

# Disintegrate



60'



instantaneous



Causes a thin, green ray to spring from the caster's pointing finger. Any single creature or object (up to a 10' cube of material) is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

A creature that makes a successful save vs. Spells is unaffected. The ray can target only one creature per casting, if that target saves, the spell is wasted.



BF 20

