

RARE

MAGICAL

ILLUSION

ENCHANTMENT

RUNEFORGED

**Usage** Etched onto a weapon

Runeforged weapons command powerful rune energy. A Runeforged rune counts as a property rune but is not restricted by the property rune limit, although a weapon can never have more than one Runeforged rune. Anyone wielding a Runeforged weapon takes a -2 penalty on all Diplomacy checks, as her vices or virtues are magnified at the expense of personality. A creature that carries two Runeforged weapons, even those of the same type, is Sickened 5 as her mind is constantly assailed by multiple empathic urges, and can only lose this condition by removing one of the weapons.

A Dominant weapon with this intertwined illusion and enchantment Runeforged rune deals an extra 2d6 mental damage against transmuters and shapechangers, e.g. creatures with 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 or you make a successful Strike against a creature under the effect of 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.