

WINDBOUND WEAPON

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, M (a weapon)

Duration: Concentration, up to 1 minute

One weapon you touch gains the fury of the wind behind it, gaining the finesse and light properties while you hold it for the duration of this spell. It also gains the thrown (20/60) property for the duration, if it is a melee weapon. If it had the heavy or two-handed properties, it no longer has either for you for the duration.

Spell Lists. Ranger