

# Combine



## Invocation/Evocation

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: Up to 1 turn

Area of Effect: The caster

Saving Throw: None

Combine allows the caster to meld two other currently memorized spells together, so that they can be cast simultaneously with joined effects. The two spells cannot exceed more than seven total spell levels, so a 3rd- and 4th-level spell could be combined, or a 5th- and 2nd-level spell, or any other combination that falls within these limits. The spells remain linked in the caster's mind for up to one full turn. If the combined form is not cast in this time, the linked spells automatically dissociate from each other, and the combine spell is wasted.

When the paired spells are actually cast, the most restrictive casting time, range, area of effect, etc., are used. For example, if enervation and slow are combined, the joint spell would only affect a single creature, because enervation only strikes one target. The casting time would be 4 and the range would be 10 yards/level due to enervation's characteristics, but the duration would be based on slow and would only be 3 rounds plus 1 round/level.

The material component is a small pair of golden rings.

Notes: Common for witches; otherwise very rare. (Updated from DRAGON Magazine)

The DM might decide to let certain appropriate spell combinations—for instance, shout and gust of wind, or Melf's acid arrow joined and flame arrow—function as the most favorable spell instead of the least favorable. In such cases, the DM will have to decide on the exact effects of the combined spells; clearly, joining ice storm to fireball is somewhat counterproductive.

One possibility is to let a wizard research a special variant of the combine spell that works with a particular combination.

Another is to let a wild mage have a 2% chance per combination of discovering a lucky match-up in those cases the DM decides there is a chance for one.