

OIL OF AWE +1

Potion, uncommon

This light blue, oily substance is imbued with arcane energy. If you spend half an hour applying it to all areas of a weapon, it will become a magic +1 weapon. The effect is permanent.

To get this bonus, you must apply a number of units of oil at least equal to the maximum damage the item can deal on a non-critical hit without any bonuses or penalties applied. A unit of oil is about 2 fluid ounces.

If you apply half the required amount only to the business end of the weapon, the result is a magic weapon with +1 to damage. If you apply half the required amount only to the hilt or handle, the result is a magic weapon with +1 to hit.

“AWE” stands for Arcane Weapon Enhancement.

Bogsy's Magical Scrolls
(magicalscrolls.com)

OIL OF AWE +2

Potion, rare

This light blue, oily substance is imbued with arcane energy. If you spend half an hour applying it to all areas of a weapon, it will become a magic +2 weapon. The effect is permanent.

To get this bonus, you must apply a number of units of oil at least equal to the maximum damage the item can deal on a non-critical hit without any bonuses or penalties applied. A unit of oil is about 2 fluid ounces.

If you apply half the required amount only to the business end of the weapon, the result is a magic weapon with +2 to damage. If you apply half the required amount only to the hilt or handle, the result is a magic weapon with +2 to hit.

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Bogsy's Magical Scrolls
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OIL OF AWE +3

Potion, very rare

This light blue, oily substance is imbued with arcane energy. If you spend half an hour applying it to all areas of a weapon, it will become a magic +3 weapon. The effect is permanent.

To get this bonus, you must apply a number of units of oil at least equal to the maximum damage the item can deal on a non-critical hit without any bonuses or penalties applied. A unit of oil is about 2 fluid ounces.

If you apply half the required amount only to the business end of the weapon, the result is a magic weapon with +3 to damage. If you apply half the required amount only to the hilt or handle, the result is a magic weapon with +3 to hit.

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