

Detect Secret Passages and Portals



Divination

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 turn

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

Saving Throw: None

This spell enables a wizard to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been deliberately constructed so as to escape detection are detected by this spell—a trap door buried beneath crates in a cellar, an illusionary wall, or an amulet left in a cluttered room would not be detected.

The wizard affects an area of 10 feet square per level, so a 4th-level wizard could search four 10-foot by 10-foot sections of wall, floor, or ceiling. Any doorways or openings detected by this spell glow softly for one full turn. It's possible that a wizard might not find a secret compartment in the area of effect if the compartment is behind or under another object that covers it completely. This spell only detects the doorway or opening; the wizard may have to search for a mechanism or catch that opens the door.

Notes: Common for diviners; otherwise uncommon (PO:SM).