

# Dissipate Vapor

Abjuration, Alchemy



Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Area of Effect: 50-ft. cube

Saving Throw: Special

This spell disperses any gaseous substance, including natural or magical fogs, clouds, vapor, gaseous breath weapons, and creatures in gaseous or insubstantial form.

All gases, vapors, and gaseous breath weapons are dissipated in the area of effect at the instant of the casting and as they later enter the area; the spell creates a safe area within a large cloud of harmful gas.

Magical spell effects of 1st through 3rd level that create gases and vapors are immediately negated, while spells of higher level suffer the effects of a dispel magic spell at the caster's level.

A gaseous creature receives a saving throw vs. spell; failure inflicts 1d6 points of damage per level of the caster (to a maximum of 10d6). Success means the creature takes half damage and is forced from the area.

The material component is a bit of charcoal.

Notes: Uncommon for abjurers and alchemists; otherwise rare. (Updated from DRAGON Magazine.)