

Exterminate



Necromancy

Level: 1

Range: 5 yds.

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 cu. ft./level

Saving Throw: None

This spell instantaneously snuffs out the life forces of small rodents and vermin in the area of effect (1 cubic foot per level), including such normal pests as flies, mice, beetles, rats, spiders, and the like. Only creatures with up to 3 hit points per level of the caster (9 hit points maximum) and animal intelligence or less can be affected.

More powerful wizards can affect bigger pests, including large spiders, stirges, poisonous snakes, and giant or huge centipedes. If the targeted creatures are extremely small (1 hit point or less), an area up to 1 cubic foot per level can be cleansed of pests, to a maximum of 10 cubic feet. One larger creature per level can be killed, up to 10 creatures maximum. Familiars are immune to this spell.

This spell is well suited to indoor or outdoor applications and is a favorite among necromancers who live among pestilence. Cruel wizards have been known to exterminate benign animals (and sometimes others' pets) with the spell. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound.

The material components are a pinch of lavender and dried garlic.

Notes: Restricted to necromancers; common.