



+1 Spear{HM-12}

A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

- This magic weapon has an enhancement bonus of +1. The weapon applies this bonus to both attack and damage rolls when used in combat.

Aura: Faint; (DC16) Enchantment

Price: 2,302gp

Damage(M): 1d8+1

Critical: 20/x3

Range Increment: 30ft

Weight: 6 lbs.

Damage Type: Magical Piercing