Analyze Device

Divination, Artifice

Level: 3
Range: Touch
Components: V, S
Casting Time: 3
Duration: 1 rd./level
Area of Effect: 1 clockwork device
Saving Throw: None

This spell allows a mechanician to discern the workings of a clockwork device created by another such wizard. The spell is not exact, however, and reveals details about the mechanical construct randomly. This can make it difficult to determine the primary purpose of the construct.

For every round that the spell lasts, the mechanician will be able to determine one random function of the target mechanical. The spell doesn't reveal the strength of a particular function, just that it exists. As far as the spell is concerned, there is no difference between a construct that attacks with a dagger and one that uses a great scimitar. To the spell, these are both attack functions, and it doesn't distinguish between them. If there is an implanted spell in the construct, this spell will reveal it, but not which spell it is.

The analyze device spell doesn't reveal the number of functions that a mechanical construct has. Once it has revealed all the functions of a particular construct, the spell simply ceases to function, duration notwithstanding.

The spell can also be used to determine the basic hit points, Armor Class, and THAC0 of a given mechanical construct, though each of these is considered a separate function.

In order to use this spell, the mecharrician must study the target device for a round or so, and the construct must be stationary. Thus, it is impossible to use this spell on a mechanical construct that is currently attempting hostile action.

If cast by a mechanician, this spell must be implanted into a mechanical device (the focus of this spell), usually a simple piece of headgear or a set of lenses. Wearing or touching the analyze device mechanical and concentrating on the object to be analyzed activates the spell.

Other wizards can learn this spell, in which case no device is needed. When cast by a member of a kit other than a clockwork mage, the spell is less efficient, revealing one function of the device every two rounds.

Notes: Common in arabian settings for clockwork mages; uncommon for diviners, artificers, and mechanicians; otherwise very rare.