Detect Evil

Divination (Reversable)

Range:	6"	**Components:**	V,S
Duration:	5 rounds / level	**Casting Time:**	2 segments
Area of Effect:	1" path	**Saving Throw:**	None

Level 2 Magic-User

Detect Invisibility

Divination

Range:	1" / level	**Components:**	V,S,M
Duration:	5 rounds / level	**Casting Time:**	2 segments
Area of Effect:	1" path	**Saving Throw:**	None

Level 2 Magic-User

ESP

Divination

Range:	1/2" / level	**Components:**	V,S,M
Duration:	1 round / level	**Casting Time:**	2 segments
Area of Effect:	One creature per probe	**Saving Throw:**	None

Level 2 Magic-User

Description

Except as noted above, this spell is the same as the first level cleric detect evil (q.v.).

This is a spell which discovers emanations of evil, or of good in the case of the reverse spell, from any creature or objest For example, evil alignment or an evilly cursed object will radiate evil, but a hidden trap or an unintelligent viper will not. The duration of a detect evil (or detect good) spell is 1 turn + % turn (5 rounds, or 5 minutes) per level of the cleric. Thus a cleric of 1st level of experience can cast a spell with a 1 % turn duration, at 2nd level a 2 turn duration, 2% at 3rd, etc. The spell has a path of detection 1" wide in the direction in which the cleric is facing. It requires the use of the cleric's holy (or unholy) symbol as its material component, with the cleric holding it before him or her.

Description

When the magic-user casts a detect invisibility spell, he or she is able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures. Detection is in the magic-user's line of sight along a 1" wide path to the range limit. The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

Description

When an ESP spell is used, the caster is able to detect the surface thoughts of any creatures in range - except creatures with no mind (as we know it), such as all of the undead. The ESP is stopped by 2 or more feet of rock, 2 or more inches of any metal other than lead, or a thin sheet of lead foil. The magic-user employing the spell is able to probe the surface thoughts of 1 creature per turn, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round. The caster can use the spell to help determine if some creature lurks behind a door, for example, but the ESP will not always reveal what sort of creature it is. The material component of this spell is a copper piece.