

# Empathy



**Divination, Enchantment, Mentalism, Reversible**

Level: 1

Range: 10 yds./level

Components: V, S

Casting Time: 1

Duration: 1 turn

Area of Effect: 1 creature/rd.

Saving Throw: None

By means of this spell, the caster can sense the basic needs, drives, and emotions of one or more creatures of animal intelligence or higher. Hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love, and other emotional states all can be detected by this spell.

The caster can probe one mind per round, but the spell yields no results for creatures protected against such detection, psionic creatures who know at least one defense mode, and emotionless or mindless creatures such as undead, golems, and oozes, slimes, and jellies. If employed against a psionic creature, empathy permits the caster to form an impression of whether the creature is a weak, moderate, or strong psionist even if no emotions are revealed.

The reverse of this spell, empathic shield, masks the emotions of any one creature within range against any magical or psionic probes for one full turn.

Notes: Common for diviners and mentalists; otherwise rare.