

Detect Magic

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Level: 1 **Range: 30 or more** **Duration: 2 turns** **Casting Time: 2 actions** **Save: Will vs. spell check DC (sometimes)**

The wizard knows if there has been an enchantment laid upon a person, place or thing within range. The range is a cone, 30 long and 30 wide at its end, emanating from the wizard's holy symbol.

Misfire: N/A

Corruption: Roll 1d2: (1) Greater, (2) Misfire

Mercurial Magic: Casting circle. The spell's power can be amplified with the assistance of other wizards. For each wizard present and willing to assist the caster, the casting wizard gets a +1 modifier to his spell check. Assisting in spell casting does not require knowledge of the spell, but the assistant mages can perform no other action until the spell is cast.

Spell Results

1-11: Failure.

12-13: The wizard is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The wizard cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as magical, so the true extent and nature of the magic is not always evident. The wizard does not receive any information on the nature of the magical enchantment, only its existence. Intelligent magic creatures and creations that wish to hide their magical nature can do so with a Will save. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

14-17: The wizard is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The wizard cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as magical, so the true extent and nature of the magic is not always evident. The wizard does not receive any information on the nature of the magical enchantment, only its existence. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

18-19: The wizard can determine exactly which objects or creatures are magically enchanted within range. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a rough gauge of the magic's strength, revealed as the approximate level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

20-23: The wizard can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a rough gauge of the magic's strength, revealed as the approximate level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

24-27: The wizard can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

28-29: To an extended range of 120, the wizard can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

30-31: To an extended range of 120 and for an extended duration of 4 turns, the wizard can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

32+: To an extended range of line-of-sight and for an extended duration of a full hour, the wizard can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The wizard can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the wizard receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

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