

Detect Life - Alhoon



Divination

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 3 rds.

Area of Effect: 60-ft. radius sphere

Saving Throw: None

This spell allows the alhoon to detect the presence of intelligent life within the spell area. The alhoon can tell if the life is aware (that is, whether or not it's awake, sane, and free of intoxication or sensory-debilitating magic or illness), but not precisely where or what the life is, or how many entities are present (if both alert awareness and slumber are detected, the alhoon can safely infer that at least two creatures are present, but that's all).

The spell does not allow direct mental contact, and will not detect magically or psionically shielded creatures or the wills of absent scryers such as wizards using wizard eyes or crystal balls. Beings hiding in an extra-dimensional space are considered not present. The spell can detect life that is invisible, concealed, disguised (even trapped within solid objects or magical forms), and extends into the Astral and Ethereal Planes, but does not reveal this state of the life. The spell gives no hint of the nature, thoughts, or inclination (e.g. hostile or friendly) of the life detected.

The spell ignores the alhoon's own energy, but detects beings in range that the alhoon knows are present (such as companions), so their presence may give a false warning of nearby life.

The alhoon can cast the spell to scan a smaller spherical area of effect (the sphere may have a radius of 10, 20, 30, 40, or 50 feet instead of the maximum), but this size must be chosen during casting, and can't be altered thereafter- nor can the area of effect be changed in shape or location from a sphere centered on the alhoon. Solid or magical barriers do not affect the spell's detection. Undead can't be detected by means of this spell.

Notes: Restricted to alhoon (undead illithids), uncommon.