

Double Dweomer



Alteration

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd.

Area of Effect: The next spell cast

Saving Throw: None

The double dweomer spell allows the caster to affect two targets with an individually targeted spell instead of one. The affected spell must be a spell of 6th level or less that can target a single creature or object. The affected spell must be cast in the round immediately after the double dweomer spell is cast, or the double dweomer spell is wasted.

The targets must be within 30 feet of each other. The details of the affected spell do not otherwise change (range, Hit Dice affected, etc.). Thus, a double dweomer spell allows a caster to affect two creatures with a disintegrate spell, a stoneskin spell, or Melf's acid arrow. It has no effect over spells such as Bigby's interposing hand, wall of ice, sleep, fireball, or other spells that either do not directly affect a creature or have more than one target. A touch-delivered attack spell can be modified, but the caster must be able to touch both targets simultaneously.

The material component is a thin glass rod, 3 to 4 inches long, which the wizard snaps in half when casting the spell.

Notes: Very rare spell.