

Animated Weapon

Enables Animated Armor to wield a weapon as heavy as the caster can use it with no penalty adjustments for it being to heavy, not knowing how to use it, etc.

Modification Point cost: 2

Area of Effect: One weapon.

Avoidance-roll: None.

Damage: None.

Duration: As long as Animated Armor is in effect.

Explanation: This spell will enable Animated Armor in effect to use a blade that the caster can use without any form of penalties.

Effect time: Instant.

Hand movement: One hand.

Healing: Not applicable.

Immunities: Enchanted and Magical weapons cannot be used by this animation.

Maximum adjustment: Not applicable.

Notes: None.

Range: As "Area of Effect"

Resting time: None.

Special: None.

Spell Preparation: Caster must clearly see weapon and be within "Range".

Spell-points to cast: 2

Susceptibilities: None.

Time to cast: 1 turn (5 seconds)

Value: **Scroll:** 200 white-gold / **Spell-rune:** 2 white-gold