

Destroy Undead



Necromancy

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1d3 undead in a 20-ft. cube

Saving Throw: Special

This powerful variation of hold undead disintegrates corporeal undead creatures with Hit Dice equal to or less than the caster's own. Undead that have 3 Hit Dice or less are automatically destroyed. Undead of 3+1 to 7 Hit Dice are allowed a saving throw vs. spell to avoid destruction, but suffer 2d10 points of damage even with a successful save. Undead of more than 7 Hit Dice are not destroyed outright, but instead suffer 5d10 points of damage, or 1d10 points of damage if the saving throw is successful. Non-corporeal undead such as wraiths, spectres, and ghosts are not affected by this spell.

The spell requires a holy symbol once used by a priest of 8th level or higher.

Notes: Common for undead spellcaster; uncommon for necromancers; otherwise very rare. This spell can be learned only on the Demiplane of Dread.