

# DISINTEGRATE

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

6<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes  $10d6 + 40$  force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10ft-cube portion of it. A magic item is unaffected by this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the damage increases by  $3d6$  for each slot level above 6<sup>th</sup>.



VERBAL



SOMATIC



MATERIAL

A lodestone and a pinch of dust

PLAYER'S  
HANDBOOK

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