**Blacksmith: Whetstones**

Magical whetstones 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.

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Apprentice

Lesser Chaos Stone

This whetstone is infused with elemental chaos. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 whetstone’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1 Chaotic, Mundane Flesh/Fluid/Plant and  70gp of Supplies | 1d6 | (3 - Prof.) hrs. |
| 2 | 1 Chaotic, Common  1 Flesh/Fluid/Plant and  110gp of Supplies | 2d6 | (3 - Prof.) hrs. |
| 3 | 1 Chaotic, Common  1 Flesh/Fluid/Plant and  240gp of Supplies | 3d6 | (4 - Prof.) hrs. |

Lesser Fey Touched Stone

This whetstone is infused with fey energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, the target takes 1d6 psychic damage and suffers from a fey curse for one 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 whetstone’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.

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

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

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

**Recipe:**  See Item Levels

**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** | **Recipe** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane: 3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Fey | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Fey | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Fey | 3d6 | 15 | (4 - Prof.) hrs. |

Lesser Freezing Stone

This whetstone is infused with frigid, elemental water energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 whetstone’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.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Water | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Water | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Water | 3d6 | 15 | (4 - Prof.) hrs. |

Lesser Empowering Stone

This whetstone is infused with primeval energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 whetstone’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Primeval | 3d6 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Primeval | 4d6 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Primeval | 5d6 | (4 - Prof.) hrs. |

Lesser Hungering Stone

This whetstone is infused with fiendish energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 whetstone’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Fiendish | 2d6 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Fiendish | 3d6 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Fiendish | 4d6 | (4 - Prof.) hrs. |

Lesser Light Stone

This whetstone is infused with radiant energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, your attack deals an extra 1d6 radiant damage to the target, which becomes visible if it’s invisible, and the target sheds dim light in a 5-foot radius and can’t become invisible for 1 minute.

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

**Creation Requirements:** Blacksmithing Tools.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Celestial | 1d6 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Celestial | 2d6 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Celestial | 3d6 | (4 - Prof.) hrs. |

Lesser Mind Wrenching Stone

This whetstone is infused with psychic energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 whetstone’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.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Psychic | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Psychic | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Psychic | 3d6 | 15 | (4 - Prof.) hrs. |

Lesser Searing Stone

This whetstone is infused with elemental fire. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 for the next minute, the target must make a DC 13 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 whetstone’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.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Fire | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Fire | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Fire | 3d6 | 15 | (4 - Prof.) hrs. |

Lesser Shadow Stone

This whetstone is infused with necrotic energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, shadows leap from it, dealing 1d8 necrotic damage to the target. Additionally, the target must succeed on a DC 13 Constitution saving throw or become blinded for one minute. The target may make a DC 13 Constitution save at the end of each of its turns, ending the effect on a success.

By spending more on the whetstone’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.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Shadow | 1d8 | 13 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Shadow | 2d8 | 13 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Shadow | 3d8 | 15 | (4 - Prof.) hrs. |

Lesser Tremor Stone

This whetstone is infused with elemental earth. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, it releases a shockwave through the ground from the target you struck. Each creature other than you within a 10-foot radius of the target must make a DC 13 Dexterity saving throw. If the target you struck is a creature, it has disadvantage on this save. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared.

By spending more on the whetstone’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.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Earth | 1d6 | 13 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Earth | 2d6 | 13 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Earth | 3d6 | 15 | (4 - Prof.) hrs. |

Lesser Thunderous Stone

This whetstone is infused with elemental wind. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 whetstone’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.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Air | 2d6 | 13 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Air | 3d6 | 13 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Air | 4d6 | 15 | (4 - Prof.) hrs. |

Lesser Warding Stone

This whetstone is infused with lawful energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 whetstone’s creation, its **Level** can be increased, thereby increasing its damage. This can be done up to 3rd **Level**.

**Creation Requirements:** Blacksmithing Tools.

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

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

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

**Recipe:** See Item Levels

**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** | **Recipe** | **Damage** | **Save DC** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 8 Mundane:  3 Gem/Stone,  3 Flesh/Fluid/Plant,  2 Orderly | 1d4 | 13 | (3 - Prof.) hrs. |
| 2 | 3 Common:  1 Stone/Gem,  1 Flesh/Fluid/Plant,  1 Orderly | 2d4 | 13 | (3 - Prof.) hrs. |
| 3 | 5 Common:  2 Stone/Gem,  2 Flesh/Fluid/Plant,  1 Orderly | 3d4 | 15 | (4 - Prof.) hrs. |

Journeyman

Lesser Energy Stone

This whetstone is infused with elemental energy determined by the type of ingredients used in its crafting. Its effect lasts for 10 minutes, during which time the weapon deals an additional 1d6 damage of a type determined at the time of its creation.

**Creation Requirements:** Blacksmithing Tools.

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

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

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

**Recipe:** See Item Levels

**Required Magical Property**

|  |  |
| --- | --- |
| **Damage Type** | **Required Energy** |
| Acid | Fiendish, Primeval, Water |
| Cold | Shadow, Water |
| Fire | Fiendish, Fire |
| Lightning | Air, Celestial |
| Necrotic | Fiendish, Shadow |
| Poison | Fey, Fiendish, Primeval |
| Psychic | Chaotic, Psychic |
| Radiant | Celestial, Fire |
| Thunder | Air, Celestial |

**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** | **Recipe** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | 1 Common of the Req. Energy, 100 gp | 1d6 | (3 - Prof.) hrs. |
| 2 | 1 Common of the Req. Energy, 150 gp | 2d6 | (3 - Prof.) hrs. |
| 3 | 1 Uncommon of the Req. Energy, 500 gp | 3d6 | (4 - Prof.) hrs. |

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Recipe** | **Damage** | **Crafting Time (Minimum 10 minutes)** |
| 1 | ~~3 Common:~~  ~~1 Stone/Gem,~~  ~~1 Flesh/Fluid/Plant,~~  ~~1 Req. Energy~~ | 1d6 | (3 - Prof.) hrs. |
| 2 | ~~4 Common:~~  ~~2 Stone/Gem,~~  ~~1 Flesh/Fluid/Plant,~~  ~~1 Req. Energy~~ | 2d6 | (3 - Prof.) hrs. |
| 3 | ~~6 Common:~~  ~~2 Stone/Gem,~~  ~~2 Flesh/Fluid/Plant,~~  ~~2 Req. Energy~~ | 3d6 | (4 - Prof.) hrs. |

Expert

Greater Energy Stone

This whetstone is infused with elemental energy determined by the type of ingredients used in its crafting. Its effect lasts for 10 minutes, during which time 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 | Fiendish, Primeval, Water |
| Cold | Necrotic, Water |
| Fire | Fire |
| Lightning | Radiant, Wind |
| Necrotic | Necrotic, Fiendish |
| Poison | Fey, Fiendish, Primeval |
| Psychic | Psychic, Warped |
| Radiant | Radiant, Fire |
| Thunder | 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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** | Chaotic | 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 | 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. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, the target takes 4d6 psychic damage and suffers from a fey curse for one 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. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 Hungering Stone

This whetstone is infused with fiendish energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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** | Fiendish | 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 Light Stone

This whetstone is infused with radiant energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, your attack deals an extra 4d6 radiant damage to the target, which becomes visible if it’s invisible, and the target sheds dim light in a 5-foot radius and can’t become invisible for 1 minute.

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** | Radiant | 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 Mind Wrenching Stone

This whetstone is infused with psychic energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 for the next minute, 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 |  |

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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 Shadow Stone

This whetstone is infused with necrotic. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, shadows leap from it, dealing 4d8 necrotic damage to the target. Additionally, the target must succeed on a DC 15 Constitution saving throw or become blinded for one minute. The target may make a DC 15 Constitution 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** | Necrotic | 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 | 4d8 | 15 | (3 - Prof.) hrs. |
| 2 | 5d8 | 17 | (3 - Prof.) hrs. |
| 3 | 6d8 | 17 | (4 - Prof.) hrs. |

Greater Thunderous Stone

This whetstone is infused with elemental wind. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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** | 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** | **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 Tremor Stone

This whetstone is infused with elemental earth. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, it releases a shockwave through the ground from the target you struck. Each creature other than you within a 10-foot radius of the target must make a DC 15 Dexterity saving throw. If the target you struck is a creature, it has disadvantage on this save. On a failed save, a creature takes 4d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared.

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** | 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** | **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 Warding Stone

This whetstone is infused with lawful energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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** | Orderly | 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. |

Legend

Supreme Chaos Stone

This whetstone is infused with elemental chaos. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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** | Chaotic | 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 Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 Hungering Stone

This whetstone is infused with fiendish energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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** | Fiendish | 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 Light Stone

This whetstone is infused with radiant energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, your attack deals an extra 7d6 radiant damage to the target, which becomes visible if it’s invisible, and the target sheds dim light in a 5-foot radius and can’t become invisible for 1 minute.

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** | Radiant | 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 Mind Wrenching Stone

This whetstone is infused with psychic energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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 Shadow Stone

This whetstone is infused with necrotic. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, shadows leap from it, dealing 7d8 necrotic damage to the target. Additionally, the target must succeed on a DC 18 Constitution saving throw or become blinded for one minute. The target may make a DC 18 Constitution 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** | Necrotic | 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 | 7d8 | 18 | (3 - Prof.) hrs. |
| 2 | 8d8 | 19 | (3 - Prof.) hrs. |
| 3 | 9d8 | 19 | (4 - Prof.) hrs. |

Supreme Thunderous Stone

This whetstone is infused with elemental wind. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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** | 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** | **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 Tremor Stone

This whetstone is infused with elemental earth. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, it releases a shockwave through the ground from the target you struck. Each creature other than you within a 10-foot radius of the target must make a DC 18 Dexterity saving throw. If the target you struck is a creature, it has disadvantage on this save. On a failed save, a creature takes 7d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared.

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** | 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 |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 Warding Stone

This whetstone is infused with lawful energy. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced 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** | Orderly | 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. |