

Find Traps - Red Wizard



Divination

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn

Area of Effect: 10-ft. path

Saving Throw: None

When a diviner casts a find traps spell, all traps- concealed normally or magically- of magical or mechanical nature become apparent to him. This spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

A trap is any device or magical ward that meets three criteria: It can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful.

This spell cannot predict actions of creatures (hence a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during rain, a wall weakened by age, a naturally poisonous plant). If the DM is using specific glyphs or sigils to identify magical wards (see the glyph of warding spell), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

The spell's material component is a small string noose that must be broken.

Notes: Restricted Lo diviners: uncommon. In the FORGOTTEN REALMS setting this spell is also available to the Red Wizards of Thay.