

MATTER DISRUPTION

1. **Un-Ice I** — Turns 100 cubic feet of ice into water vapor.
2. **Earth to Dust I** — Turns 10 cubic feet of earth into fine dust.
3. **Cracks Call** — Any previous cracks or flaws within a section of any normal material 1,000 cubic feet (10'x10'x10') will extend to their limit. See Section 7.1.7.
4. **Powder Stone I** — Turns 10 cubic feet of stone into fine powder.
5. **Un-Ice X** — As *Un-Ice I*, except affects up to 1,000 cubic feet.
6. **Disruption I** — Turns 1 cubic foot of any inorganic material to fine powder (must be one object).
7. **Earth to Dust X** — As *Earth to Dust I*, except affects up to 100 cubic feet.
8. **Shatter** — Can shatter an inorganic object, up to 1 cubic foot in volume; all within 5' take an 'A' Impact critical, holder takes a 'C' Impact critical. Metal objects get a +30 RR modification.
9. **Powder Stone X** — As *Powder Stone I*, except affects up to 100 cubic feet.
10. **Un-Ice True** — As *Un-Ice I*, except affects up to 100 cubic feet per level of the caster.
11. **Disruption X** — As *Disruption I*, except affects up to 10 cubic feet.
12. **Earth to Dust True** — As *Earth to Dust I*, except affects up to 1,000 cubic feet.
13. **Cause Cracks** — Causes cracks to appear in up to 100 cubic feet of non-metal, inorganic material.
14. **Powder Stone True** — As *Powder Stone I*, except affects 1,000 cubic feet.
15. **Disintegration I** — Completely disintegrates 1 cubic feet of inorganic material.
17. **Long Matter Disruption** — As any single spell (10th level or lower) from this list, except with a range of 300'
19. **Disintegration X** — As *Disintegration I*, except affects 10 cubic feet.
20. **Mass Earth to Dust** — As *Earth to Dust I*, except affects up to 100 cubic feet per level of the caster
25. **Mass Powder Stone** — As *Powder Stone I*, except affects up to 100 cubic feet per level of the caster
30. **Mass Disruption** — As *Disruption I*, except up to as many objects (up to 1 cubic foot each) as the caster's level can be affected, and range is 100'.
50. **Disintegration True** — As *Disintegration I*, except affects objects up to 100 cubic feet and range is 300'.

SPECIAL NOTES

See Section 7.3 for more information on using evil spell lists.

EVIL ESSENCE 3.8.5

MATTER DISRUPTION

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Un-Ice I	100 cu'	P	100'	F
❑ 2)	Earth to Dust I	10 cu'	P	100'	F
❑ 3)	Cracks Call	1000 cu'	P	100'	F
❑ 4)	Powder Stone I	10 cu'	P	100'	F
❑ 5)	Un-Ice X	1000 cu'	P	100'	F
❑ 6)	Disruption I	1 cu'	P	10'	F
❑ 7)	Earth to Dust X	100 cu'	P	100'	F
❑ 8)	Shatter	1 cu'	P	10'	F
❑ 9)	Powder Stone X	100 cu'	P	100'	F
❑ 10)	Un-Ice True	100 cu'/lvl	P	100'	F
❑ 11)	Disruption X	10 cu'	P	10'	F
❑ 12)	Earth to Dust True	1000 cu'	P	100'	F
❑ 13)	Cause Cracks	100 cu'	P	100'	F
❑ 14)	Powder Stone True	1000 cu'	P	100'	F
❑ 15)	Disintegration I	1 cu'	P	100'	F
❑ 16)					
❑ 17)	Long Matter Disruption	varies	P	300'	F
❑ 18)					
❑ 19)	Disintegration X	10' cu'	P	100'	F
❑ 20)	Mass Earth to Dust	100 cu'/lvl	P	300'	F
❑ 25)	Mass Powder Stone	100 cu'/lvl	P	300'	F
❑ 30)	Mass Disruption	varies	P	10'	F
❑ 50)	Disintegration True	100 cu'	P	300'	F