

# Bone Club



## Enchantment, Necromancy

Level: 3

Range: 0

Components: V, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 bone

Saving Throw: None

A wizard can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a club +1 inflicting 2-7 (1d6+1) points of damage. The club can be wielded without penalty by any individual with a club weapon proficiency.

The material component for this spell is a pinch of dirt from a grave. The bone could be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the club reverts to a normal bone.

Notes: Uncommon in savage settings or among wizards allied with Beast Cults; otherwise very rare.