

Disruption



Alteration, Necromancy

Level: 9

Range: 10 yds./level

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: 40-ft. radius sphere

Saving Throw: Special

This powerful spell can utterly destroy undead and other magically animated creatures (even golems) in its area. Only three types of creatures are affected: undead, magically created or animated creatures, and creatures that magically control others. All others are unaffected.

Any ongoing spellcasting in the area of effect by these creatures is ruined. Effects of magical devices wielded by these creatures are negated for the round of disruption, but artifact powers are completely unaffected.

Creatures of these types with fewer than 6 Hit Dice are automatically destroyed. Creatures with 6 Hit Dice or more must save vs. spell to avoid destruction. Any creature that could be affected which escapes disruption is stunned (reeling and unable to act coherently) for 1d3-1 rounds.

If a controlling creature is disrupted, its magically controlled or charmed creatures are instantly freed.

Notes: Rare spell. Known to be in The Glandar's Grimoire.