

Bonewood



Alteration

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None

This spell toughens crude wooden weapons to be the equivalent of a bone counterpart. The weapons are also fireproof while the spell lasts. One large, one medium, or two small weapons can be affected by a single casting of this spell; missiles revert to normal upon hitting a target. Repeated castings provide no additional benefits.

Anyone wishing to create a permanently strengthened bone weapon must use enchant an item and permanency spells as well. Aside from being fireproof, normal wooden weapons such as clubs and staves gain no additional benefit.

The material components for this spell are a 1/2 inch strip of wood and a bone of roughly equal length.

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