



## **+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