Server: Mobile damage  
Here we see when a mobile takes damage.  
We can check how spell disturb works there.

M\_spell = Ispell mobile.m\_spell

Solution:  
Make an interface like Ispell called Ihiding  
Make a hide class based on IHiding  
Implement the hide into the hiding skill like SpiritSpeaking

Make interface Ihiding: x  
Make hide class  
Implement hide class in the hiding skill