

Disrupt Dominion



Necromancy

Level: 8

Range: 20 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: Special

Saving Throw: Neg.

By casting this spell, a caster tries to take control of undead creatures from another commanding entity. The entity in control of the undead must attempt a saving throw vs. spell. If successful, the disruption attempt fails. If unsuccessful, the caster has clouded the undead with assorted negative energy patterns that disrupt control. The undead do not automatically become the caster's minions, but the caster is free to exert his will on them and assume control in subsequent rounds.

Notes: Very rare; usually in the hands of a necromancer or lich. This spell can be researched only on the Demiplane of Dread.