

Boneiron



Enchantment

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None

This lesser version of the 4th-level enchanted weapon spell transforms bone weapons into their metal counterparts with regard to attack and damage capabilities. It affects one large or medium weapon or two small weapons. Any penalty for material strength is thus removed, and the weapon has no more chance of breaking than if it was wood. Multiple castings on a single weapon have no additional effect. If cast on a missile, the spell ends when the missile hits a target. The spell also can be used in the creation of permanent magical weapons of bone.

The material component for this spell is the tooth of a carnivorous animal.

Notes: Common in savage settings or among wizards allied with Beast Cults. (Updated from DRAGON Magazine.)