

Detect Thought - Phaerimm



Divination

Level: 2

Range: 10 yds./level

Components: V

Casting Time: 2

Duration: Maximum 1 turn.

Area of Effect: Special

Saving Throw: None

This spell allows the phaerimm to detect the presence and precise location of intelligent thoughts (that is, the mental activity of creatures with an Intelligence of 5 or greater, except those whose thoughts are shielded by psionic ability or spells). Solid barriers do not affect this detection, and its probing allows detection of all the separate sources of thought in a group of beings, and hints as to each thinker's general inclination (such as angry, bent on killing, sad, confused, searching for something, alert) and mental strength (that is, psionic powers or the ability to cast spells). Exact thoughts cannot be read by means of this spell.

If a psionic power is used, a spell cast, or a magical item activated by a being under surveillance by means of this spell, the "watching" caster learns the precise nature of the power or magic used, and any words of activation, spellcasting, or control.

This spell lasts up to 1 turn, unless ended earlier by the unleashing of any other spell by the caster. Phaerimm are immune to this spell; they radiate a confusing screen of mental chaos equal in effect to a mind blank spell.

Phaerimm use this spell to find beings masquerading as stone statues, part of their surroundings, and the like by means of magic-or to prevent ambushes when heading into an area known to contain enemies. The spell does detect the scrying of long-distance eavesdroppers using wizard eyes and the like, but not who or where these spying beings are.

This spell does not function within Myth Drannor, due to the inhibitions of the mythal.

Notes: Restricted to Phaerimm; common.