# Artificer’s Whetstone

Aura: moderate Transmutation; CL: 11th; Slot: none; Price 12,000 gp; Weight 1 lb.

DESCRIPTION

![A picture containing food

Description automatically generated]()At first glance, this appears to be a simple whetstone, and can be used as such to keep weaponry in good condition. However, an apprentice’s whetstone makes weapons sharper than most. By spending 15 minutes sharpening a bladed weapon, the newly honed weapon gains a +1 bonus on damage rolls for one day. This bonus increases by +1 at character level 4th and at every four levels thereafter.

In addition, three times per day the user can press the whetstone to any item and speak a command word to repair it, as the spell mending. This effect always works on magic items, regardless of their caster level, and always restores its maximum amount of hit points (10). You can only hone manufactured weapons with this feat.

**Activation:** Activated (3 turns)

**Body Slot:** (none)

RUNES

**Rune of Sharpness**



“This rune is pressed into the whetstone, providing a faint glow across the blade while being sharpened.”

**Function**: (activated)

**Description**: This rune was etched leveraging the secret of the runeforgers, called forgeblood. As the blade of the weapon rolls across the whetstone, magical ultrathin silver energy sparks between the whetstone and the blade, providing the dwarven warrior a little extra kick in battle.

**Price**: +1 bonus

CONSTRUCTION REQUIREMENTS

**Aura:** Moderate Transmutation w/ faint Abjuration

**Caster Level:** 12th

**Craft Feat:** Craft Wonderous Items

**Craft Skill:** Dwarvencraft [DC20]

**Socket (1):** (empty)

**Material Components:** Novaculite; Diamond Coating.

**Alchemical Reagents:** n/a

**Dwarven Rune(s):** Sharpness

**Spell / Feat Prerequisites:** Keen Edge; Mending; Hone Weapon

**Forge/Tools:** Elemental Forge; Anvil of Fire, Manacite Refiner, Manawelder, Hammer of the Dwarfsmith\*