

# Detect Disease



## Divination

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 creature or object

Saving Throw: None

Detect disease reveals to the wizard whether a subject creature or object carries a disease, whether normal or magical. Additionally, the caster has a 5% chance per level to identify the exact type of disease.

The material component for this spell is a twig or small branch from any tree.

Notes: Restricted to diviners, necromancers, and witches; uncommon.