

# Banish Dazzle



## Divination, Flame

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 rds. +1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This magic enables the caster or another individual he touches to see clearly in or through blinding sun, free from the effects of heat shimmer. The recipient knows that mirages and common illusions (the result of 5th-level spells or less) are not real. The recipient also receives saving throw bonuses of +4 vs. color spray, fire charm, and similar visual spells related to color, heat, or fire.

The recipient is not hindered by reflected sun light, whether from a mirror, shiny shield, or other device intended to create glare. He enjoys normal "best conditions" when making an attack roll, for optimum missile fire and spell aiming. The banish dazzle spell also prevents the recipient from being blinded by bright light, including that caused by continual light and sundazzle. If the damage has already been done, the banish dazzle spell can remove the effects of sundazzle and light. It cannot, however, remove the effects of continual light or more powerful spells, nor can it protect the recipient against the effects of power word blind.

The material component of this spell, consumed in the casting, is a shard of glass, gemstone, mica, or any clear crystal.

Notes: Common in arabian settings, very rare elsewhere.