

Detect Life



Divination

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 5 rds.

Area of Effect: 10 ft. x 10 ft./level path

Saving Throw: None

By use of this spell, the caster can determine if a creature is alive, including a creature in a coma or trance, or under the influence of a feign death spell. Any form of mental protection blocks this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal.

Notes: Common for diviners; otherwise rare.