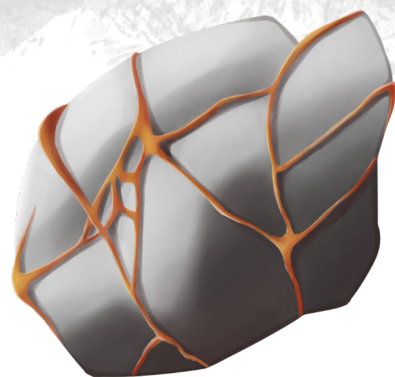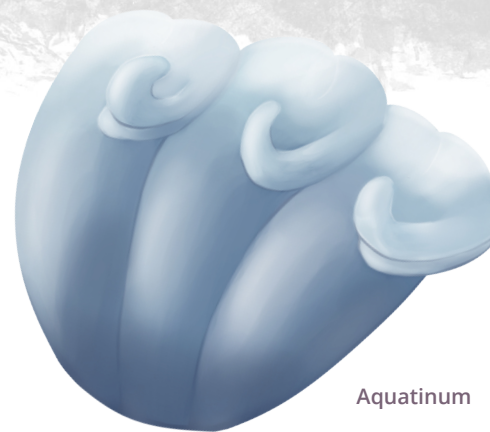White Steel

Astratinum

Flamin

White Steel

(Ore, Very Rare)

An ore that resembles a bright steel-like material. White Steel reacts to fiends and feys and starts to glow when in the presence of one.

When using it to enhance a weapon, you can choose one of the following effects:

Type	Effect
Melee	+1d8 radiant damage against fiends and feys
Melee	+1 to attack & damage rolls against fiends and feys
Ranged	While aiming, you can see the weak spots of fiends and feys and have advantage on attack rolls against them.
Ranged	+1d6 radiant damage against fiends and feys

When using it to enhance armor or a shield, you can choose one of the following effects:

Effect
+2 AC against melee & ranged attacks from fiends and feys.
Once per Long Rest, as an action, you cast a radiant aura around the enhanced object that protects you and your allies within 30 feet from attacks of fiends and feys for 1 minute by reducing their attack roll by 1d4.
When a madness effect of fiendish origin would affect you, you can roll a Wisdom Saving Throw with DC 18 and withstand the effect on a success.

Astratinum

(Ore, Very Rare)

Often mistaken for a refined and highly polished gem, Astratinum is an ore that contains powerful psychic energy.

When using it to enhance a weapon, you can choose one of the following effects:

Type	Effect
Melee	+1d6 psychic damage
Melee	Whenever you attack a humanoid creature, it has to succeed a Wisdom Saving Throw with DC 14 or be frightened of you until your next turn.
Ranged	+1 to attack & damage rolls against humanoid creatures
Ranged	+1d4 psychic damage

When using it to enhance armor or a shield, you can choose one of the following effects:

Effect
Whenever you have to make a Wisdom Saving Throw, you can increase the result by 1d4.
Any incoming psychic damage against you is reduced by 1d6.
Once per Long Rest, as an Action, you can attack with a blast of psychic energy. Every creature in a radius of 20 feet has to succeed a Wisdom Saving Throw with DC 16 or take 2d12 psychic damage.

Flamin

(Ore, Rare)

Flamin is an ore that contains volcanic stone and features structures resembling a web of fire. It is said to ignite the fire inside of you.

When using it to enhance a weapon, you can apply one of the following effects:

Type	Effect
Melee	Whenever you hit a creature, it has to succeed a Dexterity Saving Throw with DC 12 or take 1d8 fire damage.
Ranged	A number of times equal to your Proficiency Bonus, as an Action, you can shoot a projectile of fire up to 80 feet from your position. It explodes on impact and causes 2d6 fire damage to every creature within 10 feet that fails on a Dexterity Saving Throw with DC 12.

Aquatinum

Vivianite

When using it to enhance armor or a shield, you can choose one of the following effects:

Effect
At the end of a Long Rest, you gain 2d6 temporary hit points. They reset when you take a Long Rest.
A a bonus action, you can spend 1 hit die to heal yourself
Once per Long Rest, using an action, you can create an aura of fire on the ground in a radius of 20 feet around you for 1 minute. Every creature that enters this area has to succeed a Dexterity Saving Throw with DC 14 or take 1d8 fire damage.

Aquatinum

(Ore, Rare)

Aquatinum is an ore that was naturally polished by water and resembles ocean waves. It is perfect to save cold type magic inside of it.

When using it to enhance a weapon, you can apply one of the following effects:

Type	Effect
Melee	Whenever you hit a creature, it has to succeed a Constitution Saving Throw with DC 12 or take 1d8 cold damage.
Ranged	Whenever you hit a creature, it has to succeed a Constitution Saving Throw with DC 12 or have its movement speed halved until your next turn.

When using it to enhance armor or a shield, you can choose one of the following effects:

Effect
You have resistance against cold damage
Once per Long Rest, you can cast the *Water Breathing* spell on yourself without using a spell slot and a duration of 1 hour.
Once per Long Rest, using an action, you can create an aura of ice in a radius of 20 feet around you for 1 minute. Every creature that enters this area has to succeed a Dexterity Saving Throw with DC 14 or have its movement speed reduced to 10.

Vivianite

(Ore, Uncommon)

Vivianite is a crystal that grows on corpses and similarly rotting material.

Due to not being an actual ore and only containing minor magical energy, this crystal is crushed and then applied during the enhancement process.

When using it to enhance non-magical equipment, you can apply the following effect:

Type	Effect
Melee / Ranged	Your non-magical base level Melee- or Ranged weapon, Armor or Shield becomes a basic +1 magic item of its own type.
Armor / Shield	

When using it to enhance magical equipment, you can choose one of the following effects:

Effect
One effect of your choice created by an ore from *The Ore Collection* is removed.
The enhanced item becomes cursed and the user takes 1d4 necrotic damage everytime they use an ore effect from it.

Applying ores to equipment

Only true masters of their profession are able to use a magic anvil and combine magic ores with sturdy equipment.

Whenever a *Blacksmith* applies an ore, you can choose from the available effects. Each ore effect is only appliable once per item. Multiple similar effects of different ore types are combinable.

An item that was enhanced this way becomes a magic item if it was not before.