

## Dispel Fog

Abjuration, Air, Water

Level: 3

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 10-ft./level radius

Saving Throw: Special

This spell eliminates normal and magical fog from the area of effect. Only fog and mist are affected, not bodies of water, rain, or other precipitation. The dispelled fog is gone permanently, but the empty volume may be filled in again with new fog if there is sufficient quantity in the area. However, the dispelled area stays clear for 1 turn per level of the caster level regardless of other conditions. The spell can be cast directly on a ship or boat; in this case the area free of fog will move with the vessel.

Creatures in fog or mist form (such as vampires) who are in the area of effect must make a saving throw vs. spell. A successful save indicates that the creature must transform to a form other than fog or mist; failure indicates that the creature takes 2d10 damage and must still change form.

Notes: Common for Sea mages; uncommon for Air and Water mages; otherwise rare.