By spending more on the oil’s creation, its **Level** can be increased, thereby increasing the height it throws and the save DC. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

**Supply Cost:** (430 x **Level**) gp worth of Blacksmithing Supplies

**Labor Cost:** (860 x **Level**) gp

**Crafting Time:** See **Item Levels** for Crafting Time

**Invalid Ingredients:** Wood, Bone, Hide

**Required Ingredients**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material Properties** | | **Magic Properties** | |
| **Material** | **Value (gp)** | **Property** | **Value (gp)** |
| Fluid | 860 x **Level** | Wind | 650 x **Level** |
| Stone/Gem | 1500 x **Level** |  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Item Levels**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Height** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 80 ft. | 18 | (3 - Prof.) hrs. |
| 2 | 90 ft. | 18 | (3 - Prof.) hrs. |
| 3 | 100 ft. | 19 | (4 - Prof.) hrs. |