

# Disintegrate

March 6, 2023



6th-level transmutation

**Casting Time:** 1 action

**Components:** VSM a lodestone and a pinch of dust

**Range:** 60 feet

**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 [true resurrection](#) or a [wish](#) spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot 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 7th level or higher, the damage increases by 3d6 for each slot level above 6th.