

Detect Psionics



Divination, Mentalism

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 2 rds./level

Area of Effect: 30-ft./level sphere

Saving Throw: None

This spell allows the caster to detect psionic activity in the area of effect. Psionic activity is defined as the expenditure of psionic strength points (PSPs). The caster detects all psionic activity in the area of effect. (In other words, whether or not PSPs were spent in the round by any creatures or items within the area of effect.) How much other information he gains depends on his level, as follows:

- **At 5th level or lower**, the caster only determines whether or not someone or something within the area of effect is psionically active.
- **At 6th to 8th level**, the caster learns how powerful the activity is. Power levels of psionic activity are: low, 1 to 5 PSPs; moderate, 6 to 12 PSPs; high, 13 or more PSPs. (Note that at these levels the power detected includes all psionic activity within the area of effect and doesn't differentiate between individual psionic use.)
- **At 9th to 12th level**, the caster also learns where the activity is taking place (direction and distance), thus allowing him to identify individuals or objects expending PSPs in a given round.
- **At 13th level or higher**, the caster can differentiate the power-level expenditure of each individual in the area of effect.

Notes: Common on Athas (the DARK SUN setting); uncommon for diviners and mentalists; otherwise very rare. Known to be in Daltim's Tome of Fire.