

Mending



This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

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Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

Transmutation