

# FORGED ENCHANTMENTS

Scroll of Revelation #070



## MELEE WEAPON ENCHANTMENTS

This blessed weapon...

1. **{Longsword}** Can liquify into silver bracers that grant a +1 bonus to AC when not being wielded as a sword.
2. **{Maul}** Can release its spikes mid-swing to form a wave of iron shrapnel that shreds through creatures in a 15-foot cone.
3. **{Scimitar}** Has a phoenix feather tassel which burns up the next time you're slain while wielding the weapon. You gain 1 hp.
4. **{Flail}** Has a chainless spiked ball which orbits the handle like a meteor and can be flung at creatures within 15 feet.
5. **{Battleaxe}** Requires no hands to wield and responds to your mental commands similar to the Spiritual Weapon spell.
6. **{War Pick}** Treats enemies in plate armor as if they were wearing no armor.

## ARMOR BUFFS

This suit of armor can...

1. **{Studded Leather}** Release all of its studs which act like caltrops and spread out 5 feet from you in all directions.
2. **{Hide}** Polymorph you into whatever beast it's made out of for 1 hour per day.
3. **{Chain Shirt}** Transform into 100 feet of chain that can hold up to 1000 pounds.
4. **{Breastplate}** Let out a terrifying roar from the bear etched across its face that

can cause lesser foes to flee in terror.

5. **{Splint}** Fluff out its feather-shaped splints to negate any damage from a fall of 50 feet or less.
6. **{Plate}** Ward you from evil spirits, making you immune to ghostly possession or supernatural fear.



## RANGED WEAPON BOONS

This weapon's enchantment...

1. **{Light Crossbow}** Can enchant each bolt with a different damage type associated with 1 of the 4 elemental planes.
2. **{Shortbow}** Fires its arrows with such force they shatter on impact, dealing 1 point of damage to all nearby creatures.
3. **{Blowgun}** Coats its darts with a potent hallucinogenic poison that can cause creatures to view their allies as enemies.
4. **{Hand Crossbow}** Fires bee-shaped bolts that animate on critical hits and continue to attack until destroyed.
5. **{Longbow}** Has a bowstring enchanted with the Silence spell, allowing you to remain hidden even when you make an attack.
6. **{Net}** Each time a demon starts their turn caught in this net, they must save against the Banishment spell.

