Detect Invisibility

Divination

Level: 2
Range: 0
Components: V, S, M
Duration: 5 rds./level
Casting Time: 2
Area of Effect: 10 yds./level
Saving Throw: None

When the wizard casts a detect invisibility spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (for example, thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Detection is a path 10 ft. wide along the wizard's line of sight to the range limit.

The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

Notes: Common spell (PHB).