

Stone	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	Level 12	Level 13	Level 14
<b>Firestone</b>	-50% Fire damage	No Fire damage but lava	+7.5% damage in nether	+7.5% damage in nether	+7.5% damage in nether	-20% lava damage	-20% lava damage	Ability 1	+5 Radius	+0.5 Damage	+5 Radius	+0.5 Damage
<b>Electricstone</b>	Walking speed 0.21	Walking speed 0.22	Walking speed 0.23	Walking speed 0.24	+0.1base attack speed	+0.1base attack speed	+0.1 base attack speed	Ability 1	Slowness 2 for 4 sek	+5 Strikes	+4 Damage	Slowness 2 for 6 sek
<b>Waterstone</b>	-50% drowning damage	-50% Breathing loss	No Breathing loss	Dolphins graße 0	+8% more damage in water	+8% more damage in water	+8% more damage in water	Ability 1	Range from 8 8 8 to 10 8 10	+2 Damage	+1 Healing	Absorption 0 für 20 Sek
<b>Frozenstone</b>	-50% Freezing damage	No Freezing Damage	Flying in Powdered snow	+40% flying speed in cold biome	1 sek Regeneration 1 in Powdered Snow	1 sek Regeneration 2 in Powdered Snow	+10 sek Regeneration	Ability 1	Entity can't jump	+3 Damage	Slowness 3	+3 Damage
<b>Undeadstone</b>	+0.5 Damage to Undead	+1 Damage to Undead	+1.5 Damage to Undead	-15% Damage from Undead	7.5% more damage to mobs	+7.5% more damage to mobs	+7.5% more damage to mobs	Ability 1	Strength/Regeneration 1	Infinite Fireresistance	+4 Absorption hearts	Speed 1
<b>Holystone</b>	+0.2 Healing	+0.3 Healing	+0.4 Healing	0.5 Healing	+1 Armor Durability every 10 sek	-3 sek Armor Repair	-2 sek Armor Repair	Ability 1	Max hearts gain from 10 to 20	+5 Radius	Clear Negative Potions	+10 sek Regeneration
<b>Ghoststone</b>	Cold presents	+2 block range	+2 block range	Non critical arrows don't hit	Every 15 hit doesn't count	Every 12 hit doesn't count	Every 9 hit doesn't count	Ability 1	+5% damage	+10 sek	Speed 1	+5% damage

Stone	Level 15	Level 16	Level 17	Level 18	Level 19	Level 20	Level 21
<b>Firestone</b>	Ability 2	-5% Entity Damage -5% Explosion damage -10% overall	-5% Explosion Damage -10% overall +10% thorns	-5% Explosion Damage -10% overall	-5% Entity Damage +10% thorns	Master Ability	+7 airstrikes +0,8 Explosion Power Break Blocks with Explosion Power 1.3
<b>Electricstone</b>	Ability 2	+10% Damage	Nearby Entity range from 1,1,1 to 2,2,2	+10% Damage	+3sek	Master Ability	+3 Effect Range +1 Damage -0.5 Velocity multiplier -5 ticks aura +5 sek
<b>Waterstone</b>	Ability 2	+10 Block Range	+10% Damage	+1 Explosion Power	+10 Block Range	Master Ability	+7 Damage +4.5 Direction Speed +300 Blocks +30sek
<b>Frozenstone</b>	Ability 2	+10 Block Radius	+6 Damage	+5sek Freeze	Slowness level 4	Master Ability	+0.3 Velocity +5 Damage +2 Pierce Potion Effect Level 3
<b>Undeadstone</b>	Ability 2	Wither Skeleton summoned	Infinite Fire Resistance	+20 Summoned	Regeneration 1 Speed 1	Master Ability	Speed 1 +3.5 and +4.5 Damage or +4.5 and 5.5 Damage

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<b>Holystone</b>	Ability 2	+5 Radius	+5 player Damage +3 Entity Damage	armor*2.1	Potion Effect Levels +1	Master Ability	+10 sek Vanish +15sek Effects +2 speed level repair armor
<b>Ghoststone</b>	Ability 2	+10 Sek ability	+0.5 hearts health steal	Strenght effect	+10 Sek ability	Master Ability	+15 sek +10% damage +2 base damage