

RARE

MAGICAL

ILLUSION

ENCHANTMENT

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.

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