Open Essence 3.1.2
DETECTING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Life	5'R	1 min/lvl (c)	100'	P
2)	Detect Magic	5'R	1 min/lvl (c)	100'	P
3)	Magical Origins	1 target	—	10'	U
4)	Spell Type	1 target	—	10'	P
5)	Detect Invisible	3'R/lvl	1 min/lvl (c)	100'	P
6)	Detect Traps	5'R	1 min/lvl (c)	100'	P
7)	Detect Curse	5'R	1 min/lvl (c)	100'	P
8)	Detect Undead	5'R	1 min/lvl (c)	100'	P
9)	Perceive Power	1 target	—	100'	P
10)	Power Typing	1 target	—	100'	P
11)	Detect Death	5'R	1 min/lvl (c)	100'	P
12)	Detect Evil	1 target	—	100'	P
13)	Location III	caster	—	300'	P
14)	Detect Spell	5'R	1 min/lvl (c)	100'	P
15)	Perceive Power II	5'R	1 min/lvl (c)	200'	P
16)	Location V	caster	—	500'	P
17)	See Invisible	1 target	1 min/lvl	50'	U
18)					
19)	Clear Mind	1 target	1 min/lvl	touch	U
20)	Detect Spell True	50'R	1 min/lvl (c)	500'	P
25)	Greater Location	caster	—	1 mile	P
30)	Detection True	varies	1 min/lvl (c)	100'	P
50)	Location True	caster	—	1 mi/lvl	P

1. Detect Life — Detects any living being(s) in a 5'R area. The area may be moved each round. Caster gets a general idea of the size of the lifeform(s), but no other information.

2. Detect Magic — As *Detect Life*, except it detects any active magic in an area, on a person or in an item, but does not give the Realm, power or spell type.

3. Magical Origins — Caster learns the Realm of Magic of a spell or item. For this spell to work, magic must first be have been detected by a *Detect Magic* spell.

4. Spell Type — As *Magical Origins*, except caster learns the exact spell in an item, on a person or cast in the specific area (detected by a *Detect Magic* spell). If there are multiple spells that could be detected, caster will learn only of the most powerful (i.e highest level). Curses normally require the use of the Detect Curse spell and are not detected by this spell.

5. Detect Invisible — Caster can detect all invisible beings and things within the radius while concentrating.

6. Detect Traps — As *Detect Life*, except it gives 90% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance). See section 7.1.23 for information on trap complexity.

7. Detect Curse — As *Detect Life*, except detects curses on people or things. This spell do not give any specific information.

8. Detect Undead — As *Detect Life*, except detects the presence of undead.

9. Perceive Power I — Caster estimates the power (i.e level) of a person, item or spell examined.

10. Power Typing — Caster learns the Realm, any spell(s) and abilities of an item (not curses!). If cast on a person, it gives his exact profession. Knowing the Realm of an item usually provide +10 to the Attunement roll. Knowing the exact spell provide an additonal +20 to the Attunement roll.

11. Detect Death — As *Detect Life*, except detects dead bodies and whether anything has died in the radius in the last 24 hours.

12. Detect Evil — Caster has a 90% chance of detecting evil in a target. A target for this spell may be either a person, an item or object. See Special Note nr 6.

13. Location III — Gives the direction and distance to any object, place or person the caster is familiar with or has had described in detail.

14. Detect Spell — As *Detect Magic*, except it detects any spell that has ever been cast in the area examined. It will give the caster a complete description of the spells purpose.

15. Perceive Power II — As *Perceive Power I*, except this spell has a duration of 1 min/lvl and caster may chose a new 5'R area every round and range is 200'.

16. Location V — As *Location III*, except range is 500'.

17. See Invisible — Caster can see invisible things anywhere he could normally see. His attacks suffer no penalties against invisible targets as long as this spell is active.

19. Clear Mind — The target will see through visual illusions for the duration of this spell. Visual illusions include Facades, Phantasms, Light Glamour, Illusions etc. This spell has no effect on illusions affecting other senses.

20. Detect Spell True — As *Detect Spell*, except area and range is increased.

25. Greater Location — As *Location III*, except range is 1 mile.

30. Detection True — As *Detect Magic*, except any of the lower level detect spells on this list may be used each round with double range and area of effect.

50. Location True — As *Location III*, except range is 1 mile per level.

Special Notes

1) All of the spells on this list, except Answer Realm, See Invisible and Clear Mind, are Passive in type. The target of the spell is allowed an RR but success only indicates that the target was aware that a spell was cast on him (i.e the spell still works). More information on Passive spells can be found in section 7.1.18.

2) A "curse" (for the purposes of Detect Curse spell) is defined as something detrimental and magical in nature.

3) When something is detected with a "Detect" spell, caster may concentrate for 1 extra round to determine the number of targets and their exact location within the radius.

4) Since Detect Invisible require concentration, caster cannot attack a detected target in the same round as concentrates since he would lose his concentration while trying to attack. An invisible being that has been detected by Detect Invisible can be attacked with a –25 penalty for the first round after being detected (instead of the standard –100). Attacks by others than the caster which has been directed by the caster suffers a –50 penalty. See section 7.1.10 for more about Invisibility.

5) Knowing the Realm of an item usually provide +10 to the Attunement roll. Knowing the exact spell provide an additonal +20.

6) The essence user have a keen sense for other's feelings and motives, thus his perspective on good and evil is slightly different from the channeling and mentalism user's. The Detect Evil spell cast from this list, will detect amounts of malice and cruelty, while a channeling user strictly learns if the target worship an Evil deity. This provide the Essence user with a "broader scope" for his Detect Evil spell. I.e a channeling user will not detect anyone as evil unless he clearly serves Sauron, but the essence user may detect the cruel sergeant of the gondorian army as evil since he like to hurt his recruits during practise.