

## Detect Charm - Red Wizard



**Divination, Mentalism, Reversible**

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 creature/rd.

Saving Throw: None

This spell is like the 2nd-level priest spell of the same name; it can detect if a person or monster is under the influence of a charm spell or similar control such as hypnosis, suggestion, beguiling, possession, and so on.

The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing. If the saving throw fails, the caster learns that the creature is influenced, and has a 5% chance per level to determine the exact type of influence. Up to 10 different creatures can be checked before the spell wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type is impossible to determine due to conflicting emanations.

The material component for this spell is a heart flower, whose crushed petals are inhaled.

The reverse of the spell, undetectable charm, completely masks all charms on a single creature for 24 hours.

Notes: Common for the Red Wizards of Thay; uncommon for diviners and mentalists; otherwise rare.