

## Detect Evil

Divination

**Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 min./ level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

**1st Round:** Presence or absence of evil.

**2nd Round:** Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

**3rd Round:** The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**4th Round:** If you have *Detect Evil* or *Detect Good* as an innate ability, as the result of either a class or racial feature, you can make a *Sense Motive* attempt to read the aura details of any creature within your line of sight. Because of the ever-changing nature of alignment auras, you may only make 1 attempt per day to read the details of any particular aura. Reading an aura requires 1 full round of concentration for each aura read. Note that creatures protected by *Mind Blank* cannot have the details of their auras read. You may only read auras within your line of sight; you cannot read lingering auras, or auras that are hidden from your line of sight. (See below.)

**Aura Power:** An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

	Aura Power			
Creature/Object	Faint	Moderate	Strong	Overwhelming
Evil creature <sup>1</sup> (HD)	10 or lower	11–25	26–50	51 or higher
Undead (HD)	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2–4	5–10	11 or higher
Cleric of an evil deity <sup>2</sup> (class levels)	1	2–4	5–10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd–8th	9th–20th	21st or higher

<sup>1</sup> Except for undead and outsiders, which have their own entries on the table.

<sup>2</sup> Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

**Lingering Aura:** An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

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**The DCs for reading the details of auras are as follows:** [*Mind Blank* prevents all of the following information from being gathered.]

DC 25	General Impression	This person has the foul taint of murder upon them! (within the last 24 hours.) [Evil] This person has shown mercy to someone recently. (within the last 24 hours.) [Good]
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DC 35	Specific Information	This person has murdered 3 innocent people within the last 24 hours. [Evil] This person has healed 3 injured people within the last 24 hours. [Good]
DC 45	Exact Information	This person murdered Bob The Butcher, Larry The Lamplighter, and Fred The Fishmonger yesterday at 11:15 AM, while they slept. [Evil] This person cast <i>Cure Disease</i> yesterday at 1:15 PM upon a sick child named Alice, and then cast <i>Cure Serious Wounds</i> at 1:30 PM upon two injured town guards, by the names of Sergei and Wilhelm. [Good]

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Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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