

## Detect Poison - Red Wizards



### Divination, Alchemy

Level: 2

Range:0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 object or 5-ft. cube

Saving Throw: None

This spell enables the caster to determine if an object has been poisoned or is poisonous. One object, or a 5-foot cubic mass, can be checked per round. The caster has a 5% chance per level to determine the exact type of poison.

The material component is powdered unicorn horn.

Notes: Common for alchemists, diviners, and Red Wizards of Thay; otherwise very rare.