

## **Avissar's Flaming Weapon**



**Alteration, Artifice, Fire**

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 1 weapon

Saving Throw: None

The archmage Avissar himself created a spell that can cause any non-magical, hand-held, bladed weapon to perform with the powers of a sword, +1 flame tongue (see the DMG. magical item descriptions). Thus, the weapon temporarily gains a +1 enchantment and has a +2 bonus vs. regenerating creatures, +3 vs. cold-using, flammable, or avian creatures, and +4 vs. undead. The weapon sheds light upon command, and its name easily ignites oil, burns webs, and sets fire to parchment, paper, dry wood, etc. The wizard can cast this spell on another's weapon as easily as on his own. If cast upon weapons other than swords (cutlasses, daggers, knives, etc.), the base damage of the weapon is retained, and the magical bonuses are simply added to it.

The material component is a ruby of at least 1,000 gp value, which vanishes when the spell's duration expires.

Notes: Very rare spell. Known to be in the FireEye Scrolls (Updated from DRAGON Magazine.)