

MONK BASE LIST 3.6.6
MONK'S SENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Sly Ears *	caster	10 min/lvl	self	U
☐ 2)	Nightvision *	caster	10 min/lvl	self	U
☐ 3)	Sidevision *	caster	10 min/lvl	self	U
☐ 4)	Scent *	caster	10 min/lvl	self	U
☐ 5)	Watervision *	caster	10 min/lvl	self	U
☐ 6)	Fogvision *	caster	10 min/lvl	self	U
☐ 7)	Touch *	caster	10 min/lvl	self	U
☐ 8)	Darkvision *	caster	10 min/lvl	self	U
☐ 9)	Detect Invisible	5'R	1 min/lvl (C)	100'	U
☐ 10)	Detect Illusion	5'R	—	100'	U
☐ 11)	Scent True *	caster	10 min/lvl	self	U
☐ 12)	Disillusion	100'R	—	self	U
☐ 13)	Touch True *	caster	10 min/lvl	self	U
☐ 14)	Woodsight	caster	C	self	U
☐ 15)	See Invisible	caster	10 min/lvl	50'	U
☐ 16)					
☐ 17)	Long Vision	caster	10 min/lvl	self	U
☐ 18)	Illusionsight	caster	1 min/lvl	self	U
☐ 19)	Stonesight	caster	C	self	U
☐ 20)	Monkvision	caster	10 min/lvl	self	U
☐ 25)	Ironsight	caster	C	self	U
☐ 30)	Metalsight	caster	C	self	U
☐ 50)	Monksense	caster	1 rnd/lvl	self	U

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- Sly Ears** — Caster gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
- Nightvision** — Caster can see 100' on a normal night as if it were daylight. See Section 7.1.19.
- Sidevision** — Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus are lowered to +15.
- Scent** — Caster gains an extremely acute sense of smell. This results in +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
- Watervision** — Caster can see 100' in any water (including murky water) as if it were daylight.
- Fogvision** — Caster can see 100' in any precipitation (including thick fog) as if it were daylight.
- Touch** — Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., pick locks, disarm traps, etc.).
- Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
- Detect Invisible** — Detects any invisible object in the area of effect. Caster can concentrate on a different 5'R each round.
- Detect Illusion** — Caster can check one object or place (up to 5'R) and tell if is an illusion or has an illusion on it.
- Scent True** — As *Scent*, except caster can detect extremely faint scents (e.g., up to 48 hours old, after rain storms, through snow, etc.).
- Disillusion** — One illusion within the area of effect ceases to exist for the caster only.
- Touch True** — As *Touch*, except bonus is +50.
- Woodsight** — Caster can see through wood (up to 1" per level).
- See Invisible** — Caster can see all invisible things anywhere that he can normally see. In addition, he suffers no penalties against invisible targets (as they are not invisible to him).
- Long Vision** — As any of the lower level *Vision* spells on this list but without a range limit (i.e., they will allow the caster to see anywhere he could normally see).
- Illusionsight** — Caster cannot see any visual illusions. This does not affect any of the other senses.
- Stonesight** — As *Woodsight*, except stone can be seen through.
- Monkvision** — As all lower level *Vision* spells functioning at the same time.
- Ironsight** — As *Woodsight*, except iron (or steel) can be seen through.
- Metalsight** — As *Woodsight*, except any metal can be seen through.
- Monksense** — Caster can use any one of the lower level spells (on this list) each round.

SPECIAL NOTES

See Section 7.1.19 for more information on the environment's effects on vision.