

RARE	MAGICAL	ILLUSION	ENCHANTMENT
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Runeforged 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; Frequency: Three times per day.

Trigger: you are targeted by or included in the area of a transmutation spell or effect.

Effect: If the spell or effect gives a saving throw, roll twice and use the higher result. If the spell or effect requires an attack roll, the hostile creature or danger rolls twice and uses the lower result.