

FIND TRAPS

BARBARIAN
BARD
CLERIC
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

2nd level divination

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Instantaneous

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.



VERBAL



SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

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