

Darksense



Alteration, Shadow

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

When a wizard confers the power of a darksense spell, the recipient gains the ability to transmit and hear high-pitched sounds, as many bats do. This gives the creature a clear "picture" of the physical area that surrounds him, to a distance of 120 feet. For the duration of the darksense spell, the affected creature suffers no penalties for being in darkness or light. The creature may be blind, though he must close his eyes in order to use the darksense if he is not.

Colors are not perceived, nor are variations in heat levels or distinctions between light and dark. Thus some actions, such as the reading of scrolls, are not possible while the creature is under the influence of a darksense spell. The creature is unable to detect any visual illusions, colored gases, clouds of dust or mist, mirror images, insubstantial beings such as certain undead, etc. Insubstantial or non-corporeal beings can attack as if the creature was blind, gaining +4 bonus to hit. This spell does not function (treat as blinded) in a silenced area.

The caster can end the spell with a word at any time before it expires.

The creature does not need any other sensory organs besides his mouth and ears (being gagged or having plugged ears prevents effective use of this spell).

The spell requires two bats ears and a small silver tuning fork, which must be rung audibly upon completion of the spell's casting. None are consumed by casting the spell.

Notes: Rare spell. Known to be in Manor's Manual of Sight. (Updated from DRAGON Magazine.)