

Disrupt Undead



Necromancy

Level: 4

Range: 70 yds.

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: Cone, 10-ft. dia., 20 ft. long

Saving Throw: None

When cast, the spell causes a cone of invisible, silent, mildly cold force to come into being, extending from the caster's outstretched hand. Any undead creatures within its confines or touched by any part of it are affected as follows:

- Skeletons, zombies, ghouls, shadows, and such undead with less than 4 Hit Dice are instantly blasted out of existence.
- Wights, ghosts, wraiths, mummies, spectres, vampires, ghosts, liches, and similar evil creatures from other planes that can be turned by priests, as well as other powerful undead not specifically named here, receive a saving throw vs. death magic to avoid destruction, and if successful instantly suffer 1d6 damage per caster level to a maximum of 10d6.

The material component to activate this magic is pinch of dust or a strand of cobweb.

Notes: Very rare spell. (Updated from DRAGON Magazine.)