

## Dweomer Vortex - Phaerimm



### Evocation

Level: 3

Range: 10 yds.

Components: V

Casting Time: 3

Duration: Special

Area of Effect: Cone, 10 ft. long, 4-ft. radius

Saving Throw: None

This spell creates a shimmering conical field in midair, its small end towards the caster, and its circular open end of 4-foot radius size. The cone moves in response to the wielder's thought, floating freely through the air at a rate of up to 6. It is stopped by solid barriers, which it won't affect but can't pass through. If the cone encounters magical areas of effect (including not-yet-triggered magical traps), it whirls, flashes, and "drinks" them.

A dweomer vortex can drain up to SIX spell levels; it can destroy six 1st-level spells, or any combination of spells up to a total of six spell levels, before vanishing in a harmless, spectacular whirl of winking lights. A spell exceeding these limits is destroyed as the vortex collapses.

A dweomer vortex is not ended or affected by its caster casting other spells or using magical items. A dispel magic spell causes it to collapse while absorbing the entire effect of the dispel magic spell.

Dweomer vortices can't affect anti magic shells, globes of invulnerability, or any prismatic spell of 3rd level or higher. It does not affect astral silver cords. On contact they destroy, and are destroyed by, minor globes of invulnerability. These vortices do not transmit "drained" spells or spell energy to the caster.

Notes: Restricted to Phaerimm; common.