Detect Evil*

📏 60'   ⌛ 1 round/level

Allows the caster to detect overwhelmingly evil creatures and objects. The caster sees the "evil" creatures or objects with a definite glow around them, but the glow cannot be seen by anyone else.

Reversed, this spell works as above but with respect to "good" enchantments, angelic creatures, and so on.

BF 20

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