

# Dispel Mirage



## Abjuration

Level: 3

Range: 30 yds. + 1 yd./level

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 60 sq. ft/level, 10 ft. high

Saving Throw: None

This spell creates a field that instantly destroys all natural illusions such as mirages. Magical illusions are destroyed, and invisibility is negated, with three key exceptions. Dispel mirage does not affect natural invisibility, illusions resulting from 6th-level spells and up, nor natural abilities that mimic such spells. Otherwise, this spell instantly banishes visual deceptions that overlap the area of effect, touch it, or occur wholly within it. If the magics or illusions are normally continuous or renewable, they recur one turn later.

Dispel mirage affects a base area of 60 square feet per level of the caster (for example, 10 feet wide by 6 feet deep) by 10 feet high. The actual area can take any shape the caster desires. For example, he could "fold" it in half to make it 20 feet high, covering 30 square feet at the base. Or he could fill a corridor 12 feet long by 5 feet wide, maintaining the 10-foot height. In open areas, the caster typically concentrates on a focal point, and the spell affects an area centered on that point.

The material component of this spell is a handful of sand, scattered into the air during casting. The spell works in any type of terrain.

Notes: Common in arabian lands; otherwise very rare.