

# DETECTIVES

The detective is a new AD&D character class whose functions are the solving of mysteries and the restoration of Law. Detectives may be human, half-elven or elven, and must be of Lawful-Neutral alignment. Since detective spells are quasi-clerical in origin any change of alignment may result in their loss. Detectives cannot be multi-classed.

The skills of a detective are similar to those of thieves and assassins plus limited spell use at fourth and subsequent levels. The spells used are quasi-clerical and restored by the passage of time.

Detectives fight as thieves of the same level, can use any weapon except spears, lances, oil and poison, and may use leather or light chain armour and small shields. Some of their thievish abilities (marked \* below) cannot be performed in metal armour or while carrying shields. Detectives gain a 5% bonus on their hit probability in weaponless combat, as a result of special training they receive before commencing their adventures. This training also gives +1 hit probability when striking to subdue.

The minimum prime requisites for detectives are strength 14, intelligence 14, wisdom 10, constitution 10, dexterity 12, charisma 7. No bonuses are gained for high prime requisites.

Detectives can use those magical items usable by thieves plus chain mail and shields. They cannot make spell scrolls, but can use spell scrolls in the same way as a thief.

Level	Experience Points	Hit Dice (d6)	Spells				Title
			1	2	3	4	
1	0-2000	1	-	-	-	-	Snoop
2	2001-4000	2	-	-	-	-	Ferret
3	4001-8000	3	-	-	-	-	Bloodhound
4	8001-15001	4	1	-	-	-	Shamus
5	15001-30000	5	2	-	-	-	Gumshoe
6	30001-60000	6	3	-	-	-	Eye
7	60001-120000	7	3	1	-	-	Dick
8	120001-250000	8	4	1	-	-	Sleuth
9	250001-500000	9	4	2	-	-	Investigator
10	500001-1000000	10	5	2	-	-	Judge
11	1000001-1500000	10+1	5	3	1	-	Detective
12	1500001-2000000	10+2	6	3	1	-	Detective II
13	2000001-2500000	10+3	6	4	1	-	Detective III
14	2500001-3000000	10+4	6	4	2	-	Detective IV
15	3000001-3500000	10+5	7	4	3	1	Detective V
16	3500001-4000000	10+6	7	5	3	1	Detective VI
17	4000001-4500000	10+7	7	5	4	1	Detective VII
18	4500001-5000000	10+8	8	5	4	2	Detective VIII
19	5000001-5500000	10+9	8	6	4	2	Master Detective
20	5500001+	10+10	8	6	5	3	Great Detective

At eighth level the detective must acquire a headquarters in a large town and advertise his services for hire. The detective must not refuse to aid any Lawful cause of his clients.

At tenth level the detective will attract 1-6 loyal followers (who will not necessarily be of the detective's alignment). If there is a single follower it will be a detective of level 2-5, otherwise the followers will be randomly chosen fighters, thieves or magic-users of levels 1-2.

By twelfth level the detective's constant search for information will have given him an accumulation of knowledge similar to that of a sage. This knowledge will be general knowledge of a broad area (e.g. botany) plus special knowledge of a topic within that area (e.g. orchids). For a full list of the topics studied by sages see the AD&D DM's Guide, or DM's may like to pick their own topics. For each additional subtopic of the main area of information the detective must gain two levels and spend as much time studying as he would learning a language.

DETECTIVE'S THIEF AND ASSASSIN SKILLS	
Pick Pockets	As Thief less 15%
Open Locks	As Thief less 10%
Find/Remove Traps	As Thief less 10%
Move Silently*	As Thief less 5%
Hide in Shadows*	As Thief less 5%
Hear Noise	As Thief
Climb Walls*	As Thief less 10%
Read Languages	As Thief
Disguise Self	As Assassin less 10%



by Marcus L Rowland

Detectives have an extra 10% chance of noticing disguised assassins, and consequently many Assassins' Guilds declare vendetta against detectives entering their area of operation.

Detectives may also track in a manner similar to rangers, but underground and in urban environments the detective must have observed the quarry within one turn (10 minutes) of commencing tracking, while outdoors the base chance is only 50% minus 10% for each twelve hours elapsed before tracking, minus 35% for each intervening hour of rain, and plus 1% for each additional creature.

There can only be one great detective in a city, and if another enters the two will either engage in non-lethal combat with the loser being downgraded to master detective and leaving the area, or enter an agreement where one specialises in consultancy work and never leaves his home while the other undertakes only active cases. This involves sharing fees and magical equipment, and the followers of the detectives must each decide if they wish to cooperate. If such an agreement is reached the detectives may set up a detective agency, which will attract 2-5 additional detectives of levels 1-4 and up to 12 (roll 1d12) other followers. Lower level detectives may also set up agencies but these will not attract followers; all staff will be hirelings.

## DETECTIVE SPELLS

### Level 1

*Comprehend languages:* Identical to the 1st level magic-user spell.

*Date:* Range 1", duration special, area of effect 1/4" level, components V, S, M, casting time 3 rounds, no save.

This spell establishes the elapsed time since a specific event with accuracy of 20% improving by +1% per level. The spell is cast on evidence such as footprints, broken swords and the like using a mixture of powdered silver and graphite (minimum value 20 gp).

*Detect evil/good:* Range 6", duration 1/2 round/level, area of effect 1/2" path, casting time 1 round, save negates.

This spell is a weaker form of the clerical *detect evil* and will only detect strong sources. The detective must select whether he wishes to detect evil or good, and must cast separate spells for each. Material component is a reusable willow wand.

*Detect lie:* Range 1", duration 1/2 round/level, affects one person components V, S, M, casting time 5 segments, save negates.

By using this spell the detective can tell if the subject is telling a deliberate lie but cannot detect half-truths or evasions. The subject is under no compulsion to tell the truth. The material component is a reusable silver rod, value 25gp.

*Detect secret door:* Range 3", duration 1 round/level, area of effect 1 Level, components V, S, M, casting time 1 round, no save.

This spell outlines secret or concealed doors in the area of wall or floor tested, provided that they are not protected by spells such as *guards and wards*. The spell's material component is a bag of flour or soot which is hurled at the area tested and a reusable wooden rod cut from a doorframe.

*Detect undead:* Range 3", duration 1/2 round/level, area of effect 1/4" path, components V, S, M, casting time 3 segments, no save.

This spell informs the detective if there are undead along a narrow path provided they are not shielded in some way



from detection. Material component is a bone rod.

**Grade metals:** Range object touched, duration special, area special, components V, S, M, casting time 7 segments, no save.

This spell identifies the metals in an object provided they are also present in the material component, a ring alloyed of up to six metals. The spell also indicates which metal is most common in the object but will not indicate if there are unidentified metals present, even if they are most of the metal in the object studied.

## Level 2

**Detect chaos:** This spell is a modification of the *detect good/evil* spell and reveals strongly chaotic beings provided they are not protected against it, and fail to save. The spell's duration, range etc. are the same as for *detect good/evil*.

**Detect evasions:** This spell is a modification of *detect lie* and its range, duration, etc. are the same. The spell will not detect outright lies. If the detective is 11th level or higher the two can be cast as a single 3rd level spell giving tripled range and duration.

**Detect specific metal:** Range 2" + 1/2"/level, duration 5 segments/level, area of effect 1/2" path, components V, S, M, casting time 5 segments, no save.

By use of this spell the detective can detect specific metals provided he holds the right material component, a rod of the metal he wishes to detect. Only one metal can be detected on each casting. The rods can be reused.

**Escapology 1:** Range 1 person, duration special, components V, M, casting time 5 segments, no save.

This spell causes ropes and simple bindings to fall from the detective or another person he touches, provided that he can pronounce a single polysyllabic word. The material component for this spell is a string made from the detective's hair then knotted, unknotted, and kept in contact with the detective's skin until the spell is used. Once the spell has been used a new string must be prepared. If the word of the spell is interrupted the spell will not work and the string will be of no further use.

**Read codes:** Range special, duration 1 round/level, area special, components V, S, M, casting time 4 segments, no save.

This spell allows the reading of any message seen or heard provided that the message has been coded from a language the detective can read. The material component is a piece of paper covered in runes which must be burnt as the spell is pronounced. This spell can be cast with the 1st level *comprehend languages* spell to give a 3rd level spell of double duration incorporating translation from unknown languages.

**Reflect the past:** Range special, duration 1 round + 1/2 round/level, area special, components V, S, M, casting time 3 rounds plus duration of effect, no save.

This spell produces an image of a past event in a basalt mirror (cost 50 gp), provided that the place observed is visible in the mirror before the spell is cast. The detective can see back 1 hour per level, but must know to within 10% how long has passed since the event to be studied occurred. If it was dark at that time the detective must have infravision in order to produce an infravision image. Since the detective must concentrate on casting and maintaining the spell a second person must look at the mirror. The material components of the spell are the mirror (which shatters at the end of the spell) a gold wand (150 gp, reusable) and herbs and incense consumed in the casting. The efforts involved in casting this spell will leave the detective unable to fight for a number of melee rounds equal to 20 minus his constitution. Magical protection against observation may block this spell, and some of the more powerful Gods, Demigods, Devils, and Demons may notice and react to observation by this spell.

**Speak with animals:** This spell is identical to the 2nd level clerical spell.

## Level 3

**Detect invisibility:** This spell is identical to the 2nd level magic-user's spell.

**Detect metals and kind:** An improved form of *detect specific metals* using a wand of mixed alloy rather than the pure metals used in that spell. The spell has the same range, duration, and limitations to its analytic powers as *grade metals*.

**Escapology 2:** This spell is similar to *escapology 1* but causes locks on fetters and chains to open. The spell's material component is a small working silver padlock which must be locked then picked open by the detective and kept by his skin. The padlock can be reused but must be locked and repicked after each casting of the spell.

**Know alignment:** Identical to the 2nd level clerical spell.

**Locate object:** Identical to the 2nd level magic user spell.

**Read hidden message:** An improved form of *read codes* which makes messages in invisible ink, braille, knotted string and the like understandable. The spell's other specifications are identical to that spell and it can be combined with *comprehend languages* to give a 4th level spell of double duration.

**Speak with plants:** Identical to the 4th level clerical spell.

**Truth:** Range person touched, duration 1 round/level, area special, components V, S, M, casting time 1 round, save negates.

This spell compells its victim to give truthful but literal answers to all questions asked, but the victim will not volunteer information and can still attempt to escape or fight.

**Vision of the past:** Range special, duration 4 rounds + 1 round/level, area of effect 4" + 1"/Level, components V, S, M, casting time 10 rounds plus duration of effect, no save.

This spell produces a three-dimensional image of an event that occurred in the area on which the spell is cast, provided it is known within 10% how long ago it occurred. The reach of this spell is 1 day at 11th level, doubling for each subsequent level. The area treated must be dusted with fine crushed lodestone, ringed with crushed ruby (minimum value 200 gp), and the air above must be filled with fine incense smoke lit from one side by a lantern or similar strong directional light source. If no visible light was present at the original event an image will still form but it will be grey and ill-defined. The spells caster cannot observe the result due to the concentration the spell requires. The spell has the same hazards as the spell *reflect the past* and is also blocked by spells against observation.

## Level 4

**Blink:** As the magic-user spell.

**Escapology 3:** An improved version of *escapology 2* breaking welded and riveted chains.

The material component is a metal fetter which must be welded, riveted, and hammered closed then forced open by the detective by non-magical means. The detective must then keep the fetter, still open, against his flesh until it is used for the spell. A new fetter must then be prepared before the spell can be cast again.

**Feign death:** As the magic-user spell.

**Improved metal detection:** This spell extends *detect metals and kind* to detection of any of the common metals, not just those in the rod used. The detective will be able to detect any metal he has knowledge of, know its concentration in the object detected and know if other unknown metals are present. This spell has double the range and duration of the 3rd level spell.

**Improved vision of the past:** This spell gives a longer duration (10 rounds + 2/Level) and a far greater penetration into the past, one year for each level above 14th of the detective. The spells casting and components are otherwise identical, as are its hazards and limitations.

**Polymorph self:** As magic-user spell.

**Ungag:** All specifications special, casting time 4 rounds, no components, no save.

This spell gives a detective a chance of escape if bound or chained and gagged. By shaping a precise mental pattern and thinking a series of polysyllabic words the detective causes gags to fall from his mouth, thus letting him cast one or other of the *escapology* spells. The base chance of this spell working is 10% plus the detective's level.

**Water breathing:** As the magic-user spell.