

SPELLS

Faerie's Blessing

2nd-level enchantment (bard, druid, ranger)

Casting Time: 1 bonus action

Range: Touch

Components: S, M (any melee weapon, faerie dust worth 20 gold)

Duration: Concentration, up to 1 minute

You touch a weapon with faerie dust, giving it a burst of anima to carry it into the air. For the next minute, the weapon's reach becomes 60 feet, but it remains a melee weapon. When a creature attacks with it, the weapon flies forward towards the target to make the attack, then returns to its wielder.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional weapon for each slot level above the 2nd.

Duelist's Blessing

2nd-level enchantment (bard, cleric, paladin)

Casting Time: 1 bonus action

Range: Touch

Components: S, M (any melee weapon, golden flakes worth 20 gold)

Duration: Concentration, up to 1 minute

You cover a weapon with golden flakes, emboldening its wielder to be on guard. For the next minute, when the weapon's wielder is targeted by a melee attack, they can use their reaction to add +3 to their AC until the start of their next turn.

Ragefilled Blessing

5th-level enchantment (bard, sorcerer, warlock, wizard)

Casting Time: 1 bonus action

Range: Touch

Components: S, M (any melee weapon, an enchanted pepper worth 50 gold)

Duration: Concentration, up to 1 minute

You touch a weapon and imbue it with the utmost rage. For the next minute, if a creature is holding the weapon at the start of its turn, it must use its action to attack with the weapon. All attacks with the weapon deal an additional 3 damage of the weapon's type. In addition, the creature holding the weapon has resistance against nonmagical bludgeoning, piercing, and slashing damage.

At higher levels: When you cast this spell using a spell slot of 6th level or higher, you can target one additional weapon for each slot level above the 5th.

Fleetfoot Blessing

2nd-level enchantment (bard, sorcerer, warlock, wizard)

Casting Time: 1 bonus action

Range: Touch

Components: S, M (any melee weapon, an enchanted rabbit's foot worth 30 gold)

Duration: Concentration, up to 1 minute

You touch a weapon and imbue it with quickness and unmatched nimbleness. For the next minute, if a creature has dealt damage with the weapon since the start of its turn, it can use the dash or disengage actions as a bonus action.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional weapon for each slot level above the 2nd.

