

RARE	MAGICAL	ILLUSION	ENCHANTMENT
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Rune-forged weapons command powerful rune energy, and ignore normal weapon rune restrictions, though a weapon can never have more than one sin rune. A weapon with this intertwined illusion and enchantment sin rune deals an extra 1d6 damage against transmuters and shapechangers (have the change shape ability). If you are a shapechanger or a transmuter specialist wizard you are enfeebled 2 while carrying or wielding this weapon.

 **Envision;** **Trigger:** you are targeted by a transmutation spell.

Effect: Make a counteract +30 check to counter the spell.

Daily Limit: This ability can counter no more than 9 total levels of spells per day. If you activate this ability to counter a spell that would exceed this limit, the attempt fails, but the attempted usage does not count toward the daily limit.