

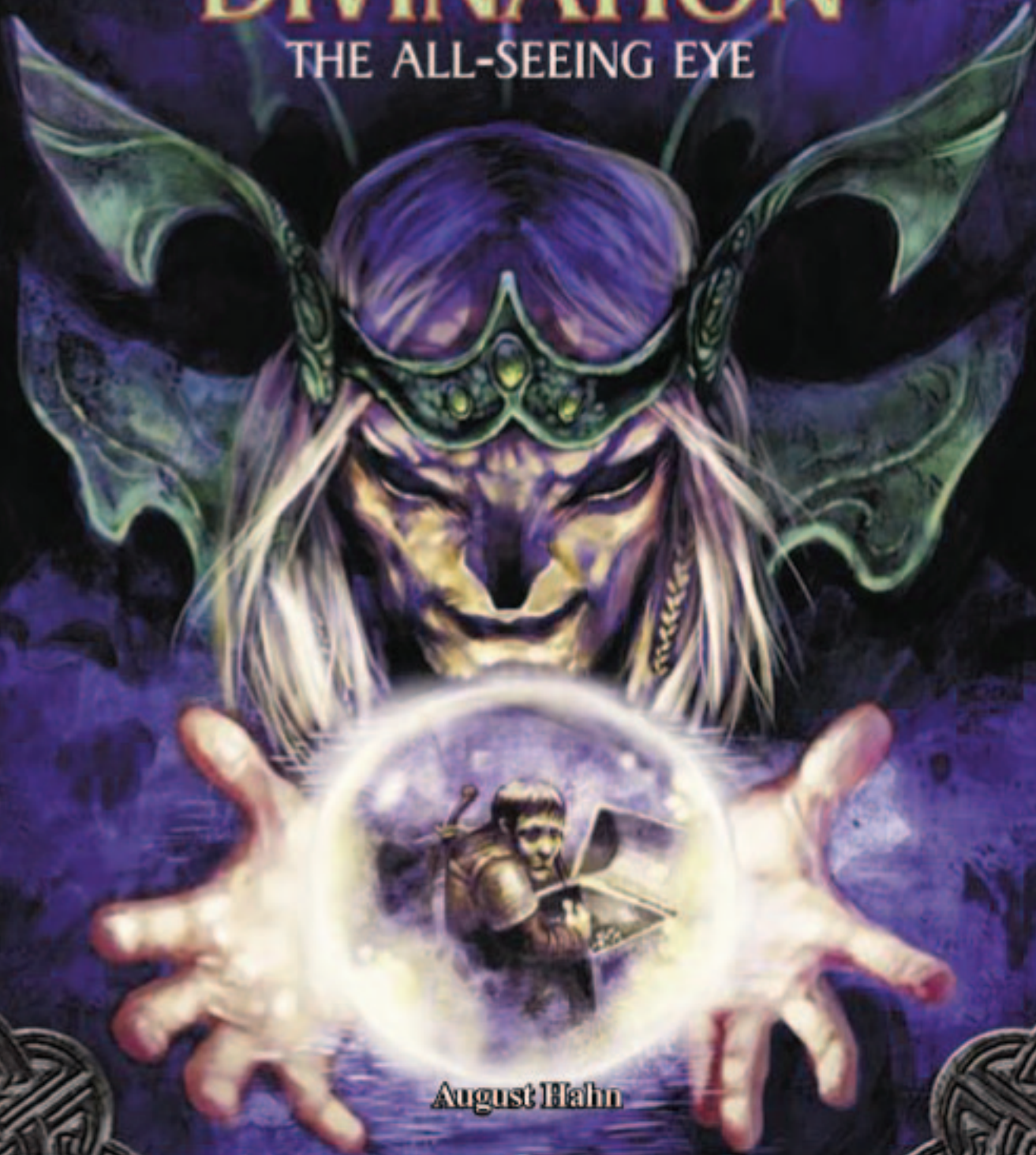
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ENCYCLOPEDIA
ARCANE

DIVINATION

THE ALL-SEEING EYE



August Hahn

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DIVINATION

THE ALL-SEEING EYE

There are many schools of magic. Some, such as Evocation, are combat oriented and the province of wizards who hurl deadly fire at their foes and wreath the battlefield with lightning. Others, such as Transmutation, are the domain of those seeking to explore the many forms of reality and how they can be bent and reshaped. Still others are much subtler; the school of Abjuration, for example, is a generally passive art that seeks to protect both body and soul.

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| Knowing the Unknowable | The Art of Gemsight |
| Divination Spells | Help For Games Masters |
| Divination Feats | |

FOR GAMES MASTERS AND PLAYERS ALIKE

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Encyclopaedia Arcane Divination

August Hahn

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Credits

Editors

Richard Neale

Line Developer

Paul Tucker

Cover Art

Jon Hodgson

Interior Illustrations

Daniilo Moretti, Drew Langston, Eric Bergeron,
Stephen Shepherd, Tony Parker

Production Manager

Alexander Fennell

Proof-Reading

Lucya Szarchnowski

Playtesting

Mark Howe, Daniel Scothorne, Mark Sizer,
Michael Young, Mark Billanie, Daniel Haslam,
Jamie Godfrey, Alan Moore

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Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com



INTRODUCTION

There are many schools of magic. Some, such as Evocation, are combat oriented and the province of wizards who hurl deadly fire at their foes and wreath the battlefield with lightning. Others, such as Transmutation, are the domain of those seeking to explore the many forms of reality and how they can be bent and reshaped. Still others are much subtler; the school of Abjuration, for example, is a generally passive art that seeks to protect both body and soul.

Compared with these, the school of Divination seems somewhat lacklustre. It does not move mountains, blast enemies, block attacks or turn lead to gold; all it does is provide information. Ultimately, that is what the school does – gives a spellcaster knowledge he did not have before. In the grand scheme of the magical arts, Divination would appear to be woefully underpowered – a sort of poor cousin to the other schools.

Still, appearances can be deceiving, as any diviner well knows. Two adages sum up the true value of divining – ‘knowledge is power’ and ‘forewarned is forearmed’. The first step of accomplishing anything is knowing *what* to do, *when* to do it and *how* to do it. Divination magic provides this first step admirably, while remaining useful during every other step of the way. A *lightning bolt* may be impressive but, if you do not know where to throw it because your target has turned *invisible*, it is not going to be particularly effective.

The knowledge divination brings is all the more valuable because of its nigh-infinite scope. One spell will tell you whether a newfound sword is magical, another will warn you of the poison on its grip and still another will give you a complete understanding of its powers. Some spells see the past; others see the future. Some let you know the true shape and place of things, while others will show you exactly where they are hidden. Even the greatest of fellowships is useless if they do not know when or where to start their travels. Every band of heroes can function better with a diviner present to make the most of their special abilities.

Divination magic is not well suited for direct attack and defense but, in a supporting role, it can be incredibly important. A sharp-eyed archer

can benefit greatly with a diviner at his side to lend greater accuracy to his shots. A swordsman can be saved fatigue and wasted effort if a friendly diviner can discern the foes he is fighting are illusions. Even other mages appreciate a teammate with the ability to connect the minds of everyone in the group. Information is the key to any battle and diviners are information specialists without peer.

ENCYCLOPAEDIA ARCANE

Divination – The All-Seeing Eye is the fifteenth book in the *Encyclopaedia Arcane* series. It presents enhancements and expansions to a school of magic often overlooked by players and Games Masters alike. Designed for easy integration with any fantasy-based d20 game system, the *Encyclopaedia Arcane* series presents a fresh way of looking at magical effects. These books contain all of the rules players and Games Masters alike need to apply these new options into their existing game worlds.

DIVINATION – THE ALL-SEEING EYE

The primary purpose of this sourcebook is to give both players and Games Masters the tools and ideas needed to increase the perceived usefulness of divining. You will find within chapters filled with feats, new spells, prestige classes to expand on the diviner concept and ideas for running characters of all sorts as effective diviners, with abilities to complement and increase their specialties.

Divination is an art considered weak and secondary in the eyes of many who should know better. A diviner is likely to always be considered a support character at best, an annoying, second-rate wizard with nothing useful to contribute at worst. For those who take divination seriously, however, the scope of their potential is immeasurable. After all, who is truly more powerful – the wizard with the *fireball* or the diviner who tells him when and where to cast it?

What? Oh... Thank you, my lady. A drink would be nice. No, I don't mind the company. If I did, I'd be sitting in a booth in the corner like some rogue. Company is why I come here, you know. They say a person is only a stranger until they say 'Hello'. So, thanks for the wine and hello.

My name? I am Randius but you can call me R... Hmmm? Why yes! I am *that* Randius. Diviner to the crown for the entire reign of Kellnus I through III. I have served the royal line since its inception after the Battle of Waelmont, which you may also have heard of.

Oh, that's true. The current king is Kellnus IV. Ungrateful child... I suppose he felt any advisor who lived through the rule of three kings must not be giving very good advice. The new queen certainly seemed to agree. Palace gossip points to her as the one who suggested I be replaced. Can you believe it? I give the best years of my life to my king and his progeny, only to be swept aside when a lithe slip of a girl bats her eyes at a fourteen year old dunderhead of a sovereign!

I agree. I should not talk of our king in such a fashion but what would come of it? It's not like I'd be arrested for treason. By the twisted halls of Hell, I designed the palace dungeon and trained every inquisitor in it. That gives me a little leeway, I would think. Besides, the town guard usually comes to me when they need to find a fugitive. Thus, my lovely friend, I doubt they will be beating down the door to serve me with a writ and haul me to the cages.

What was that? True, true. I don't have good things to say about the queen. I know our king loves her, or at least thinks he does but he is still a child and the royal pants are doing more thinking than the crown, if you know what I mean. Oh, forgive me. I did not mean to embarrass you. When you get to my age, you mostly just say what you think. Once you've mastered the magic to enter people's minds and see what they think, a few impolite words pale by comparison.

Oh goodness, no! I am not in your mind, my dear. First, that would be horribly impolite. Secondly, I would never do so unless asked or ordered to. Since no one gives me orders any more, you are perfectly safe, my lady... Hmmm. I didn't get your name. Ah, my lady Dulcaea. What a lovely name. It sounds familiar but I am not placing it. Oh well, it is nice to meet you, Dulcaea, and your choice of wines is excellent. I prefer white wine with pork too, just as you do. I know the blush is traditional but I sometimes like to break conventions. Don't you?

I had a feeling you might. Not many women in this land would approach a stranger and buy him a drink. Not that I am objecting, mind you. More beautiful company on this dreary night I could not imagine. Of course, I haven't been much by way of a lady's company in years now but while there's light in my eyes, there's a fire burning somewhere!

Have I embarrassed you again? Good. I like a woman with constitution. You wouldn't be here if you were faint of heart. This tavern may lack class but it makes up for it in character. All kinds of characters, including a few you'd probably avoid if you could see them as I can. No, don't worry. I don't have to read minds to know what some people are thinking. A diviner's spells can be limited, so I've learned to read people's faces as easily as I can fortune cards. Frankly, I usually have better luck with faces. The cards have all turned against me lately.

Or at least, so I thought until just now. You're a pretty sight for old eyes and a welcome change from the empty stool that usually sits there. I've gotten used to dinners alone, so you'll have to forgive me if my table manners have slipped a bit. I haven't dined with fit company since I left the palace...

Oh! Manners! I have been talking so much, you've hardly said a word, my dear lady. Please, tell me something about yourself. What do you do? Where do you live? Are you from around h... What? Talk more... privately? I... Of course! I'd love to. Just let me get my hat and staff. On second thought, they'll keep. Let's go!



DIVINATION — AN OVERVIEW

Divination, the art of seeing the unseen, is a complex and many-faceted school of magic. From its simplest spells (such as *detect magic*), to its most advanced forms (such as the extremely advanced *foresight*), the myriad things this school can achieve become clear. While every spell in the school of Divination is different, a few traits remain constant. Divination magic provides information, enlightens the caster, is generally only effective for the caster and creates its effects without significantly altering the subject of its spells. Note that these traits apply equally to divination magic of both arcane and divine origin.

These distinctions are important and they bear investigating. A specialist in the school of Divination must forswear the study of another school. This sacrifice can be great, especially since Divination is mostly devoid of any spell that can be used in an offensive or defensive manner. As wizards and sorcerers are taught precious little of the combat arts, they must be able to turn to their magic in times of crisis. Thus, a potential diviner must know all he can about what Divination is *and* what it is not.

Of course, not every caster of a Divination spell is a diviner. The school of Divination possesses some of the most useful spells any spellcaster could know. What hoard of treasure does not have *detect magic* cast on it as soon as possible? When invisible foes abound, what spell can be more useful than *see invisibility* or the more powerful form, *true seeing*? Spellcasters of any sort can make use of the invaluable resource that is Divination, which makes studying the school in depth even more important.

A SOURCE OF INFORMATION

Divination magic, above all other things, is centred on the concept of information. What you do not know, Divination will tell you; what you cannot see, Divination will show you; what you cannot find, Divination will seek out for you. In

essence, whatever you need to understand, be it the properties of a magic ring or the location of your lost brother, Divination provides.

The next question then becomes ‘How does it do this?’ If one takes the viewpoint that arcane magic is separate from the gods, what all-knowing force gifts the caster of a divination spell with the information he seeks? If a god provided the answers, divination would likely be the province of priests alone, or would at least make mages beholden to a deity of knowledge every time they cast these spells. Given the incredible scope divination spells cover, what beings other than the divine could possibly possess enough knowledge to answer the infinite questions asked of them?

Perhaps the answer lies in the existence of the *contact other plane* spell. This spell specifically allows a caster to do what some surmise occurs every time a divination is cast. Instead of the implied ‘Is this ring magical?’ a *detect magic* spell asks, the caster of *contact other plane* has the ability to directly ask any question desired and receive an answer. These mysterious extra-dimensional beings might well be the source of knowledge from which other divinations draw their power.

Another theory concerns the nature of magic itself. If one works from the assumption that magic, as a force, exists everywhere in the world, then it stands to reason that a single working of magic can ‘touch’ anywhere in the world because the caster and target point are connected through magic itself. This can be seen best with spells such as *teleport*, which takes the caster anywhere he wishes to go. By this theory, *teleport* allows the caster to travel anywhere this magical force touches, which is everywhere. How does this relate to divination magic? If one assumes that magic touches everything, it is a logical conclusion that the information a divination spell obtains could simply be magic echoing back upon itself. Where is the *invisible* attacker? He is where the *invisibility* spell exists nearby. By magic asked, by magic answered.

Of course, divination magic has a distinctly psychic feel to it. This can be seen with spells that establish telepathic bonds and duplicate ‘known’ psychic phenomena, such as *clairvoyance*.

It is my experience that when I cast a detection spell, *any* detection spell, I get *the* worst headache afterwards. My master says it is nothing, that the effect will pass when I have practised enough. I do not think this is true. My mother holds a different theory; one I am more inclined to believe. Father holds all of the magical talent in our family and I get my skill from him. Mother, on the other hand, has another form of power – the talents of the mind. Her psychic powers do not come from magic at all.

She believes, as I do, that divination magic is the closest a wizard can get to what she does, without actually *being* psychic. Perhaps these spells call to the other half of my blood, and the headaches are my inborn talents trying to do what it takes incantations to achieve now? I wonder if I'll ever know the truth.

Approached from this aspect, the simplest answer to the question of where divination gets its answers, is the caster of the spell itself. At a level he cannot access consciously, a caster is in tune with the flow of magic. Divination, then, allows the spellcaster to touch on this connection and, in essence, answer his own question. In this case, divination spells are essentially channels to a higher state of mind, one that bears witness to everything that exists – an all-seeing eye, as it were.

direction can the information be filtered enough to be useful.

Another important element in the enlightenment provided by divination spells is the benefit of informed action. This can be seen best in the superlative, if short-lived, skill granted by *true strike*. As it can let an untrained novice swing a blade like an accomplished swordsman, the effect cannot be attributed to information alone. *True strike* enlightens the recipient, letting them know where to attack, when to attack and how to attack. Where this enlightened skill comes from

TRUE ENLIGHTENMENT

Enlightenment is different from knowledge. You can tell a child any fact you like but, if it is too advanced, the child is not likely to understand it. To enlighten that child, you have to teach not only the fact but also what it means and why. Divination magic does not just provide the caster with information; it also enlightens the caster by letting them use that knowledge immediately. Without enlightenment, many of the spells in the divination school would be less than useful. If all *analyse dweomer* did was give the caster a listing of the magical elements in an item, it would take days – if not weeks – to figure out the properties those elements provided. Instead, the spell enlightens the caster as to what the item does, not just how it does it.

This enlightenment is usually sudden, providing the caster with so much knowledge at once that concentration is required to focus on any one part of what has been learned. This could explain why some detection spells require concentrating in a given direction to be effective. The spell might actually be providing knowledge of so many different things that only through looking in one



is a matter of debate but the fact that it can guide its subject so efficiently shows the potential of divination admirably.

THE ART OF BEING SELF-CENTRED

The vast majority of the commonly-known divination spells only work for the caster. Although some can be granted to another, the caster's mind seems to be the province for most of what divination can do. This fact would seem to lend credence to the theory that divination spells somehow touch on a subconscious ability in the recipient, an ability that, arguably, is better developed in those who work magic. Enchantment spells work much the same, relying on the powers of the mind, though they do so in exactly the opposite way; they affect a target's mind and rarely do anything with the caster's own.

If divination spells do rely on inborn talent, why can these divinations not be shared with other spellcasters? The answer may lie in the way spells vary from caster to caster. Magic, it would seem, is an ever-changing, inconstant force, with each individual spellcaster having to find his own unique way to access it. One wizard's spellbook is initially all but useless to another. The pages of such a book can serve as a research tool for developing his own spells but the incantations as

written are unusable until immense time and effort are expended translating them into a form he can understand.

In this way, divination magic may be the same. A given spell may be perfectly functional for the caster but not attuned enough to anyone else to offer any useful information. Those divination spells that *can* be granted to others may be created in such a way that what they provide is accessible by any mind. This would indicate divination magic is both complex and simple, difficult to understand yet easy enough to adapt to any mind. If this is true, versions of spells that currently only work for the caster should be adaptable to work on others – theoretically at least.

Alternately, divination spells that can be given to another may work entirely differently to divination spells that remain the caster's domain alone. Perhaps those few divination spells that can be granted to others are every bit as complex and specialised but attune themselves to the recipient upon their casting. If this is the case, the lack of certain spells could indicate what concepts can be shared, and what must remain the province of those capable of casting the magic.

In any case, divination magic is a specialised field offering great insight for casters and spell subjects alike. Indeed, that fact may hold the key to the

A letter from Transius Melnont, watch captain of the East Gate:

I wanted to inform you that I completely retract my objections to your assignment of these adepts to my watch. I was wrong in denouncing their physical skills and, by your grace, another six recruits would not receive a cold welcome should you choose to grant me their service. Yesterday's battle has changed my mind about wizards entirely and I apologise for all of my harsh words in the past.

When my mount was downed by a giant's hurled stone, I was certain it heralded the end of my life. We have never been able to successfully repel a hill giant raider before and being caught out in the fields we normally have to abandon to them would have been instant death for me. The presence of my men on the wall did not offer me any comfort as the beast charged towards me, as they have only rarely been able to find purchase in the hide armour of these mammoth brutes. When its crushing shadow fell over me, I did not expect to see the sun again.

I learned later that the giant had fallen on me, pierced by every arrow my command could fire and a dozen bolts of magical energy. I do not know what magic your adepts used to give my guards such uncanny accuracy but I thank the Steelbringer for them in any case. I will be making a concerted effort to bring the wizards and the guardsmen of my watch together in co-operative effort. I believe you will be seeing great things from the East Gate in the future.

Again, here is a letter from the prince requesting that I put all my other studies on hold and create a version of *foresight* that he can use and have cast on others. It would seem he would prefer to wander the countryside without an old mage as chaperone. Ah, to be young, in love and utterly stupid!

Doesn't he realise that his father does *not* have me chained to his princely side because my *foresight* can warn us of danger? It is the fact he wants to dally in town that my liege has me constantly on guard! The kingdom can ill-afford another War of the Heirs and, while I remain watchful, there will be no little princelets sired who could cause one.

Besides, if I made my most valuable spell useful to anyone, the crown would no longer need me as much. I may be getting older but I haven't gone senile... yet.

reason such spells are mostly caster-specific. The great benefits of divination magic are not the sort most wizards would be prone to sharing with those not possessing magical talent. Versions of the caster-only spells might indeed be possible but there is little incentive for spellcasters to develop them.

accomplished through the use of transmutation magic, or made irrelevant by tossing a *fireball* at the right time. The desire for subtlety should not be confused with elitism and a mage with divining talents should use their acquired wisdom to know when to pack a few spells from other schools.

TO THINE OWN SELF BE TRUE

Another thing the school of Divination shares with the school of Enchantment, is its subtlety. Divination does not work any change over the physical form of its subject, nor does it have an overtly-visible effect. In the case of some detection spells, there may be a faint glow around the sensory area(s) augmented but little else exists to betray the fact a spell is being used at all.

The subtlety of divination belies its power and, while it might make the school seem weak, it also allows a diviner to operate in places where more overt magic is restricted. Not every situation a spellcaster finds himself in is a dungeon, after all. In town, a diviner may be able to ply his trade openly, while an evoker is stuck doing dishes for his supper. By the same token, diviners do not often suffer the kind of prejudice that a necromancer might if his talents became known.

The lack of ability to affect the physical world is a detriment to the overall power of the school and a spellcaster who restricts his spell choices to divinations will be hard-pressed to do more than detect the zombie currently eating his head. While divination can effect a change in a mage's abilities and skills, these changes are often better

The time I have spent in Hollowvale has led me to one inescapable conclusion. I hate Hollowvale. I hate the people here. I hate the children. I hate their dogs. I hate their livestock. I hate the insipid smiles they wear when they all head into their church on worship day. I hate the way they all chirp 'Good morrow!' and 'Be well with you!' when you pass them in the street.

Why do I hate them? Because the regent has me here looking for insurrectionists and, because of that, I have to keep my spells about me at all times. I know what these people think, how they feel and what they do the *day before* they go to worship. I have seen the underbelly of this town, and it is as rancid as a five-day-old turbot. There is not one person in this forsaken little town that is not as two-faced as an Imperial wage coin and as shallow as a rain puddle.

I have not found insurrectionists here but I may recommend that Hollowvale be burned anyway. I've never walked through the minds of so many people before, and I am horrified to think that this may be how people are *everywhere*. Becoming a hermit is more appealing every day...



OF SPELLS AND PRAYERS

The differences between divine divination spells and those of an arcane nature can be easily summed up by the inclusion of a god in the equation. An arcane divination calculates an answer and presents it to the caster, whereas a divine divination usually consists of establishing a connection between worshipper and divinity, allowing the spellcaster to communicate the desired question and receive an answer directly.

Divine divinations are often more personal but also less precise – the gods usually communicate only in riddles and vague imagery, believing (and rightly so) that the pure truth of the matter is too much for a mortal mind to bear. This book is primarily concerned with the arcane aspects of divination but certain traits of the school's divine counterpart should be examined, particularly how they compare to those of the arcane.

In many ways, arcane divinations are more effective in their application than those of a divine nature. The primary forms of divination available to a priest are those that allow communication with his deity. This rapport is highly insightful but open to interpretation and often lacking in simple, easy-to-understand information. Clerical divinations are usually concerned with omens and images, rarely offering base facts. When divine spells do work as efficiently as arcane magic, it is usually because the divination in question is duplicated in both forms.

This is not to say that a priest in communion with his god is not a great boon to any project in need of critical information. Arcane divination may be more precise but there are some things it does not do as effectively as divine wisdom. When pouring through old legends and lore does not turn up a direly needed clue, seeking the advice of the god of knowledge may be the only avenue of success.

Ultimately, there are enough differences in the divine and arcane arts of divination to draw a distinction between them. Judging which is superior is a matter of personal preference and not the aim of this book. What can be said with certainty is this – each art can benefit greatly from the other and together there is little they cannot discover. It is the wise mage that knows when it is time to go to church.

THE ALL-SEEING EYE

Contained herein is a wide range of lore pertaining to the art of divination. While a specialist in the field may be better able to use some of this information, the majority of it is viable for any arcane spellcaster who wishes to explore the value of knowledge. Some of the powers herein are only attainable by those willing to completely devote themselves to Divination but even those with only a passing familiarity with the diviner's craft will be able to benefit from what this book holds.

With that invitation to explore comes a warning. An all-seeing eye can never be fully closed. Some things exist in this world and the next that mortal folk should never see. None see more clearly than a diviner, and this acuity can quickly turn from blessing to curse. There are times when knowing what dangers lurk around you is much worse than remaining blissfully unaware.

For those who would know, for those who seek comprehension and for those who would risk madness to achieve enlightenment, read on. Your eyes are about to be opened.



KNOWING THE UNKNOWNABLE

Divination magic can be extremely powerful but it requires finesse to use to its full potential. Instead of focusing on what it can do, it might be useful to discuss what divination does not do for a moment. Specifically, divination magic does not generate physical effects, serve well in direct combat or provide visual stimulus of any sort. Divination is not Transmutation, Evocation or Illusion. It is its own school, unique in its abilities with little overlap into others. When divination does border on another school, it is usually because the spell in question is coming into conflict with, or directly concerns, that school. *True seeing* is a prime example – the sight it grants suggests counter-illusions or altered vision but it is a divination because it simply shows the truth in those who are covered by Illusion or Transmutation magic.

Divination is not flashy or visual, which makes it perfect for covert use. It is common in most adventuring situations for magic to be prevalent enough for it to be possessed by the majority of foes. This simple fact makes the use of a cantrip such as *detect magic* invaluable. How useful is hiding to an enemy rogue when his *+1 leather armour* makes him a beacon to you? If an assassin flees into a dockside bar and uses his *hat of disguise* to become one of the locals, you will have no trouble finding him – how many sailors usually have magical headgear? Magic is to a diviner what fingerprints are to a detective, and should be used as such by a clever mage.

To continue in that vein, the various forms of magic are important clues to a wise spellcaster. Three rounds of concentration allows the user of *detect magic* to make Spellcraft checks to determine what school a given source of magic belongs to. If a door has two *glyphs* on it, one radiating Divination and the other Evocation, you can immediately determine that the second one is far more physically dangerous. At a Games Master's discretion, this kind of forewarning and identification may provide a *+1* circumstance bonus to a rogue's attempt to disarm such a trap. In our previous example, if two people

in the dockside bar had magic items but one of them radiated Illusion magic and the other was a Conjunction item, the assassin has been betrayed by the very item he thought would hide him.

Detecting things is not the extent of divination magic. Some very straightforward effects are also part of the school, especially at its lower levels. *True strike* can be a lifesaver, especially against opponents with defences that overwhelm the ability of the caster's group to effectively attack. As *true strike* modifies an attack roll, the check to confirm a critical hit also takes into account the greatly increased possibility of dealing a devastating blow. Used in conjunction with powerful single attacks, such as an *arrow of slaying* or *vorpals sword*, this simple divination spell can be a potent offensive tool.

Similarly, a note on a captured enemy is useless if no one can read it. *Comprehend languages* allows a caster to go anywhere and remain literate, although it does not allow return communication the way *tongues* does. One should never underestimate the ability to communicate – primitive cultures can be easily awed by strangers speaking to them fluently in their own language, and no secret is safe from a diviner who can read the obscure script it is recorded in. Understanding can be much more important than combat ability, especially if that understanding is of a foreign envoy coming in peace to prevent a war your own country could not win.

Communication is not limited to verbal and textual sources where divination is concerned. This school has some fabulous spells for keeping in touch, including *telepathic bond*. A party of adventurers forced to separate will be grateful for the ability to stay in communication with each other and complex tactics are vastly easier to coordinate when unit leaders can speak instantly to their commander.

Unfortunately, knowing *may* be half the battle but the other half usually involves breaking things. While divination does not break things very well, it is marvellous in conjunction with other spells. *See invisibility* combined with an *ice storm* is a cold wakeup call for any rogue looking to make an easy sneak attack. *Arcane eye* or any of the *scrying* spells can allow you to deliver some long-



distance pain when you can cast *teleport* and have a big, temper-challenged friend with a greataxe.

Divination could also legitimately be called ‘discovery’. When it comes to finding what is lost, nothing works as well as a divination spell. From *locate creature* to the extremely powerful *discern location*, a person or object cannot stay hidden from a determined diviner for long. *Scrying* can be used to seek things visually, while *vision* allows the caster to immediately discover information on any topic imaginable. *Identify* and *analyse dweomer* provide everything a mage could want to know about a mysterious new magic item, while *foresight* allows a spellcaster to discover sudden danger before it becomes the death of him. Discovery, it would seem, can be a good thing indeed.

IT IS ALL IN THE CARDS

A spellcaster working divination magic has no need of props, such as tarot cards and tea leaves but some equipment can be of great use. The most obvious tool for diviners is a scrying focus, such as the silver mirror required by the spell of the same name. The mirror measures at least four feet by two feet and is not exactly portable, which suggests that adventuring spellcasters would be well served to find an alternative. If the campaign world and magic level allows, items such as *bags of holding* can make such tools more feasible. If not, a diviner may have to be more creative.

Since scrying is just one of the many things divination allows, a spellcaster will have need of other tools, as befits his chosen tasks. A city-bound diviner who serves in a king’s court or as part of the town guard may have everything he needs at hand but those who travel will have to give considerable thought to what they carry. Wizards are not renowned for their strength, and even those who do possess it will not want to be overly burdened by their equipment. A few key choices to optimise their effectiveness may save a spellcaster from needing pack mules to tote his belongings.

First, consider that a diviner, by his nature, can often find what he needs on site, so worrying about every contingency beforehand may just be a needless complication. Second, divination magic

does away with much of the need to carry huge books of lore. Third, equipment should only be carried if it works well with divination magic or supplements its shortcomings.

A diviner should always carry a weapon, preferably a ranged one if he is ill-suited to melee combat. *True strike* allows the caster to virtually guarantee one successful shot, which can make all the difference in a critical combat. In the face of a +20 bonus to attack, even the possibility of a non-proficiency penalty is inconsequential. As many mages have less-than-impressive Strength scores, a crossbow may prove more useful than a bow, as damage does not suffer from their shortcoming and it benefits just as much from a high Dexterity. *Greater magic weapon*, while not a divination spell, can be effective at overcoming some of the more potent defences, such as damage reduction, and can be cast on up to 50 projectiles, which allows multiple rounds of useful supporting fire from a mage without other combat spells.

Another item a diviner might wish to consider is a shield. Since few divination spells are cast in an emergency, and dropping an item is a free action (as defined in *Core Rulebook I*), a diviner can carry a shield for additional protection and be rid of it when it would get in the way. A large wooden shield is an extra +2 bonus to AC, not even considering any possible enhancement bonuses or special qualities (*fortification*, for example).

As for miscellaneous equipment, a diviner should keep his focus in mind. Beyond the need for mundane concerns all travellers should address, such as food, water and shelter, a diviner should try to carry things that showcase his talents. A *crystal ball* allows a diviner to do what he does best without needing to occupy spell slots with *scrying*, *clairaudience/clairvoyance* or other farseeing spells. With the diviner likely having a high rank in Scry, such items are an invaluable tool in his hands.

SYMBOLS AND SEEKERS

There are as many different diviners as there are divination spells. In many cases, a diviner can be most effective by *not* looking like a diviner. When a situation calls for subtlety, a diviner might wish

It began as a simple mugging. Two men wearing heavy cowls followed them as they moved down the street and into the shadowed alleys of the East Ward. In hindsight, Randius considered that his first mistake. He had spotted the two thugs long before he had steered his new lady-friend into the ward but he had let his aching body dictate a shorter path over a safer one. Still, whether arrogance or the ennui of age, he simply had not felt two oafish thieves to be a threat.

When the attack began, his judgement proved wrong. One of the two shimmered and disappeared from view, while the other blurred forward with a speed that could only be born of magic. Cursing himself for being a fool, he pushed Dulcaea against the nearest wall and turned to face the ‘thieves’. The one he could still see was drawing a long, curved blade of black steel. The man’s eyes, visible over a woollen scarf, were not those of a robber – they glimmered with a far darker purpose.

His magic instantly warned him of the descending sword behind him. Knowing which way to dodge, his old bones creaked in protest but obeyed him, and he sidestepped the assassin’s strike. With a quick whisper and a gesture, he touched his eyes and the *invisible* killer was revealed to him. Only long years of practice allowed him to dodge around his assailant’s swings while his spell took effect. Unfortunately, he knew the other assassin was closing fast. He simply was not fast enough to deal with them both before they took him down. With none of his defensive spells cast, he was an easy target.

The sound of steel striking steel behind him caught both of them off-guard. Glancing back, he saw the other assailant with his sword halfway through a cleaving stroke that would have shorn his grey-haired pate clean off. Randius looked again and, to his surprise, the only thing holding the stroke back was another dark metal blade, this one was in the delicate hands of Dulcaea who was, apparently, saving his life. ‘Pay attention to your own fight, old one!’

Her voice reminded him of the invisible thug he was ignoring. His spell of *foresight* again warned him of a heart-piercing stroke coming towards him and he reacted accordingly. The blade went past him and as the killer followed it, Randius sent him on his way with a gentle shove and a pulse of lightning from his suddenly electrified touch. The assassin flickered visibly as his bones lit up from Randius’ *shocking grasp* and, still twitching, he crumpled to the ground in a smouldering heap.

While he took care of one killer, Dulcaea was expertly warding off the attacks of the other, long slashes making his heavy clothes gape open, their depths soaked in flowing blood. Randius focused on the thug’s mind and caught a glimpse of something... violent.

‘Dulcaea, he is about to use a wand in his sleeve!’ His voice sounded winded and reedy but at his age he was amazed he was still standing. The lady glanced up at his words, nodded grimly and parried the assassin’s sword high into the air. With a powerful downward slash that belied her slight build, Dulcaea rendered the treacherous sleeve, and the arm it contained, a moot point. With a howl of pain, the would-be slayer turned to run. Dulcaea betrayed no sign of emotion as she cut him down from behind.

Randius caught his breath and looked at the two bodies on the ground, one only now becoming visible again. Dulcaea moved to his side and began looking him over. ‘You hurt? Did you get cut?’ Her tone was far more professional now than it had been in the bar, and not in the way he had been hoping.

‘No, no! I am quite fine!’ He answered tersely. In truth, the killers had come very close to accomplishing their task but he was miraculously unharmed. He stared at his saviour and frowned sourly. ‘Suppose you tell me what you really want now, since it obviously isn’t what I thought it was.’

The woman smiled again for the first time since the attack. It did not quite reach her eyes but it did not seem forced either. ‘Don’t sound so disappointed, sir. Come with me. I’ll tell you everything once we get off these streets.’ With that, she cleaned the blood from her blade and walked away into the shadows of the night.

He should never have followed her. In hindsight, Randius considered that his second mistake...



to leave the robes and spellbooks behind and adopt a more common style of dress. Few people look twice at a barmaid or stablehand, which gives an investigating mage using *detect thoughts* and *true seeing* ample opportunity to approach suspects. On the battlefield, an easily identified wizard makes a tempting target. A full suit of armour, even an illusionary one, can often make enemies overlook a spellcaster completely, at least until he casts a spell.

Appearances can be deceiving but they can also be very important. A diviner can sometimes learn more by what he sees with normal sight than what any spell might reveal. It is to his advantage to pay attention to every sign, symbol or subtle clue around him. Scorch marks on a cavern wall, for example, might warn a diviner that the resident orc shaman is fond of fire-based spells.

Omens, usually the province of divine spellcasters, can also become an essential part of the diviner's world. If the campaign world supports this level of detail, a gathering of ravens on a farmer's fence might be a very real warning of an upcoming ambush. While portents are far from an exact science, they can allow the world around a watchful spellcaster to become a rich tapestry of sights, sounds and images. If a Games Master wishes to use these subtle contexts, a diviner can touch the world in mysterious ways without casting a single spell.

Returning to the topic of diviners, the school attracts a wide variety of individuals. Some dabble, learning only the spells they need to assist them in other endeavours. Others seek a level of true mastery, focusing their studies on the different aspects of divination. The school has adherents with widely differing views on how divination magic should be applied. What follows are five paths a diviner might choose to take; five ways of developing the skills and powers of 'discovery'.

THE ARCANOPATH

A central theme in many divination spells is the concept of telepathy. The mental acuity and open transmission of thoughts that occurs during certain spells can awaken a desire in some diviners to explore this higher state of consciousness. For some, it is enough to simulate true telepathy

through the intermittent use of spells or magic items that grant those spells.

For the truly driven, however, these temporary solutions are not enough. Spells have limited duration, magic items can be lost and neither grants the true sensation of *being* telepathic. Mental talents are rare but, more often than not, if a spellcaster becomes obsessed with telepathy to this degree there is a good chance he already possesses some level of psychic potential. In these cases, the divination spells act as a form of call and lure, attracting the telepathic aspect of the diviner to the surface and inspiring the spellcaster to achieve the mental awareness required for this inner gift to emerge.

These magically awakened 'arcanopaths', as they are called, form a loose-knit society through the course of their inner (and outer) journey to learn more about their new powers. Some arcanopaths are good-natured and act as guides for this self-discovery, while a dark few are embittered by their lonely, painful years of searching and lie in wait for emerging arcanopaths to victimise. Even the friendliest of arcanopaths is likely to live in relative isolation, far from the cacophony of city life and the thousands of minds that live there.

The role of the arcanopath is not a set one, with each acting in his own fashion to further his extraordinary abilities and behaving as conscience and morality demands (or against such demands, as befits the individual arcanopath). A collective of arcanopaths would be a potent force for whatever goals such a group set for itself and even a solitary arcanopath is, at the peak of his ability, a power to be reckoned with.

Hit Dice: d4.

Requirements

To qualify to become an arcanopath, a character must fulfil all the following criteria:

Spellcasting: Ability to cast 3rd level arcane spells, 2 from each level must be divinations.

Feats: Iron Will, Spell Focus (divination).

Skills: Concentration 8 ranks, Scry 5 ranks.

Statistics: Charisma 13+, Intelligence 13+, Wisdom 13+.

Special: May not have Enchantment as a prohibited school.

Class Skills

The arcanopath's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Gather Information (Cha), Knowledge (any) (Int), Scry (Int), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the arcanopath prestige class.

Weapon and Armour Proficiency: Arcanopaths gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day/Spells Known: At every arcanopath level except third, sixth and ninth, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bardic music uses, metamagic or item creation feats or the like). If the character had more than one spellcasting class before becoming an arcanopath, the player must decide to which class to add each level for determining spells per day and spells known.

Open Mind (Su): Beginning at first level, an arcanopath's mind expands as the burgeoning power of telepathy takes shape. This ability duplicates the effects of the *detect thoughts* spell, allowing the arcanopath to read a target's surface thoughts. Reading a creature's thoughts in this way requires a Concentration skill check (DC 10 + target's Hit Dice), with failure resulting in the arcanopath suffering 2d6 points of subdual damage. As this ability requires concentration, an arcanopath cannot take any action except for a standard move while using this ability.



At fourth level, this ability allows the arcanopath to duplicate the effects of the *telepathic bond* spell and at seventh level, it allows the arcanopath to duplicate *sending*. Open Mind is a supernatural ability and is usable at will.

Awake: Upon taking this prestige class, the character's mind 'awakens' and is completely open to external contact. Until he learns to compensate for his new awareness, and protect himself from mental intrusion and assault, he suffers a penalty to all Willpower saves equal to his Intelligence modifier. This penalty is negated upon the character reaching second level in this class.

Mental Shield (Su): With this power, an arcanopath discovers how to form a psychic barrier against attacks targeting his mind. This Mental Shield can be invoked or dismissed as a free action on the arcanopath's turn and automatically negates any mind-affecting spell or effect from a source with fewer hit dice than the arcanopath's caster level. The Mental Shield





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is ineffective against more powerful attacks. While this ability is in use, the arcanopath cannot cast or exercise control over mind-affecting spells. Mental Shield does not interfere with the arcanopath's class abilities.

Touch of Power (Su): The power of the mind resonates through the arcanopath's body. If the arcanopath can succeed at a melee touch attack as part of a Divination or Enchantment spell that is normally cast at range, the touched target suffers a penalty to its Willpower save equal to the arcanopath's class level. Use of this ability can be exhausting. If the target manages to save despite the penalty, the mental backlash deals 1d6 points of subdual damage per spell level to the arcanopath. Targets with the Iron Will feat are immune to this ability but do not cause this backlash effect.

Tower of the Mind (Ex): Arcanopaths develop a mental stronghold as their powers develop, normally taking the form of a personal dwelling the arcanopath visits during meditation. An arcanopath with a this ability requires only three-quarters of the usual amount of sleep for his race and recovers one additional hit point per level (thus, a 6th level wizard/4th level arcanopath would recover 14 hit points per night, 10 for his character level, +4 for his arcanopath level). Also, when confronted with a Knowledge skill check, an arcanopath can meditate for one hour and, if he has any ranks in the appropriate Knowledge skill, he is considered to have 'taken 20' for the purpose of determining the result of the check.

Mindstrike (Sp): The telepathic power of the arcanopath is now so heightened that he can lash out with his thoughts against any or all enemies within 30 feet. This ability can be used a number of times per day equal to the arcanopath's Charisma modifier and inflicts 10d6 points of subdual damage to the targets. This is a mind-affecting, spell-like ability and allows a Will save (DC 10 + ½ arcanopath's level + Charisma modifier) to halve this damage.

Aura of Power (Su): The mental domination that begins to develop with the Touch of Power becomes even stronger when an arcanopath reaches this level of ability. The target of the arcanopath's ranged Divination and Enchantment

spells suffers a penalty to its Willpower saves equal to the arcanopath's class level if it is within 30 feet. No touch is required but the original spell must have a range of at least 30 feet. As with the Touch of Power ability, a successful save on the part of the target deals 2d6 points of subdual damage to the arcanopath and targets possessing the Iron Will feat are immune to the effects of Aura of Power.

Thoughtgates (Su): With this power, an arcanopath can set up special 'gates' in his mind. Each gate is attuned to a single creature the arcanopath has been in mental contact with, though this attunement does not have to occur during the contact itself. Once a gate is established, a process that takes one hour and costs the arcanopath 500 experience points, he can establish a *telepathic bond* with that individual at any time, regardless of distance.

Once a thoughtgate is formed, it can only be erased through painful mental effort and a further expenditure of 100 experience points. An arcanopath can only possess one thoughtgate per class level. This ability can only be used on willing subjects.

Bastion of the Mind (Ex): The mental defences of an arcanopath at this level of ability are made manifest through his Tower of the Mind ability. The mental image changes to include potent defences and ramparts, granting the arcanopath immunity to mental attacks, mind-affecting spells and psychic intrusion while he is meditating, unconscious or asleep. An arcanopath protected in this way becomes instantly aware of any such attempts and can allow them to affect him if he wishes.

Gaze of Power (Su): The Divination and Enchantment spells of an arcanopath of this level are made so potent by his mental abilities that any target the arcanopath can see clearly within ten feet per caster level receives a penalty to their Willpower saves equal to the arcanopath's class level, as with Touch of Power. Cover is irrelevant but concealment of 50% or above will ruin this ability unless the arcanopath has a means of penetrating this concealment. This ability suffers from the same backlash and inability to affect those with the Iron Will feat as Touch of Power.

The Arcanopath

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Open Mind I, Awake	+1 level of existing class
2	+1	+0	+0	+3	Mental Shield	+1 level of existing class
3	+1	+1	+1	+3	Touch of Power	---
4	+2	+1	+1	+4	Open Mind II, Tower of the Mind	+1 level of existing class
5	+2	+1	+1	+4	Mindstrike	+1 level of existing class
6	+3	+2	+2	+5	Aura of Power	---
7	+3	+2	+2	+5	Open Mind III, Thoughtgates	+1 level of existing class
8	+4	+2	+2	+6	Bastion of the Mind	+1 level of existing class
9	+4	+3	+3	+6	Gaze of Power	---
10	+5	+3	+3	+7	Mental Mastery	+1 level of existing class

Mental Mastery (Su): At the apex of his power, an arcanopath who achieves this level fully awakens his telepathy and harnesses its true potential. Using Open Mind no longer requires a Concentration check, the number of times he can use the Mindstrike ability is doubled and his Mental Shield becomes a constant *mind blank* effect. In addition, the arcanopath receives a +4 competence bonus to all Concentration checks.

THE MINDSHIFTER

It is a central truth of divination magic that the school does not change anything, it merely provides information. Mindshifters test the truth of that statement, as divination magic works a remarkable change in them. Perhaps it is the synergy of different forms of magic or some inborn talent that allows the ever-changing mindshifters to do what they do; whatever the reason, the reality is quite clear. Through divination and exposure to other creatures, the mindshifter is able to change and adopt elements of those creature’s psyches and mental powers.

This is not without its risks. Many mindshifters transcend the boundaries of what is considered sane. Others adopt such a rigid sense of self that

some core of themselves is wholly immutable – an insanity of a different sort entirely. Mindshifters adopt a piece of a creature’s mind when they develop one of its powers, which has a marked effect on their personalities and as mindshifters collect more powers, they become a patchwork of differing psyches. At the highest level of ability, most mindshifters could hardly be considered anything near the person they once were.

Only one thing is true of all members of this class – the fact that they have *nothing* in common. The abilities of this prestige class are all self-taught and develop within each mindshifter as he gains experience in their use. Mindshifters are instinctively wary of others, as they are fully aware that there are others out there capable of stealing their ‘hard-earned gifts’.

One curious trait of all but the most powerful mindshifters, is their inability to steal any power that alters their physical form. No reason has been discovered for this but some surmise that, if mindshifters could change their bodies as well as their minds, they would degenerate into raw chaos. It is true that mindshifters must be in exceptional physical health to develop their abilities, which might suggest a constant physical strain of some sort. While the notion may be spurious, some



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point to gibbering mouthers as an example of such a fate.

Hit Dice: d8.

Requirements

To qualify to become a mindshifter, a character must fulfil all the following criteria:

Spellcasting: Ability to cast 4th level arcane spells, including *analyse creature*.

Alignment: Must be chaotic.

Feats: Great Fortitude.

Skills: Concentration 12 ranks.

Statistics: Constitution 17+.

Special: May not have the Iron Will feat and may not have Transmutation as a prohibited school.

Class Skills

The mindshifter's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Knowledge (any) (Int), Scry (Int), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the mindshifter prestige class.

Weapon and Armour Proficiency: Mindshifters gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day/Spells Known: At every third mindshifter level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bardic music uses, metamagic or item creation feats or the like). If the character had more than one spellcasting class before becoming a mindshifter, the player must decide to which class to add each level for determining spells per day and spells known.

The First Choice: When a mindshifter first opens his mind to the chaos of this prestige class, he must decide whether to embrace the ever-changing nature of his mutating mind or try to retain some aspect of his original self. If the mindshifter decides to embrace chaos he gains a +1 inherent bonus to Intelligence as the madness begins to give him great insight. A mindshifter making this choice may never have the Iron Will feat.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	The First Choice, Mindtheft	---
2	+1	+3	+0	+3	Assaying Touch	---
3	+1	+3	+1	+3	Mindreaver, Derangement I	+1 level of existing class
4	+2	+4	+1	+4	The Second Choice	---
5	+2	+4	+1	+4	Thoughtslayer	---
6	+3	+5	+2	+5	Derangement II	+1 level of existing class
7	+3	+5	+2	+5	The Third Choice	---
8	+4	+6	+2	+6	Spiritmeld	---
9	+4	+6	+3	+6	Idshadow, Derangement III	+1 level of existing class
10	+5	+7	+3	+7	The Final Choice	---

If he chooses to retain a sense of self, he gains the Iron Will feat and his alignment becomes fixed and may not be altered by either magical or non-magical means.

Regardless of the choice, the mindshifter's body instantly becomes locked in form. He becomes immune to all Transmutation spells and effects, such as *polymorph other*, and cannot choose to forego this immunity in order to be affected by a beneficial Transmutation effect (for example, he could not choose to be affected by a *transformation* spell).

Mindtheft (Su): The core ability of the mindshifter, this power grants a touch attack that can be used against any sentient creature subject to mind-affecting spells. This attack requires a full attack action and, if successful, the target must make a Willpower save (DC 15 + class level + Charisma modifier). Failure results in the target suffering 1d6 points of subdual damage per mindshifter level and losing one spell-like ability (including spell-like abilities gained from a class or prestige class). The mindshifter's personality shifts somewhat to resemble that of the victim, though this is mostly a matter of roleplaying and does not directly affect ability scores or alignment.

If the mindshifter is aware of what abilities the target possesses, he may choose which power is stolen from among those he is aware of. If the character is not aware of what spell-like abilities the target possesses, one ability is randomly transferred to the mindshifter. The spell-like ability must be one the mindshifter would be able to cast if he were a cleric, druid or sorcerer of his character level. If the ability does not have a direct spell analogue, the Games Master must decide on an appropriate spell level for it. A mindshifter cannot steal or use any ability that has a Transmutation effect.

The mindshifter is then able to use the ability a number of times per day as if he were a member of the original creature's species. The Difficulty Class of saving throws against stolen spell-like abilities is 10 + ½ mindshifter's level + Charisma



modifier. A mindshifter can retain a number of stolen abilities equal to half his class level but can freely replace an existing ability with a new one if he wishes. The creature that was the target of the theft loses the use of that ability until either the mindshifter dies, or he replaces it with a different power. Mindtheft is a mind-affecting, supernatural ability that can be used at will.

Assaying Touch (Sp): By touch and silent mental command, a mindshifter of second level can cast *analyze creature* at will. Constant contact is needed throughout the casting time but, unlike the spell, the creature need not be alive. The Difficulty Class of the Fortitude save against this ability is 14 + Charisma modifier and the mindshifter gains a +2 bonus to caster checks made to penetrate spell resistance, for the purpose of using this ability only.



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Mindreaver (Su): While a mindshifter can only hold a certain number of spell-like abilities at any one time, his touch can play havoc with the ones a target creature retains. Mindreaver can be used at the same time as Mindtheft or by itself, as the mindshifter desires. If the melee touch attack roll succeeds, the mindshifter makes an opposed caster check using his *full* mindshifter level. For every point by which the mindshifter beats the target, it loses the ability to use one random spell-like ability for one minute per level.

Powers affected by Mindreaver are still available for Mindtheft, and Mindreaver cannot affect Transmutation abilities. Mindreaver is a mind-affecting, supernatural ability.

Derangement: The mindshifter suffers a form of insanity due to the chaos in his mind and the stress of holding fragments of other minds within himself. Each time Derangement is gained, the Games Master picks an appropriate form of insanity and applies it to the mindshifter. The insanity is not immediately debilitating but it should affect the mindshifter at inconvenient times and make a 'normal' life difficult. Phobias, catatonic episodes and hallucinatory mania are all quite appropriate.

The Second Choice: At this level of ability, the mindshifter has become attuned to the powers of Mindtheft and Mindreaver. He can also see where his path leads, which is to great power but also great madness. He can choose to abandon the mindshifter prestige class at fourth level and never pursue it again. This choice must be made immediately upon attaining fourth level.

If he chooses to stop pursuing the class, all of the spell-like abilities he currently possesses become permanent additions to the character. He loses the Mindtheft and Derangement class features but retains whatever bonus was gained from The First Choice. However, he loses his immunity to Transmutation spells and effects.

Choosing to continue along this path brings more chaotic insight, represented by a +1 inherent bonus to Intelligence.

Thoughtslayer (Su): The mindshifter can choose to mentally stun an opponent with a touch. This

attack cannot be combined with any other touch attack or ability. Essentially, the mindshifter exposes the mind of the target creature to the depths of chaos that swirl within his own. The target must make a Will save (DC 20 + Charisma modifier) or be stunned for 1d4+1 rounds. During this time, the creature is unable to think coherently and will not recall the passage of time. An affected target also forfeits its Will save against the mindshifter's Mindtheft ability. Thoughtslayer is a mind-affecting, supernatural ability that can be used at will.

The Third Choice: The mindshifter becomes aware of a potent new ability about to manifest. This power will allow the mindshifter's psyche to leave his body and move about on its own, much as a ghost is able to. This is occurring because the powers of a mindshifter are severing the connections between the character's soul and his form-locked body. Unfortunately, this separation may result in the mindshifter's death if he is not strong enough to survive the process.

The mindshifter may choose to abandon the class before this occurs. As with The Second Choice, he loses the Mindtheft and Derangement class features but retains any currently possessed spell-like abilities as permanent features of the character. He retains the Thoughtslayer ability, as his mind still flows with immutable chaos. As before, the character loses his immunity to Transmutation spells and effects, and may never again take levels in this class.

Choosing to pursue the class further does not carry any immediate benefit but the incredible powers of the last three levels of mindshifter become available once the character earns them.

Spiritmeld: The mindshifter's spirit and psyche have bonded into a single entity inhabiting his body like a possessing ghost. The character's physical form is now little more than a shell the mindshifter uses to move around and affect the material world. Upon reaching eighth level, the mindshifter must make immediate Willpower and Fortitude saves (both DC 20), ignoring any magical enhancements the character might possess. If the Will save is failed, the mindshifter gains another Derangement of the Games Master's choice due to the shock of separation. If the

Fortitude save is failed, the mindshifter's body dies and the character immediately adopts the ghost template. If both fail, the mindshifter dissipates into nothingness and is destroyed permanently as the chaos of his existence overwhelms him.

If the character survives, he gains the ability of *astral projection* (as the spell), can manifest a ghost form of himself (using the template while doing so) and can use his own body as a *magic jar* at will. While projecting himself in the astral plane, the character has no silver cord and must find his way back to his body via a Will save (DC 25) when he wishes to return. If his body is killed while he is projecting himself, he adopts the ghost template permanently but suffers no other effect. While using *magic jar*, the spirit he displaces resides in his body and may use it as it would its own. Thus, a mindshifter may wish to restrain himself before using this last power. If the mindshifter dies while inhabiting his own body, he permanently becomes a ghost. Regardless of how the mindshifter becomes a ghost, whether temporary or permanent, the only optional power he gains is Manifestation. The ghost template is detailed in *Core Rulebook III*.

Idshadow: The chaos in a mindshifter's soul can be harnessed for great power while he is travelling without his body. While travelling as a ghost or using *astral projection*, the mindshifter has two additional ghost powers of his choosing. When Idshadow is gained, the mindshifter's alignment changes to chaotic neutral. An alignment-locked mindshifter can choose to retain his current alignment but does not gain the benefits of this ability.

The Final Choice: The mindshifter has reached the ultimate stage in his development and faces one final choice. If he desires, he can remerge with his body and regain his mortality. Doing this causes the mindshifter to lose the Spiritmeld and Idshadow class features but allows him to gain the final power of his class – True Union. If he chooses not to remerge, his body disintegrates from the ravages of chaos and he becomes a ghost with all his class abilities and powers intact.

If a mindshifter reunites with his physical body, he achieves True Union. He gains a +2 inherent bonus to Constitution and his form unlocks. This

allows him to steal and use spell-like abilities that change his physical form, and also allows him to forego his immunity to Transmutation spells and effects if he wishes. The mindshifter regains much but not all, of his sanity and so loses all but one of his Derangements (Games Master's choice).

THE SAVANT

Unique among the paths of the Diviner in that it does not necessarily require prior spellcasting experience, the skills of the savant can occur in anyone at any time in their lives. The only common factors that unify savants are an innate talent for divination magic, often latent, and the intellect to use it. The ranks of the savants are widely varied, from swordsmen and rogues to priests and minstrels. What characterises a savant is not his past or his vocation but the incredible things he can accomplish once his savant abilities begin to manifest.

The first sign of a savant manifesting his inborn talent is usually the echoes of an opponent's thoughts in his mind, an unnatural level of sensory awareness, and a seemingly psychic ability to guess the next few seconds of a battle. These are not well controlled at first and can be as much a hindrance as a help but with training and time, the powers expand to allow the savant to interact with the minds and essences of his foes while channelling his foresight into a preternatural dance of prescient destruction.

Savant powers are all based around a special, divinatory state of mind called 'combat lucidity'. A form of precognition that gives the savant a glimpse into the near future of any conflict and grants subconscious guidance while the savant fights, this special state of mind can with time and experience make a savant nearly unstoppable in battle. Limited only in his physical ability to respond to the constant information that his magical talent provides, a savant is unlike other mages in their approach to fighting and their ability to defend themselves in physical situations.

The path of the Savant is not an easy one. It is physically and mentally demanding, making it suitable only for those who can maintain a strong balance between their bodies and their minds while learning the disciplines that fuel their



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martial spirit. With a well-developed body and a keen wit to match it, savants are a unique blend of warrior skills and wizardly acumen. While they do not possess the endurance of a focused soldier or the sheer magical power of a devoted arcane spellcaster, they define their own special role in a travelling party or as a solitary adventurer.

Hit Dice: d6

Requirements

To qualify to become a savant, a character must fulfil all the following criteria:

Feats: Lightning Reflexes, Iron Will, Spell Focus – Divination (In preparation for taking this prestige class, any character can take the Spell Focus-Divination feat at the same time as their first level of Savant, even though technically they could not qualify for this class without it. This means that at any level after all the other requirements for this class are met in which the character can take a new feat, he can select Spell Focus – Divination and their first level of Savant at the same time.)

Base Attack Bonus: +3

Statistics: Dexterity 12+, Constitution 12+, Intelligence 12+, Wisdom 12+. At least one of these statistics must be at least 14+ while another must be 16+. Like the feat requirement for this class, if the same level the character would take his first level in Savant, the bonus statistic point

for that level would allow the character to qualify, it can be selected at the same time.

Class Skills

The savant's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (Arcana) (Int), Scry (Int), Sense Motive (Wis), Tumble (Dex) and Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the savant prestige class.

Weapon and Armour Proficiency: Savants gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Spells per Day: Savants have the class ability to cast spells from its own class list, provided below. Savants cast arcane spells as a sorcerer and do not have to prepare spells beforehand. Savants gain knowledge of all of the spells of any level they can cast, knowing them and being able to cast them up to their normal number of spells per day.

The Savant

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+2	+2	Combat Lucidity	- / - / - / -
2	+1	+3	+3	+3	Attunement I	1 / - / - / -
3	+1	+3	+3	+3	Battle Trance 1/day	2 / - / - / -
4	+2	+4	+4	+4	Moment's Warning	2 / 1 / - / -
5	+2	+4	+4	+4	Attunement II	3 / 2 / - / -
6	+3	+5	+5	+5	Battle Trance 2/day	3 / 2 / 1 / -
7	+3	+5	+5	+5	Foretelling Blow	4 / 3 / 2 / -
8	+4	+6	+6	+6	Attunement II	4 / 3 / 2 / 1
9	+4	+6	+6	+6	Battle Trance 3/day	5 / 4 / 3 / 1
10	+5	+7	+7	+7	Master of the Dance	5 / 4 / 3 / 2

Base DCs and the Savant's Intelligence score determines bonus spells. Savant levels count towards the caster level total and developed familiar abilities for characters with previous levels in an arcane spellcasting class. If the character has more than one arcane spellcasting class, he must choose which one increases with each Savant level gained.

Savant Spell List:

1st level: *bless, guidance, magic weapon, resistance, true strike, virtue*

2nd level: *aid, cat's grace, detect thoughts, death knell, see invisibility*

3rd level: *eyes of the cat, greater magic weapon, haste, keen edge, vampiric touch*

4th level: *detect scrying, freedom of movement, status, portents and omens, telepathic assault*

Combat Lucidity: Whenever a savant enters combat, he begins to partially foretell the future as a constant, uncontrolled ability and perceives the world around him as a whirling mass of possible futures and fleeting opportunities. While the savant cannot hope to ever truly master this flood of nearly incomprehensible information, it grants him special insight into the nature of combat and the many ways he can interact with his opponents and allies.

All of a savant's class abilities, and to a lesser extent his arcane spells, are based around these special perception. By itself, it acts as the first level of the Uncanny Dodge class feature, preventing the savant from ever losing his Dexterity bonus to his Armour Class, regardless of being caught flatfooted or being struck by an invisible opponent.

Attunement: The connection between a savant and his opponents is a strong one, enhancing his ability to react to the ever-changing patterns of combat that develop between them during a fight. While savants foresee virtually everything that can possibly occur several seconds into the future and gain an instantaneous understanding of the intended actions of everyone around him, this overwhelming awareness is extremely difficult to make

any sense of, even for them. One of the ways savants cope with this dizzying array of images is to focus on one foe at a time.

Once each round as a free action taken on the savant's turn, he can choose any opponent within 120 feet. He does not need to be able to draw line of sight or effect on the opponent but it must be subject to mind-affecting magic. Thus, undead, constructs, and certain other creatures (including sentient foes protected by the *mind blank* spell) are not valid targets for this class ability, though a savant still gets the benefits of his other class abilities.

Against an appropriate target, the savant benefits from all the effects of a +1 circumstance bonus to attack rolls against the chosen target and the benefit of the Spring Attack feat. Any or all of these feats can be used simultaneously but



they do not count as virtual feats for the purpose of qualifying to take real feats as part of the character's class progression.

Battle Trance: A form of advanced attunement, this is a more subtle divination of the surrounding battlefield. In the Battle Trance state, a savant *allows his mystic perceptions to guide his actions* through the best of all possible reactions to every motion, attack, and threat, even if he is unable to directly detect the danger under normal circumstances. A Battle Trance lasts one round per savant prestige class level and leaves the character feeling fatigued exactly as per the Barbarian rage class feature (-2 to Strength, -2 to Dexterity, and unable to run or charge for the duration of the encounter).

While in a Battle Trance, a savant cannot be flanked and gains his Intelligence modifier as an additional bonus to his armour class. If a Reflex save is required of the savant while he is in a Battle Trance and he would make the save if he rolled a 20 plus his current modifiers (i.e. could 'take 20' on the check), he automatically succeeds at the save without having to roll. Like Barbarian Rage, Battle Trance can be initiated at any time on the savant's action but cannot be done as a reaction to someone else's action.

Moment's Warning: At fourth level the prescient mental images the savant sees during combat begin to echo a few moments before an engagement actually occurs. This split second's alert always allows him to act during a surprise round, though it is not enough time for him to shout a warning of any kind. This sense of impending danger also allows the savant to add his intelligence bonus to his Initiative rolls unless circumstances somehow negate this ability from functioning, such as an *anti-magic field*.

Foretelling Blow: The divinatory forces that guide the savant's actions during battle can also provide him with the knowledge of how to launch the most devastating attacks possible. Once per day, the savant can choose one of the following effects to occur; Maximise Spell on one damage causing spell he has cast, Improved Critical on any weapon or ray spell he has just successfully hit with, or a +2 to the DC of any non-damaging spell or effect he has just inflicted upon an opponent.

An example of the latter might be to increase the Reflex save of a tanglefoot bag.

Master of the Dance: At 10th level, a savant finally manages to integrate as much of the flow of future images, telepathic information, and spiritual sympathy as a mortal mind can possibly grasp. While his expertise over his special talent are still far from perfect, he can accomplish remarkable feats with it now that he has learned to truly focus his awareness into an effective and efficient fighting style. A Master of the Dance is a terror to behold in combat, reacting to blows before they occur and striking at vulnerabilities his opponent did not even know he possessed with all the prowess of a trained warrior.

A Master of the Dance replaces his base attack bonus with a +1 base attack bonus per character level up to a maximum of 20. This is a permanent effect that lasts for as long as the savant can freely work and interact magically with his environment; it is lost in *anti-magic fields* and other such effects. This replacement has all the normal effects, such as number of attacks per round and qualification for certain feats and other prestige classes. If the bonus is lost for some reason and the character no longer qualifies for the classes or feats chosen with the previous higher score, the feats or class features in question are suspended (but levels in those classes are not lost) until the bonus is restored.

THE SEER

When most people envision a diviner, the seer is what they most likely imagine. Studious, insightful and learned, the seer is a paragon of wisdom and lore. What sets him apart from a sage is his gift for prophecy and his ability to use scrying devices with uncanny ease. What a seer cannot uncover in ancient texts, he can often discover with his mastery of divination magic and a crystal ball.

Another thing that separates sages from seers is the sage's focus on the past and present. While a seer can have an excellent grasp on history or politics, the future is his primary field of study. The seer is a precognitive being; often gaining flashes of what will be when he least expects them. The future is forever changing but its

most probable forms are often clearly visible to a seer. As might be imagined, this is not always a blessing.

Seers are not always enviable people. Knowing what is to come does not begin to prepare you for it. Seeing the deaths of loved ones, the fall of one's nation or the impending destruction of everything one holds dear can be a maddening thing. Fortunately, a seer also develops the ability to alter the future he sees. This is far from a certainty, even at the highest level of ability but it can offer solace in the fact that, if the future is not what a seer wishes it to be, something might be done about it.

It is for this reason that seers often study the same lore as sages. Being doomed to relive the past is not a great burden if the past holds answers to the problems of today and tomorrow. Prophecies can act as guides, old lore can offer clues to current riddles and the actions of an ancestor may hold the key to what a seer should or should not do in the present. If knowledge is power and forewarned is forearmed, a seer might well be one of the most powerful and well-armed men in the world.

Hit Dice: d4.

Requirements

To qualify to become a seer, a character must fulfil all the following criteria:

Spellcasting: Ability to cast spells of 3rd level spells, including those of the Divination school or Knowledge clerical domain.

Feats: Skill Focus (Knowledge – any), Spell Focus (divination).

Skills: Knowledge (any) 6 ranks, Scry 8 ranks.

Statistics: Intelligence 15+, Wisdom 15+.

Class Skills

The seer's class skills (and the key ability for each skill) are Alchemy (Int), Craft (Int), Concentration (Con), Heal (Wis), Knowledge (any) (Int), Scry (Int) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the seer prestige class.

Weapon and Armour Proficiency: Seers gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day/Spells Known: At every seer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class.

The Seer						
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Visions I, The Gift of Prophecy	+1 level of existing class
2	+1	+0	+1	+3	Eyes of Crystal	+1 level of existing class
3	+1	+1	+1	+3	Clairsentient	+1 level of existing class
4	+2	+1	+2	+4	---	+1 level of existing class
5	+2	+1	+2	+4	Fortunate Soul	+1 level of existing class
6	+3	+2	+3	+5	Clear Sighted, Visions II	+1 level of existing class
7	+3	+2	+3	+5	Fate's Advocate	+1 level of existing class
8	+4	+2	+4	+6	---	+1 level of existing class
9	+4	+3	+4	+6	Knowing Gaze	+1 level of existing class
10	+5	+3	+5	+7	True Prescience	+1 level of existing class



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He does not, however, gain any other benefit a character of that class would have gained (bardic music uses, metamagic or item creation feats or the like). If the character had more than one spellcasting class before becoming a seer, the player must decide to which class to add each level for determining spells per day and spells known.

Visions: The seer occasionally has glimpses of the future. This happens more often when he is asleep but they may occur at any time. He has no control over these visions at first and they seem to occur at random. The Games Master may, at his discretion, give the seer hints about upcoming events that impact the seer's life or the lives of those he cares about. At a minimum, these should happen at least once per adventure but the exact frequency is entirely up to the Games Master.



Upon reaching sixth level, the seer gets his visions more clearly and more often. The frequency and form are still under the Games Master's control but the power should prove more useful and should grant a vision at least twice per adventure.

The Gift of Prophecy (Ex): Not content with random glimpses of destiny, the seer begins to develop his ability to foretell. As long as he has access to an item capable of being used to *scry* (the mirror used in a *scrying* spell, a *crystal ball* or any other tool deemed appropriate), the seer can attempt to provoke a prophetic vision once per day. The seer must make a Scry check (DC 25) to successfully obtain such a vision.

Using this power takes at least an hour and may, at the Games Master's discretion, take much longer. The Gift of Prophecy can be notoriously vague, providing clues and omens without any clear answers. There is one thing the seer can be certain of, however; if the vision comes at all, it will be accurate. The vision may be cryptic and hard to understand but it will not lie.

Eyes of Crystal (Ex): Seers have a singular talent for using *crystal balls* as scrying foci. Seers gain a +2 competence bonus to all Scry checks when using one, including the check required to use their Gift of Prophecy. In addition, any *crystal ball* gains the *clairaudience* power when used by a seer.

Clairsentient (Sp): While a seer may focus on the future, his psychic senses also become attuned to the present all around him. Once per day for every three full class levels, a seer can invoke *clairaudience/clairvoyance* as the spell, except that the seer is able to both see and hear the target location. The duration of the Clairsentient ability is up to one hour but a Concentration check (DC 10 +2 per previous check) must be made every five minutes. Failure ends the effect.

Fortunate Soul (Su): Exposure to his visions eventually gives a seer an

innate sense of danger. This moment's warning is not strong enough to identify the source of such peril but it often lets the seer react before others even know they are in jeopardy. The seer gains Evasion, as the rogue ability of the same name, and cannot be caught flat-footed. He can still be surprised but he retains his Dexterity bonus even if he has not yet acted in a combat.

Clear Sighted: The gaze of a seer is very difficult to ward off. At sixth level, a seer gains the ability to ignore any one factor that would keep a subject hidden from his Divination spells. The factor, be it a thickness of lead, a *nondetection* spell or some other protection, is completely negated by this power. Only one factor is ignored, so a given subject might still avoid the seer if it is protected by multiple conditions. This power cannot pierce the protection offered by direct divine intervention.

Fate's Advocate: By now, the seer is becoming well known to the forces of destiny. He may be a champion of light or a black-hearted villain but his relationship with the impartial forces of fate allow him to alter the future through sheer force of will. Even subconsciously, the future will bend slightly to protect him and shield him from the ravages of random chance.

Fate's Advocate grants the seer a +1 luck bonus on all dice rolls. If a lower result would be preferable, this can be a -1 at the seer's option. The seer can transfer this luck bonus to any one person he can see for as long as he can maintain line of sight. In this case, line of sight can be traced through a scrying effect of any sort.

Knowing Gaze: A seer with this level of ability can look at a creature and know the general impact it may have on the future. This ability works constantly, cannot be suspended by the seer and essentially grants him *know alignment*. This sight is not entirely accurate and, if the target succeeds at a Will save (DC 20), the seer only gets the law/chaos part of their alignment. The target is unaware of this ability being used. Knowing Gaze also warns the seer if a creature he sees will be of importance to him. This facet of the power is also entirely under the Games Master's control and, in general, it will let the seer know that someone *is* important to him but not *how* they are important.

Line of sight with this power can also be achieved through scrying.

True Prescience: The seer's constant ability to sense the future becomes much more potent when True Prescience is gained. He gains Improved Evasion and is constantly under the effect of a *foresight* spell. This forewarning is extremely powerful and will even awaken the seer from a sound sleep to protect him from danger.

THE WITNESS

A spellcaster with supernatural senses, the witness uses divination as a means of heightening his senses and giving him an advantage in his pursuit of the truth. Some witnesses are investigators and seek justice through the discovery of the guilty. Others are hermits seeking enlightenment by becoming one with the sights, sounds and sensations of the world around them. Regardless of their calling, all witnesses are defined, and define their world, by what their divination-enhanced senses reveal.

For some who follow this path, the development of a single sense leads them to explore the possibility of improving them all. Others are professionals whose senses are their means of employ. For these witnesses, progression into this class occurs 'naturally' as they strive to better themselves and excel at their work. Still others become witnesses when normal divination magic does not reveal what they seek. Many diviners are driven by the need to know and will not rest until they have learned all there is to learn. The abilities of this class introduces characters to a whole new world to explore – the world of awareness.

Those who take on the role of the witness soon learn it is a long and arduous path. Developing the senses is a time-consuming and physically demanding task that leaves little room for other studies. Magic becomes the focal point of their attention, as it provides the power for their growing abilities but its finer nuances are often lost in the pursuit of perfect attention. A witness must accept this; in order to excel in the empire of the senses, he must let go of everything else that was of import to him until mastery is achieved.



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This is not to say that a witness is not a functional part of the world. Quite to the contrary, a witness is one with the world in a way that people without his special gifts could never understand. The witness is more alive, more awake and more attuned to his surroundings than anyone else. This incredible awareness comes at a cost but the benefits are just as great. A witness can track better than a bloodhound, see farther than an eagle and hear the footsteps of a kitten through a stone wall.

Hit Dice: d6.

Requirements

To qualify to become a witness, a character must fulfil all the following criteria:

Spellcasting: Ability cast arcane spells of the Divination school.

Feats: Awareness, any one awareness feat (see the Feats chapter of this book)

Skills: Listen 6 ranks, Spot 6 ranks, Search 6 ranks.

Statistics: Constitution 13+.

Special: May not have Transmutation as a prohibited school.

Special Progression: A character that takes a level of this prestige class may not return to it if he should later take a level of a different class.

Class Skills

The witness' class skills (and the key ability for each skill) are Craft (Int), Concentration (Con), Gather Information (Cha), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis) and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the witness prestige class.

Weapon and Armour Proficiency:

Witnesses gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day/Spells Known: At every witness level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bardic music uses, metamagic or item creation feats or the like). If the character had more than one spellcasting class before becoming a witness, the player must decide to which class to add each level for determining spells per day and spells known.



Investigation (Ex): At first level, the witness gains the Track feat and a +2 competence bonus to his Wilderness Lore skill checks when using it. The witness also gains a +2 competence bonus to all Listen, Search and Spot checks.

Sense Mastery (Ex): The witness has achieved mastery over one of the five basic senses. Specific abilities are largely up to the Games Master but in general the sense mastered becomes remarkably acute, at least five times better than a normal member of his race. For a human, this offers supersonic and subsonic hearing, the ability to feel differences in two grains of sand, reading-level vision out to half a mile, the power to distinguish identical twins by scent or a distinguishing enough palette to taste pollen on a breeze. Whenever such an enhanced sense could be a factor (Games Master's discretion), the witness gains a +2 synergy bonus to applicable skill checks.

Bonus Feat: The witness has refined his ability to sense the world around him to a supernatural degree. This lets him achieve what he could not physically do before, improves his aim and reflexes and allows him to react to dangers through the warnings his heightened awareness provides. At every other level gained, he may choose one of the following bonus feats: Blind-Fight, Combat Reflexes, Defensive Divination, Dodge,

Heightened Sight, Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Quick Draw, Tremulous Touch or Wolfen Boon. The character must still meet all prerequisites for the feat as normal.

Skill Mastery (Ex): The senses of a witness are so acute, much of what they can tell him occurs without him even needing to focus them. This casual level of awareness allows a witness to 'take 10' on on of the following skills; Listen, Spot or Search regardless of external considerations. Each time this ability is gained (third, fifth and seventh level), the witness chooses another of these three skills to master.

True Awareness (Su): The pinnacle of sensory perfection, a witness who gains True Awareness has sharpened all five of his senses and is utterly in touch with the world around him. Combined with the power of divination magic, this mastery grants the witness the potent ability of arcane *true seeing*. This power can be activated or dismissed as a free action on the witness' turn.

The Witness

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Investigation, Sense Mastery	+1 level of existing class
2	+1	+0	+3	+3	Bonus Feat	+1 level of existing class
3	+1	+1	+3	+3	Sense Mastery, Skill Mastery	+1 level of existing class
4	+2	+1	+4	+4	Bonus Feat	+1 level of existing class
5	+2	+1	+4	+4	Sense Mastery, Skill Mastery	+1 level of existing class
6	+3	+2	+5	+5	Bonus Feat	+1 level of existing class
7	+3	+2	+5	+5	Sense Mastery, Skill Mastery	+1 level of existing class
8	+4	+2	+6	+6	Bonus Feat	+1 level of existing class
9	+4	+3	+6	+6	Sense Mastery	+1 level of existing class
10	+5	+3	+7	+7	True Awareness	+1 level of existing class



DIVINATION SPELLS

Beyond sagely studies and knowledge skills, a diviner's true power lies in magic. With spells from the school of Divination, a spellcaster can know what cannot be learned from books, see what is otherwise invisible and discover secrets lost to the mundane world. Divination magic surpasses the world of mortal wisdom because it is just that – magic. What makes a diviner is not spotting an illusion over a pit trap or telling which *one* sword in an entire armoury is magical; it is that, with a few words and gestures, a diviner can become privy to what another might take years to learn.

The central themes to Divination have already explored in this book. What awaits you in this chapter is a selection of new spells showcasing the true talents of a diviner. With these spells, and the feats found in the next chapter, a diviner can become what he or she has always deserved to be – a valued and vital member of any adventuring party.

DIVINATION MAGIC

In keeping with what has already been discussed about the divining arts, most of the spells herein have a range of personal, meaning they only affect the caster. While there are exceptions to this, the effects are primarily an extension of what the magic is doing; namely, divining.

There are also several spells here noted as 'contingent' spells. This is a term first used in *Encyclopaedia Enchantment – Fire in the Mind* and refers to any spell that falls into a single school, like all spells but requires that the caster have access to one or more other schools to be able to cast it. In this case, access is defined as being able to cast spells from the noted school (or schools).

Lastly, many of these spells share a common focus. This common focus can be used for any number of spells that require it at one time unless noted otherwise. Loss of the focus results in the immediate negation of the spell, and possession of

multiple copies of the focus does not allow for a spell to resume if the one initially used is lost. If a focus or material component requires a caster's 'personal mark', it is assumed the caster has chosen one for his use. If not, one must be chosen before the focus or material component can be created.

Oh, for a single clear moment that is not given to me by magic! If only my master had warned me of the seductive lucidity of these spells, I would have become a conjurer, enchanter or pie chef! Anything but what I am – a dabbler in things I should not know but cannot dream of leaving unlearned. My mind has become so honed through these divinatory rites, that normal, unaided thought seems somehow appalling to me now.

I have not seen through eyes unlined by at least some basic detection spell in years. Would I even know a real colour if I saw it now? I am terrified to relax my magic and find out, for fear of not *seeing* things as they really are. I know what lurks in the shadows and just past the barriers of our dimension. And how do I know these things? This accursed magic of mine; that's how! Damn every last *true sight* and *vision* to the lowest, darkest Hell!

Hell? Did someone say Hell? The Hells spawn creatures that can render themselves immune to living sight, and they could be anywhere. They can even slip past my wards and warning spells. They could be in here with me right now! I'd best work a scrying spell and make sure my domain is clear. Blessed be the arts of divination. Without them, I'd truly be blind...

Analyse Creature

Divination (Contingent – Transmutation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 minute

Range: Close

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

When cast, *analyse creature* gives an accurate, detailed account of the target creature's physical structure, capabilities and weaknesses. While this spell cannot determine specific skills or spells known (if any), anything that is a physical characteristic of the creature is learned once the casting time is complete. This allows the caster to determine a target's type, subtype, natural armour bonus, base attack bonus, movement types and rates, natural weapon attacks and damage, unmodified statistics, innate extraordinary, spell-like and supernatural abilities, racial bonuses to skills and statistics, inherent weaknesses and current hit dice and hit points.

This spell does not reveal any abilities or statistical changes brought about by active spells, equipment, magic items or other external effects. It does not reveal whether a given piece of information is a common trait of the creature's race or something specific to the target. *Analyse creature* does not work on animated objects, constructs or undead, nor will it work on a creature that is dead.

The size of target that can be *analysed* with this spell depends on the caster level. A caster of 3rd through 5th level can affect Medium-size or smaller targets, 6th through 8th level can affect Large creatures, 9th through 11th level can *analyse* Huge targets and a caster of 12th level and above can affect a creature of any size.

Material Component: A drop of blood and a small piece (a few strands of hair, a scale or something similar) of the target to be *analysed*. Since the component must be handled through direct contact during spellcasting, some physical danger could result from this spell.

Darkest Knowing

Divination (Mind-Affecting)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Close

Target: One creature (see text)

Duration: Instantaneous

Saving Throw: Will partial (see text)

Spell Resistance: Yes

While divination spells are powerless to actually inflict any form of compulsion, sometimes the

truth can be a far more effective weapon than any forced effect. By casting this spell at a target creature, the spellcaster grants it just that: the truth.

Darkest knowing calls forth all of the unvarnished truths about the subject, such as its infinitesimal lifespan and its utter insignificance in the grand scheme of the cosmos, and reveals them to it in a single, mind-breaking moment. The target is able to resist this shock of knowledge if it makes a successful Will save and is only affected as per a *daze* cantrip unless it has 11 or more hit dice.

If the target's Will saving throw fails, it is forced to accept these harsh truths in the space of a single heartbeat. Its mind locks up and to all outward appearances, the subject becomes catatonic and will not react to any outside stimulus for a minimum of 24 hours minus one hour per point of Wisdom it possesses. Creatures with a Wisdom score of 24 or higher are immune to this spell, as are any targets with the Perfect Self class feature. At the Games Master's option, certain creatures may be more or less resistant to this spell, depending on their psyches and how well or poorly they might react to its effects.

Equation of Man

Divination (Contingent – Transmutation)

Level: Sor/Wiz 9

Components: V

Casting Time: 1 action

Range: Self

Target: You

Duration: One round per level

Saving Throw: None (harmless)

Spell Resistance: No

This spell has as many different names as there are races that know of it. The ultimate form of social divination, *equation of man* opens the caster to the infinite knowledge of how his own race thinks, acts and lives. Everything about the caster's race, from its history to its myriad social traditions, is laid bare and revealed in one moment of incredible revelation. While this immense amount of knowledge is short-lived and impossible for a mortal mind to retain for long, it can be put to good use while it lasts.

A caster under the effect of *equation of man* cannot fail an attack roll, skill check or saving throw regarding his race. A caster with a template



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(for example, a lich) applies this ability to those of his original race. This ability extends to Craft and Profession skill checks if the subject matter is specific to his race, though appropriate materials must be on hand.

The power of this spell goes even farther. Any task other than combat that this spell applies to can be completed within its duration, no matter how long it would normally take to complete, as long as the caster can dedicate more than half the spell's duration to that task. The sole exception to this is an attempt to chronicle the vast knowledge gained in any way. There is simply far too much information in the caster's mind to allow the kind of concentration required to write down everything he has learned. More narrow topics are acceptable though.

For example, an 18th level elven caster could fight dark elf warriors for seven rounds, hitting with every attack, teleport to a forge in his home village on the eighth round without any chance of error and spend the next 10 rounds crafting a flawless suit of elven chain mail.

This spell has only one downside; the caster can barely think about anything other than the many facets and complications of his own race. Thus, any roll made regarding another race is at a -10 penalty. If the elf in the above example was also attacked by a Huge monstrous spider, he would be hard pressed to defend himself and unlikely to make a saving throw against its poison.

Estimation

Divination

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium

Area: 40 foot burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A useful way of determining information in an area, *estimation* lets a caster state any type of object, creature or status within the burst area of the spell. The caster is then made immediately aware of how many of the named things are within



the area within a given range. If there are less than 10 of the stated items within the burst, the caster gets an exact count. If there are between 10 and 100, the number is to the nearest 10. Between 100 and 1000 is to the nearest 100 and beyond 1000 the count is to the nearest 1000. If the stated item exists in quantities of 100,000 or more, or does not exist at all, the spell fails.

The caster also gets a general idea of where the objects are. This awareness grants a +2 bonus to any Search or Spot checks made to find the targets. This spell negates the 50% miss chance against an *invisible* opponent but, since the spell's duration is instantaneous, the miss chance returns as soon as the *invisible* target moves.

Eyes of the Cat

Divination (Contingent – Transmutation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Self

Target: You

Duration: 5 rounds

Saving Throw: None (harmless)

Spell Resistance: Yes

Eyes of the cat grants the caster a preternatural ability to see motion and a sensitivity to light. For the duration of the spell, you gain low-light vision. If you already possess low-light vision, this spell does not affect or augment it. In addition, you gain a +1 competence bonus to Armour Class against attacks you can see. If the caster possesses a feline familiar, the duration on the spell is doubled.

Material Component: A cat's whisker and a small piece of tigers-eye valued at 1 gp.

Fleeting Genius

Enchantment

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Self

Target: You

Duration: One round

Saving Throw: Will negates

Spell Resistance: Yes

The caster of *fleeting genius* gains an incredible, highly focused ability to perform a single task with flawless precision. The caster picks one skill, saving throw category or attack type. For the duration of the spell, rolls of this type cannot fail if a roll of 40 can succeed. If a 40 would still result in failure, this spell simply cannot help the caster. Attacks aided by *fleeting genius* should still be rolled, as any critical threat (whether it would hit or not with the caster's true bonuses) automatically becomes a critical hit, without the need for a second roll.

Arcane Focus: A specially prepared amulet of platinum and amethyst worth 2,000 gp.

Foretelling

Divination

Level: Sor/Wiz 5

Components: V, S, M, F

Casting Time: 1 minute

Range: Self

Target: You

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: No

Similar to *lesser foretelling*, *foretelling* allows the caster to ask a question and derive a magical answer to it. Unlike *lesser foretelling*, the question can be anything, not merely one answerable by 'yes' or 'no'. The question can also be contingent on as many as three different conditions. Unfortunately, a wider scope means a greater chance for error. When casting *foretelling*, there is a chance for an incorrect or misleading answer (25% minus 1% per caster level). The answer will always be brief, as simple as possible and may not entirely answer the question if it is too vague or open-ended.

'Will I be alive tomorrow?' is a pretty basic question but it is also fairly vague. In this case, the answer could be 'If you are careful, yes'. The Games Master knows that he has a dangerous ambush waiting to spring on the party when they camp tonight but it is not impossible to defeat or avoid.

Arcane Focus and Material Component: A single gold coin carried by the caster for more than



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a day and a set of fortune telling tools costing at least 250 gp. The coin is consumed in the casting.

Gilded Thoughts

Divination

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Self

Target: You

Duration: 10 minutes per level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes

Once this spell is cast, the mind of the caster gains the ability to intercept any attempt to detect his thoughts, establish mental contact with his mind or take control of him through any spell with the charm or compulsion designators. The caster can then make the originator of these attempts see anything the caster wishes them to, making them believe that what they are seeing is the truth. A Sense Motive check on the part of the originator (DC 10 + caster level) can be made to see through this deception. If the deception is detected, the originator can then push past the *gilded thoughts* automatically and achieve whatever effect the original spell would have had.

Arcane Focus: A gold ingot inscribed with the caster's name and personal mark (25 gp).

Gilded Tongue

Divination

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Self

Target: You

Duration: 10 minutes per level (d)

Saving Throw: None (harmless)

Spell Resistance: Yes

This spell continuously divines the best possible thing the caster can say, letting him know what people want to hear and what will accomplish any given communication-oriented goal. While it is in effect, the caster may make a Concentration check (DC 10 + the Difficulty Class of the Diplomacy, Sense Motive, Gather Information or Bluff check normally required) to perform those

skills flawlessly. If the caster actually has five or more ranks in one of these skills, he gains a +2 competence bonus to any Concentration check made to duplicate it.

Arcane Focus: A gold ingot inscribed with the caster's name and personal mark (25 gp).

Greater Analyse Creature

Divination (Contingent – Transmutation)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes

This spell functions like *analyse creature*, except that the information obtained is even more detailed. It informs the caster of both the creature's abilities (as noted in *analyse creature*) and what characteristics differ from the target's normal racial type. The other major difference is that *greater analyse creature* has no true range limitation, works on dead creatures and can be used on undead (though the information it gives is for the creature as it was when it was alive).

Material Component: A drop of blood and a small piece (a few strands of hair, a scale or something similar) of the target to be *analysed*. Since the component must be handled through direct contact during spellcasting, some physical danger could result from this spell.

Greater Foretelling

Divination

Level: Sor/Wiz 9

Components: V, S, M, F

Casting Time: 1 action

Range: Self

Target: You

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: None

This spell attributes its level to its incredibly wide range of uses. It is similar to *foretelling*, except that the question can have any kind of phrasing

and offers a complete, perfectly accurate answer (though it is not always easy to understand). Instead of this ability, *greater foretelling* can be used to duplicate the effects of any divination spell of 7th level or below, foregoing any need for material components other than those required by this spell. Experience point costs, if any, must be paid as normal.

Alternately, *greater foretelling* can be cast immediately after the *foresight* spell to increase the duration of the *foresight* to 24 hours. *Greater foretelling* has no other effect if cast in this way.

Arcane Focus and Material Component: A single gold coin carried by the caster for more than a day and a set of fortune telling tools costing at least 250 gp. The coin is consumed in the casting.

Guided Strike

Divination

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 round

Range: Self

Target: You

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: No

Cast immediately before another spell, *guided strike* is wasted if the caster takes any other action but spellcasting on the round following its completion. Because of the unique nature of this spell, it cannot be cast by anyone under the effect of *haste*, *slow* or similar magic. *Guided strike* enhances the caster's aim and ability to counteract an opponent's defences. Specifically, it removes the Reflex saving throw allowed by the next spell cast, if applicable, and automatically causes a critical hit if the spell allows for one.

If a target of one of these *guided* spells has the Evasion ability, it can still make a save for half damage. In this case, it does not get the normal benefit conferred by Evasion. Improved Evasion acts as Evasion normally would, allowing the target to evade damage from the *guided* spell only on a successful saving throw.

Hand of the Guilty

Divination

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 minute

Range: Close

Target: One object of 1 lb. / caster level or less

Duration: One hour / level

Saving Throw: None

Spell Resistance: Yes

Named for its most common use, this is a specialised form of *locate creature* spell that uses as its focus an object of no more than 1 lb. per caster level. When cast, the item becomes suffused with divination magic and acts to indicate the direction of the last person before the caster to touch it. It does this by gently 'pulling' in the correct direction, moving in much the same way as a dousing rod. Distance is no object but the spell will not cross dimensional boundaries. A failure in this regard is notable and will at least tell the caster that the object of the search is alive but on another plane. If the target is actually dead, the spell will lead to its corpse so long as it is on the same plane as the spellcaster.

Focus: The item to be used as the tracking object, which must be handled in a manner consistent to its construction and purpose during the spellcasting. A weapon must be brandished; a lantern must be lit if it is intact or at least held aloft if not, and so on.

Intuitive Insight

Divination

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Self

Target: You

Duration: 1 hour per level

Saving Throw: None (harmless)

Spell Resistance: No

The caster of *intuitive insight* gains a subtle understanding of nearly every form of skill imaginable. The less he actually knows about a given skill, the more this tenuous wisdom can aid him. This translates into a +5 insight bonus to any skill in which the spellcaster does not possess any ranks. If the caster does have ranks in a given



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skill, reduce the bonus by his number of ranks. Thus, the spell does not give any bonus if the caster has five or more ranks in the skill. *Intuitive insight* does it confer the ability to use exclusive skills. However, it does allow him to use skills that cannot normally be used untrained.

Arcane Focus: A specially prepared amulet of platinum and amethyst worth 2,000 gp.

Law of Simplification

Divination

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Self

Target: You

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: No

This spell allows the caster to manipulate fate and reduce a single action down to its simplest chance for success, negating all mitigating circumstances except the basic odds of its being accomplished. What this does in practice is affect the next standard, full attack or partial action taken by the caster, by removing any armour, circumstance, competence, concealment, cover, deflection, insight or morale modifiers enjoyed or suffered by the caster and the target. For example, if the caster were firing a crossbow at an *invisible* kobold behind a low wall while under the effects of a *bless* spell, the only modifiers to the roll would be the caster's ranged attack bonus, the weapon's enhancement bonus (if any) and the kobold's Dexterity bonus.

The chance manipulated by the caster will swing back out of the caster's favour after this is done. The next time the caster makes a skill check or attack roll that could possibly fail, it will do so.

Law of the Wild

Divination (Contingent – Enchantment)

Level: Sor/Wiz 3, Drd 2

Components: V, S

Casting Time: 1 action

Range: Self

Target: You

Duration: 1 hour

Saving Throw: None (harmless)

Spell Resistance: No

The natural world follows its own rules, rules that can be quite confusing to wizards and sorcerers, who often spend more time dealing with arcane affairs than what resides in the heart of sylvan glades. However, the life of an adventuring wizard can take him into some very inhospitable places, such as dark forests filled with wild creatures. This spell allows a caster to divine the purpose, motivation and desires of animals and beasts.

When cast, the spellcaster gains a +10 insight bonus to Animal Empathy, Handle Animal and Wilderness Lore checks. If the caster does not normally have access to the Animal Empathy skill, he may make skill checks as if he did (in this case, the insight bonus counts as skill ranks). A subtle field of magic surrounds the caster, which keeps creatures of the animal and beast types from attacking him unless he attacks them first.

Lesser Foretelling

Divination

Level: Sor/Wiz 1, Bard 1

Components: V, S, M, F

Casting Time: 10 minutes

Range: Self

Target: You

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: No

A basic divination, *lesser foretelling* allows the caster to ask a simple yes or no question and get an answer through the magical perception of probabilities and fate. While this spell gives as accurate a reading as possible, the question cannot be a complicated one. *Lesser Foretelling* only allows for two conditions and if the wording makes it impossible for the answer given to be a yes or no, the spell fails. The spell also fails if the question is too general or there are too many circumstances to allow for a clear outcome to base an answer on.

An example of a question allowable by *lesser foretelling* would be 'If we follow the path we are on, will we make it to Caer Olvrán by nightfall?'

Following the path and nightfall are the two conditions and the answer would be ‘yes’ since the party is close enough to reach the doomed ruins of Caer Olvran at their current rate of movement. This answer is not a guarantee of getting to the Caer but it is well within the realm of possibility that they can make their destination by nightfall.

If the question had been ‘Will we make it to Caer Olvran?’ the spell will likely fail. While the party is only a few hours from its bone-littered streets, there are packs of dire wolves and the deadly guardian that protects the only entrance to its valley to contend with. The party is certainly not assured of being able to defeat what lies ahead, and so the question is too general to allow for a definitive answer.

Arcane Focus and Material Component: A single gold coin carried by the caster for more than a day and a set of fortune telling tools costing at least 250 gp. The coin is consumed in the casting.

Lesser Mental Unity

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Self and up to five creatures touched

Duration: 1 hour (D)

Saving Throw: None (harmless)

Spell Resistance: Yes

An excellent way to keep track of a companion’s condition, this spell forges a simple bond between the caster and several other creatures. Everyone affected by the bonds formed by a single casting of this spell know instantly when someone in the link is harmed, poisoned, polymorphed, petrified, charmed, killed or rendered unconscious. The death of the caster does not prematurely end this spell.

At any point during the duration of the spell, the caster can cast it again to extend the duration. The caster may use an active bond to send a 10-word mental message to everyone in the link. No one



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can be excluded from the message and the *lesser mental unity* spell ends immediately after it is received. No other form of communication is possible through this link, though range is not an issue once the spell has been cast. The bond does not, however, extend across different planes of existence.

Material Component: A small stack of river pebbles. One is given to each person in the link and shatters when the spell ends.

Master of the Game

Divination

Level: Sor/Wiz 3

Components: V

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes (Harmless)

A simple spell that allows the caster to foresee the future possibilities of a simple action involving a limited number of choices, *master of the game* derives its name from the activity is usually put to; this spell allows the caster to become an expert cheat at gambling. Often prepared or cast through the use of the Silent Spell feat so as not to rouse suspicions at the card table, *master of the game* provides a flawless glimpse into the next round (six seconds of elapsed time, if not in combat) depending on the next action the caster takes.

Although the duration of the spell is listed as instantaneous, it technically does not take place until the caster's next round, when it provides information about the ramifications of the action he is about to take. One action can be 'considered' for every four full caster levels, up to five potential actions at 20th level. For example, if an 8th level diviner uses *master of the game* one round, the next round he could foresee what would occur if he cast *fireball* into the current melee and also what would occur if he targeted the leader of the enemy orcish war band with a *dispel magic*. He would then be likely to opt for whichever choice had the most desirable outcome.

This spell is almost always entirely accurate but the actions of others can also disrupt the flow of time. As such, the most likely outcomes are foreseen and what is revealed usually comes to pass but there is always the possibility of events unfolding in a different way if others involved in the situation react unpredictably. The Games Master is encouraged to keep this spell as accurate as possible without making what its revelations absolute.

Mathemagic Principle

Divination

Level: Sor/Wiz 5

Components: V, S, M, F

Casting Time: 1 round

Range: Self

Target: You

Duration: Next spell cast

Saving Throw: None (harmless)

Spell Resistance: No

If spellcasting can be seen as manipulating unseen energies and bending them to the caster's will, the *mathemagic principle* can be seen as calculating exactly how best to do that. Also called *spell equation*, this complicated rite allows the caster to utterly optimise his next spellcasting by divining the most powerful gestures and incantations to make at the exact moment he casts his next spell. Because magic is such an ever-changing force, *mathemagic principle* does not work if the knowledge gained by calculating it is not used immediately. The caster cannot even make a five-foot adjustment between the casting of this spell and the one to be altered.

When this spell is cast, the caster must make a Spellcraft check (DC 15 + the level of spell to be affected). Failure causes magical backlash that deals 1d6 points of subdual damage per level of the affected spell and wastes the *mathemagic principle*. Success causes the next spell the spellcaster casts to be affected by the Empower Spell and Maximise Spell feats.

Arcane Focus and Material Component: A piece of black slate (100 gp) and three chalk sticks of different colours. The chalk is consumed in the casting of the *mathemagic principle* spell.

Mental Unity

Divination

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Self +1 creature per level touched

Duration: 1 day (D)

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes

This spell functions as *lesser mental unity* except that the number of creatures that can enter into the bond is greater. The caster can also communicate freely with any member of the bond, which does not automatically end the spell and can exclude any individual the caster wishes. In addition, the other members of the bond can each send a single 10-word message to everyone else in the link but this cannot exclude recipients and removes the sender from the link.

Material Component: One amethyst for each creature in the link (100 gp each), which shatters when the spell ends.

Mindshriek

Divination (Contingent – Abjuration)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Self

Target: You

Duration: 24 hours

Saving Throw: Will partial (see text)

Spell Resistance: No

Possibly the closest thing the divination school has to a defensive spell, *mindshriek* guards the spellcaster’s mind by setting up a psychic trap that affects anyone who tries to force contact with, or control, his mind. This ‘trap’ lingers in the spellcaster’s mind for up to 24 hours; disappearing after that time if it has not been triggered. If the caster is the target of any unwanted or unknown telepathic contact, mind-affecting spell or mental attack, the *mindshriek* occurs automatically.

Mindshriek floods the caster’s mind with divinations about thousands of random topics, all within a single moment, while shielding the

caster from seeing any of them. The source of the mental contact is assaulted by the entire divination, unable to evade the maddeningly intense surge of sights, sounds and thoughts. This deals 1d6 points of subdual damage per caster level to the attacker, permanently drains them of two points of Intelligence and stuns them for 1d4+1 rounds. The attacker is permitted a Willpower save, with success negating half of the damage, drain and stun period.

Material Component: A clay tablet engraved with the caster’s personal mark and a single drop of the caster’s blood.

Moment’s Brilliance

Divination

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Self

Target: You

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: No

When cast, this spell enhances the caster’s Intelligence to an incredible degree, allowing for clear thought and truly inspired reasoning for a brief time. Any Intelligence-based skill or ability check succeeds automatically if the DC is 30 or less. This spell has no effect if the DC is 31 or above. In addition to this effect, *moment’s brilliance* acts as a one round *comprehend languages* spell, permits the use of any Knowledge skill without needing ranks in it and, if the caster bases his spell DCs on Intelligence, increases the DC of any spell cast while under the effect of *moment’s brilliance* by +2.

Arcane Focus: A specially prepared amulet of platinum and amethyst worth 2,000 gp.

Portents and Omens

Divination

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 feet + 10 ft./level)

Target: 1 creature per 2 levels

Duration: One hour



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Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell makes the caster acutely aware of the world around him, letting him take special note of subtle signs that can foretell the future. More importantly, this spell allows the caster to directly manipulate these signs to improve his luck or impair that of others. If the caster wishes to improve his own future, this spell provides a +1 luck bonus to all ability checks, skill checks, saving throws and attack rolls.

If the caster wishes to exacerbate the future of others, each desired target in range gets a Will save to negate the spell's effect. Failure to save against the *portents and omens* means the target suffers a -1 luck penalty to all ability checks, skill checks, saving throws and attack rolls.

Neither of these effects can be dispelled once the spell has been cast but dissipate automatically when the duration expires.

Material Component: An intricate wood and cloth doll costing 10 gp for each target.

Pure Sight

Divination

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 minute

Range: Self

Target: You

Duration: 1 hour per level (D)

Saving Throw: See text

Spell Resistance: No

Pure sight duplicates the effects of several lesser divinations, allowing the caster a great chance of detecting anything that is amiss in the area. While *pure sight* lasts, the caster can change its effect as a free action on his turn once per round, choosing from the following effects: *arcane eye*, *clairvoyance*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *detect poison*, *detect scrying*, *detect secret doors*, *detect undead* or *see invisibility*. While this spell is in effect, a pale, magical light surrounds the caster's eyes, conferring the constant effects of a *darkvision*

spell. These effects call for saving throws as normal but the DC is based on the *pure sight* spell.

In addition, as long as at least one hour remains in *pure sight's* duration, the caster can change its detection ability to duplicate the effects of arcane *true seeing*. This effect will last for one hour, cannot be changed and ends the *pure sight* spell immediately after the hour has elapsed.

Singular Focus

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Self

Target: You

Duration: Varies

Saving Throw: None (harmless)

Spell Resistance: No

Singular focus gathers every aspect of the caster's attention and magical divination abilities into the performance of a single task. This greatly increases his ability to perform that task but does so at the exclusion of anything else until the subject of the *focus* succeeds. While *singular focus* is in effect the caster is effectively helpless and loses his Dexterity bonus to AC. Aside from meeting the bare minimum physical needs, such as eating, sleeping and occasional bathing, the caster can do nothing but work on the task at hand.

When cast, the caster chooses one narrow task, such as picking a lock, deciphering an ancient tome or crafting an item. The caster must meet all of the prerequisites for performing the task (possession of the appropriate skills and feats, materials on hand and conditions allowing for work) before casting this spell. Once cast, *singular focus* does not allow the caster to move more than 10 feet in any direction without negating its effects.

While in effect, *singular focus* guarantees success and cuts the time required in half. Material costs are not affected but any skill checks required during the task's completion are automatically successful. Note that this reduction of completion time affects the crafting time of magical items

but the intense focus that drives this reduced time doubles the experience point cost of the item.

Arcane Focus: A specially prepared amulet of platinum and amethyst worth 2,000 gp.

Shared Minds

Divination

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Self and Touch

Target: You and one creature per 6 full levels

Duration: 1 hour per level (D)

Saving Throw: Will negates

Spell Resistance: Yes

By casting *shared minds*, the spellcaster enters into a state of subconscious rapport with one or more target creatures. No communication is possible through the link and it does not allow the caster to interrogate the subjects or learn secrets but it does allow all involved to operate more efficiently as part of a greater whole.

Each subject of *shared minds* gains an insight bonus to their attack rolls and skill checks equal to +1 for every full +5 bonus possessed by the most skilled member of the link. In addition, everyone in the link uses the best Willpower save available in the group. However, a failed Willpower save by any member of the group affects every member equally. In addition, whenever a member of the link is dealt lethal damage, every other member suffers an amount of subdual damage equal to one-quarter of the damage dealt.

Material Component: A single amethyst worth 500 gp for each creature to be included in the link.

Telepathic Assault

Divination (Mind-Affecting)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close

Target: One living creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

One of the only offensive spells of the Divination school, *telepathic assault* functions much like *mindshriek*, in that it divines thousands of different things in a single moment and forces this cacophony of information into the mind of the target creature. *Telepathic assault* deals 5d6 points of subdual damage and 5d6 points of mental damage as it overwhelms the mind and psyche (treat as lethal damage of no particular subtype). A Will save negates the lethal damage but not the subdual.

Targets immune to mind-affecting spells or under the effects of *mind blank* are unaffected by this spell. A *ring of mind shielding* or similar magic negates the lethal damage automatically and allows a Will save to negate the subdual damage.

Timesight

Divination

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Person, object, or place touched

Duration: 1 round per hour viewed (D)

Saving Throw: Will negates

Spell Resistance: Yes

By casting *timesight*, the caster attempts to read the past or future of an object, person or place touched, to a maximum of one day per caster level. Immediately upon casting the spell, the caster must make a Concentration check (DC 20) or lose the spell due to the chaotic, incomprehensible images that flood his mind. If this occurs, nothing useful is gained and the spell has no further effect. Unwilling sentient creatures, objects or places may make a Will save to negate this spell's effects.

If the Concentration check succeeds, the caster states an amount of time and can look either backwards or forwards (not both) along the flow of time for the subject. Seeing the past is easier and the images gained are clear and occur as if the caster were present for the events that transpired. However, nothing in the past can interact with him and vice-versa. This spell does not grant visual abilities the caster does not normally possess and spells that grant augmented vision, such



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as *darkvision*, are rendered inoperable for the duration of the *timesight*.

Attempting to see the future is far more complicated and requires a Concentration check each hour (DC 20 +5 for each hour past the first). Failing a Concentration check ends the spell immediately but the caster retains memory of anything seen up to that point. Images of the future are not as clear as those of the past and the reason for this disparity is a topic of much debate among those who know this spell and its effects. Ultimately, the Games Master is the final arbiter of what can be seen with this version of the spell.

Arcane Focus: An hourglass or pocket watch worth 1,000 gp.

Touch of the Artisan

Divination

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: Varies

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell opens the recipient's mind to an incredible amount of information about the crafting arts. The caster must choose a focus for this spell when he casts it, choosing from any Craft skill available in the campaign world.

Once cast, the recipient gains a +25 virtual skill modifier (23 ranks in skill and the Skill Focus feat) for the purposes of the chosen Craft. This supersedes any ranks or Skill Focus the subject might already have in that skill. This bonus lasts as long as it takes for the recipient to create a single item and its masterwork element, if applicable.

While working on this item (which can be as simple as a poem or as complex as a suit of full plate), the recipient must work at least eight hours a day and do nothing more than rest and converse for the remainder of each day. Any significant interruption ends the spell immediately and has a 50% chance of ruining the item. The subject must

begin work on the item the same day this spell is cast or it ends with no further effect.

Material Component: A masterwork set of tools for the chosen Craft.

Touch of the Divine

Divination

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Self

Target: You

Duration: 1 hour per level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell is a dangerous divination at best but its effect is often well worth the risk. It grants the caster a sudden, intuitive knowledge of the essence and true name of a chosen god. This can be any deity the caster knows of and does not need to be of a compatible alignment. The deity is instantly aware of this intrusion and may choose to take offence (usually in the form of a planar being of appropriate type appearing after the spell ends). This offence is best left to the individual Games Master to adjudicate specifically but suffice to say *touch of the divine* should never be cast lightly.

Once cast, the knowledge gained by this spell grants the caster the ability to 'trade out' spells for any spell from any of the deity's domains of the same level, similar to the cleric's Spontaneous Casting ability. Each time this is done, the caster must make a Concentration check (DC 30) or *touch of the divine* ends immediately after the traded spell is cast.

The knowledge of the deity's true name is a subtle and intuitive one. It cannot be imparted through any form of communication and cannot be put to any other use. Once the spell ends, the knowledge disappears completely.

Arcane Focus: A holy symbol of the chosen deity that has been used to cast at least one third-level divine spell.

Touch of the Healer

Divination

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Mending torn flesh and setting broken bones magically is the unquestioned province of clerics, bards and druids but the mundane skills required to do so can be learned by anyone. *Touch of the healer* grants the recipient temporary mastery of the healing arts.

Once cast, *touch of the healer* allows the subject to automatically stabilise dying creatures as if he had made a successful Heal check. By taking a full-round action while in contact with an injured target, the recipient can restore 1d4+1 hit points through incredibly expert medical attention. This healing can only benefit a target once per day but it can affect as many different targets as the caster desires during the spell's duration.

If the subject of the spell possesses one or more ranks in Heal, he gains the ability to automatically accomplish anything that skill can achieve as a full-round action (unless the chosen type of treatment takes longer, in which case the time required increases to one hour). Any required skill check is automatically successful.

Arcane Focus: A masterwork healer's kit.

Touch of the Merchant

Divination

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

A simple but incredible useful divination, *touch of the merchant* allows the recipient to know the

approximate value of any item he handles. This 'value' is an approximation (+/-10% of the true value) and does not take speciality markets into account unless the recipient is aware of them.

Arcane Focus: A gold coin *blessed* by a priest of any god concerned with merchants, business, wealth or finance.

Touch of the Mystic

Divination

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Self

Target: You

Duration: 10 minutes per caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell brings the recipient in tune with magical energies and the flow of power that exists in the world around him. While this spell is in effect, the recipient can freely use *detect magic* and *identify*, though only one of these powers can be in effect in any given round. A subject under the effects of this spell will also know immediately when a new source of magic (an active spell or magic item, for example) comes within 30 feet. This makes the recipient difficult to surprise by anyone carrying or casting magic nearby and may spoil sneak attacks at the Games Master's discretion.

If the recipient can make physical contact with a target, he learns of any spell-like or supernatural abilities it possesses at a rate of one per round, in the same manner as an *identify* spell. Magical traps can be discerned and contact while under this spell's effects does not set off such traps. Once identified this way, the recipient gains a +5 insight bonus to Disable Device checks regarding that trap.

Arcane Focus: A wand, staff or other charged device with *detect magic* as one of its abilities. The device loses a single charge when *touch of the mystic* is cast.

Touch of the Sage

Divination

Level: Sor/Wiz 3



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Components: V, S
Casting Time: 1 action
Range: Self
Target: You
Duration: 10 minutes per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

When cast, the caster chooses either a specific Knowledge skill or Spellcraft, gaining the ability to use that skill with uncanny accuracy for the duration of the spell. The caster immediately gains 10 virtual ranks in the chosen skill that supersede (do not stack with) any ranks the recipient might otherwise possess. Any check the recipient could now 'take 10' on and succeed at can be done as a free action once per round.

This spell allows the recipient to retry a failed skill check with the chosen skill once. If this second try does not succeed, the spell immediately ends.

Arcane Focus: A one-inch square of fine parchment with a drop of blood from any creature with 10 or more ranks in the chosen skill.

Touch of the Scoundrel

Divination
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Self
Target: You
Duration: 10 minutes per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

By focusing the divinatory arts on the skills of criminals, the caster imparts a basic understanding of how to perform them upon the recipient. While this is no replacement for a true practitioner of the shadowy arts, it can allow the recipient to perform in a crisis or act stealthily when the need arises.

The recipient gains five virtual ranks in Disable Device, Hide, Move Silently, Open Lock, Pick Pocket and Search for the duration of the spell. These supersede (do not stack with) skill ranks already possessed by the recipient. In addition, while this spell is in effect, the recipient is

considered a rogue for purposes of trap detection and disarming.

Arcane Focus: A set of masterwork thieves' tools.

Touch of the Soldier

Divination
Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 1 action
Range: Self
Target: You
Duration: 1 hour per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The mark of a true fighter is his expert and specialised skill with his weapon of choice. That same level of singular dedication is the focus of this spell. The target of this spell gains an amazing amount of skill and expertise in the use of a single weapon designated at the time of the casting. While wielding that weapon, the recipient is nearly as good as a specialised fighter of the same level.

The character gains the Martial Weapon Proficiency, Weapon Finesse (if applicable) and Weapon Focus feats with the chosen weapon. In addition, the recipient gains the base attack bonus of a fighter of his character level. This increase is not compatible with other spells that affect base attack bonus or give a bonus to attack rolls (*transformation*, for example) and the spell ends if the target is affected by one of these spells

This spell also grants the recipient the ability to wield the chosen weapon with truly unnatural skill for a brief amount of time. The subject of the spell may choose, at the beginning of his action, to consume the remaining duration of the spell in order to gain the effects of a *true strike* spell on every attack he makes that round.

Arcane Focus: Masterwork weapon of the selected type.

Touch of the Torturer

Divination
Level: Sor/Wiz 8

Components: V, S, F
Casting Time: 1 action
Range: Self
Target: You
Duration: 10 minutes per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Much like *touch of the healer*, this spell imparts an in-depth knowledge of the medical arts. Unlike that spell, however, the target learns only what happens when this knowledge is used to harm instead of heal. Pressure points, painful joint locks and bleeding wounds become terrifyingly easy for the recipient to invoke, as his mind is focused on the task of pain and anguish.

Any weapon wielded by the target gains the *wounding* special ability while this spell is in effect. In addition, the target gains the Sneak Attack and Crippling Strike class features, as if he were a 10th level rogue.

If the diviner uses this knowledge as part of interrogation, the target must make Willpower saves against the spell's DC each minute to resist such expert ministrations. The caster never runs the risk of inadvertently knocking out or killing targets during this questioning. Using the spell for this purpose is an evil act.

Arcane Focus: A used piece of torturing equipment.

Word of Absolution

Divination
Level: Sor/Wiz 8, Clr 8
Components: V
Casting Time: 1 round
Range: Self
Target: You
Area: 10 foot burst
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: No

If words carry power, then *word of absolution* is the ultimate expression of that maxim. By using divination magic to discover the single word that applies to the moment and place of this spell's casting, the caster can speak that word and set up

a harmonious synergy of incredible potency. The primary effect of this utterance is to invoke a *break enchantment* on the caster and everyone within a 10 foot burst around him. This takes effect immediately upon speaking the *word*. Any target in the burst that wishes to resist the *word's* effects may make a Willpower save to retain the effects of one spell.

The secondary effect continues for one hour after the *word* is uttered. As time passes, echoes of the *word* are heard in the caster's mind, growing fainter as the minutes pass. The power of the *word* is not as potent as it was when initially cast but it is enough to act as a continual *mind blank* effect. In addition, the caster is immune to any effect that would bestow a *curse* or alter his form or alignment during this time. The echo cannot be dispelled and the caster cannot forego its protection.

A tertiary effect occurs if ghosts or other incorporeal undead are within the burst radius. These creatures must make a Will save or be destroyed by the *word of absolution*. Entities destroyed in this way are sent on to whatever afterlife awaits them and cannot be the subjects of *raise dead* or *resurrection* spells. Incorporeal undead that succeed at the Will save suffer 10d6 points of damage.



KNOWING THE UNKNOWNABLE

For practitioners of divination, the arts of awareness cannot merely depend on spells alone. In addition to the valuable skills of Listen, Search and Spot (all unfortunately cross-class skills for a wizard or sorcerer), a diviner needs to have as many abilities at his disposal as possible. The situations of battle and adventure can change very quickly; not even being prescient can predict what a diviner may need to have from one day to the next.

This is not made any easier by the immutable nature of feats and skills. Once chosen, feats and skill ranks cannot be changed. This makes perfect sense, given that they represent training and learning gathered during the course of a

character's adventuring career. The unfortunate drawback of this system is that characters grow linearly in 'bursts' (gaining a one-time boost in skills and abilities each time they earn a new level) and do not have the option of letting old talents diminish in favour of newer, more applicable ones.

Given the intuitive nature of a diviner, this concept is even more appropriate. Should not a character with the magical ability to sense the future have some ability to anticipate what he may or may not need to study before it becomes an issue? This ability should not be infallible (few divination spells are) but a slight advantage in this regard does not seem unreasonable.

Divination magic is the undisputed master of sensory manipulation. From general improvements, such as *detect magic*, to purely arcane senses, such as *foresight*, a diviner can be acutely aware not only of the world around him but of everything that occurs (and will occur) within it. Spells provide this improvement to a diviner's awareness but long-term exposure to such magic can have lingering effects. The Alertness feat is an excellent starting place for simulating such enhancements, especially as a wizard or sorcerer with a familiar gets it for free while they are within reach.

Another way of building these innately augmented senses is with the Awareness category of feats presented in this chapter. Each one has the Alertness, Awareness and the ability to use divination magic as prerequisites. The Awareness feats allow the use of a special sense that is not normally available to characters, or greatly enhances a sense they already possess.

Certain feats are valuable for any spellcaster, such as Spell Focus and Spell Penetration. Diviners are no exception, though these do not come into play as often as they would for an evoker or transmuter. For a more fitting feat, try Spell Prescience. Feats like this can help define the kind of psychic, insightful character that best represents the diviner.



Lastly, several general feats are available for those with a desire to expand the capabilities of their characters in useful ways. These have no prerequisites and can be taken by anyone, though they are extremely appropriate for diviners and those who practice the more cerebral arts of magic and lore.

Aptitude (General)

Through either the benefits of a formal education or a natural ability to retain what you learn, you can gain more from your experiences than others. Time proves to be a better teacher to you than to others.

Prerequisite: Intelligence or Wisdom 12+.

Benefit: You gain two extra skill points at each level. This takes effect the level you select the feat and continues for every level thereafter. It is not retroactive, nor is it multiplied at first level, being added on as a bonus in a similar vein to bonus skill points for being human.

This feat can be taken multiple times, although a character cannot gain more skill points at each level than 10 + his Intelligence modifier.

Awareness (General)

You have a supernatural ability to use your senses even when prevailing conditions would otherwise prevent you from doing so. This has been developed from exposure to divination magic and relies on your ability to wield the same.

Prerequisite: Alertness, Ability to cast Divination spells.

Benefit: You only suffer only half the listed penalty for any effect that limits your senses. Darkness and *invisibility* are among the effects you can diminish. You also gain a Will save anytime you are exposed to an effect that alters your perceptions, even if the effect does not normally allow one. In addition, you gain a +2 competence bonus to any saving throw caused by an illusion or sense-affecting spell (such as a *symbol of pain* or *blindness*).

Crystal Attunement (General)

You can focus your ability to scry through a crystal ball with unparalleled acuity. It is difficult for targets of your scrying to evade you when you use a crystal ball attuned in this manner, though the process can be quite draining.

Prerequisite: Scry 1 rank, Charisma 10+.

Benefit: By spending 10 minutes preparing and making a Concentration check (DC equals that of the Scry check), you can gain several benefits. First, you gain a +5 competence bonus to the Scry check. Second, attempts to detect your scrying suffer a -5 circumstance penalty. Third, any penalties associated with attempting to scry the target, such as a *nondetection* spell, are reduced by half due to the intensity of your focus.

Special: In order to use this feat, you must be using a *crystal ball* and each Scry check made using Crystal Attunement deals 2d6 subdual damage to the scrying character.

Defensive Divination (Awareness)

Through the subtle, constant use of divination abilities, you are made aware of danger a few moments before it actually occurs. While this does not always give you the ability to evade such dangers, you are able to react when others could not.

Prerequisite: Awareness.

Benefit: Upon taking this feat, you gain one of the benefits listed below. If you already possess the listed benefit, you gain the next highest benefit instead.

1. +1 competence bonus to Armour Class.
2. Uncanny Dodge (retain Dex bonus to AC).
3. +1 competence bonus to Reflex saving throws.
4. Uncanny Dodge (cannot be flanked).
5. Evasion.

Special: This feat can be taken a maximum of five times, with the character gaining the next benefit on the list above each time he does so.

Heightened Sight (Awareness)

Your vision has been enhanced through divination magic to greater accuracy and distance, allowing you to see things others could never bring into focus.

Prerequisite: Awareness.

Benefit: You gain a +5 circumstance bonus to Spot and Search checks when vision is a factor. Your range of vision with any sight-related ability (darkvision, for example) or spell is increased by 20 feet regardless of visual conditions. Magical darkness and obscuring spells still block your ability to see but natural effects can be mitigated with this bonus.



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Special: If you also possess the Tremulous Touch and Wolfen Boon feats, you gain the Blindsight special quality, in addition to the benefits provided by the feats.

Indirect Spell (Metamagic)

A spell you cast with this feat can travel through a scrying focus or divination spell and bypass the need for line of effect or range limitations.

Prerequisite: Any other metamagic feat.

Benefit: If you have a valid target visible through the use of a scrying device or the effect of a divination spell immediately before you begin to cast it a spell prepared with this feat, you are considered to have line of sight and line of effect to the target. The target of the Indirect Spell gain a +2 bonus to their saves, if any, because of the slight weakening effects of channelling the magic through the divination effect. Range is not a concern for the original spell but Indirect Spell cannot channel a touch attack.

Casting a spell with this feat uses up a slot two levels higher than the original spell. In addition to

this limitation, only one spell of each spell level can be used with Indirect Spell each day.

Precognitive Learning (General)

When gaining new skills, you have an instinctive ability to see into the future and know what will benefit you the most. While this ability is far from perfect, it does give you a distinct edge.

Prerequisite: School Focus (divination) or Spell Focus (divination).

Benefit: Each time you gain a feat or skill points, you may delay selecting them. Instead of spending them immediately, you may opt to select the feat or skill at any time in the future before you gain your next level. If you gain a level before making your delayed selection, you must make the delayed selection immediately, before applying the new level.

This feat allows you to simulate having trained previously to deal with a situation in the future. It does not negate prerequisites for feats or allow you to take skills you do not qualify for. If a feat or skill requires special training or circumstances to be selected, those must have been available when the feat or skill points became available originally.

Normal: When a character gains an experience level, feats, skills and other benefits must be chosen immediately.

Psychic Spell (Metamagic)

A curse to those who rely on physical might and agility, your spells target the mind as well as the body, making them much harder to resist.

Prerequisite: Ability to cast illusion and divination magic (arcane or divine)

Benefit: Any spell with a range other than personal that offers a Fortitude or Reflex saving throw can be prepared with Psychic Spell. The spell gains the mind-affecting designator in addition to any that it might already possess, which may make certain targets immune to it when they might otherwise not be (undead, for example). A Psychic Spell has its saving throw changed to Willpower, although the other aspects of the save (half, negates, etc.) remain unchanged. Damage caused by a Psychic Spell is automatically subdual, though powers that reduce, negate or render a target immune to subdual damage do not apply.



Preparing a spell with this feat takes up a spell slot three levels higher than the original spell.

Spell Prescience (Special)

Your focus towards divination magic allows you to have a psychic awareness of spells that might be useful in the day ahead. This allows you to prepare spells in advance without even knowing why you will need them.

Prerequisite: School Focus (divination), Spell Focus (divination).

Benefit: You may leave one slot per spell level you can cast unfilled. At any point before you next rest to regain spells, you can fill one or more of these slots with a spell you know of the appropriate level as a free action.

Tremulous Touch (Awareness)

Your sense of touch has grown so acute that you can feel vibrations in the air and through the ground. With this incredible perception, you are extremely hard to surprise.

Prerequisite: Awareness.

Benefit: You notice the passage of any corporeal creature or object within 30 feet automatically, though you do not know precisely where that person or object is. If a surprise round occurs and you have an opponent within 30 feet when it begins, you may also roll initiative and act normally. Your miss chance due to *invisibility* is only 25%.

You may make a Concentration opposed by the Non-Player Character’s Move Silently check any time someone attempts to sneak attack you. If you succeed, the attack is conducted normally and is not considered a sneak attack. This also disqualifies an assassin’s Death Attack.

Special: If you also possess the Heightened Sight and Wolfen Boon feats, you gain the Tremorsense special quality, in addition to the benefits provided by the feats.

Vigilant (General)

You are a naturally observant person, able to take in the details of your surroundings even when your peers have to dedicate themselves to other pursuits.

Prerequisites: Alertness.

Benefit: Listen, Search and Spot are class skills for you. In addition, you gain a +1 competence bonus to skill checks with these skills.

Wolfen Boon (Awareness)

Your hearing and sense of smell have become preternaturally keen. You can hear a whisper across a crowded room and smell a single rose in a blooming garden.

Prerequisites: Awareness.

Benefit: You gain a +10 competence bonus to Listen checks and a similar bonus to any Search or Spot checks where scent could be a factor. If you gain the ability to track, you receive a +4 bonus to any tracking checks you have to make. You temporarily lose your scent bonuses if you are exposed to truly pungent odours, such as a skunk’s musk, and you take +1 damage per die from sonic attacks.

Special: If you also possess the Heightened Sight and Tremulous Touch feats, you gain the Scent special quality, in addition to the benefits provided by the feats.



DIVINATION FEATS

Diviners can benefit greatly from the use of magical tools. Given the size and relative bulk of the material components for certain Divination spells, an enchanted alternative comes as a great boon. While anyone with a rank of Scry can use a *crystal ball* or other such scrying device, diviners have a distinct advantage in their long experience and generally high skill ranks.

Divination magic is also an excellent school on which to base magic item creation. *Crystal balls* have to be made, and coveted items (such as *eyes of the eagle* and *potions of darkvision*) are prized by warriors and scoundrels alike. By conveying even the smallest benefit that a diviner gets from his school through an item anyone can use, he can help his companions realise just how valuable his talents are. Beyond this motivation, financial gain is a great reason to craft Divination items. By mystically binding the power of *true seeing* in a brilliantly faceted gem, a spellcaster can keep himself in component money for a long time to come.

Even if a given diviner is not inclined to create items himself, the school has been portrayed in magical devices for untold centuries. Such items rest in the scale-encircled hoards of ancient dragons, the long-forgotten treasure vaults of fallen empires and the clouded depths of shipwreck-laden seas. Ironically, those searching for such items are likely to use divination magic of their own to seek them. Finding a lost item can be the stuff of great adventure.

Armour of Guidance

Armour enchanted with this property is usually metal and always incorporates bracers and leg greaves into its design. Often, these pieces have stylised hands or melee weapons worked into their surface. Armour possessing this property does not usually have gems encrusting its surface and, unlike many forms of magical armour, does not look new and unused. A suit of armour with this property generally appears a little worn, seemingly having seen more than a few battles, though it is still serviceable.

A suit of armour enchanted with *guidance* can be called upon to greatly increase the wearer's skill in melee combat. The suit actually



moves the wearer's body, guiding him through the motions of combat even when his foe is difficult to see or concealed by darkness. The suit can even be called upon to guide the wearer through an incredibly deft attack; one an opponent will be hard-pressed to avoid. The wearer gains the Blind-Fight feat while the armour is worn and can invoke a *true strike* spell three times per day but only on melee attacks.

Caster Level: 9th; *Prerequisites:* Blind-Fight, Craft Arms and Armour, *true strike*; *Market Price:* +2 bonus.

Armalet of the Arcane Eye

A fine helm of silver-grey steel or mithril, the *armalet of the arcane eye* has a fixed visor with a single, narrow eye slit that is inset with an intricately faceted diamond nearly 10 inches in diameter. The gem glimmers like a captive rainbow when any light shines on it and this radiance seems to flare along the arcane runes that cover the helmet. When worn, the *armalet* does not obstruct vision or hearing at all, providing a full field of view and sound despite its physical appearance. In fact, both senses are enhanced slightly, granting the wearer the Alertness feat while it is worn.

The helm's true power comes when the wearer wishes to see something in greater detail or search for something hidden from normal sight. Then, the diamond eyepiece begins to glow with a brilliant spectral fire and the wearer benefits from *true seeing* (arcane version), *detect secret doors*, *find traps* and a +10 circumstance bonus to Search and Spot checks. The helmet can be used for 10 rounds per day, is activated as a free action and does not have to use its full duration all at once. Even when the 10 rounds of power are depleted, the *armalet* offers unimpeded vision and Alertness.

Caster Level: 10th; *Prerequisites:* Alertness, Craft Wondrous Item, *detect secret doors*, *find traps*, *true seeing*, Search 5 ranks, Spot 5 ranks; *Market Price:* 31,500 gp; *Weight:* 2 lb.

Band of Baleful Thought

A great boon for warriors of any kind, this pale silver band inset with cabochons of onyx is

designed to be worn on the upper arm and does not count as occupying a magical item slot. When worn on the primary weapon arm (right arm if the wearer is ambidextrous), its power manifests. The *band of baleful thought* is enchanted with useful knowledge about the habits, tendencies, vulnerabilities and combat techniques of a single creature type. Any creature type eligible for a ranger's Favoured Enemy class feature is appropriate for the *band*.

When worn, the *band of baleful thought* grants the wearer the Favoured Enemy class feature regarding the creature type it was created to oppose, as if he was a first-level ranger. If a ranger that already has the creature type as a favoured enemy wears the *band of baleful thought*, his bonus against that creature type increases by +1.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, Favoured Enemy class feature or *legend lore*; *Market Price:* 15,000 gp.

Coral Chalice

An elaborate drinking goblet made of carved red coral, the rim of the *coral chalice* retains the razor-sharp edges the material is known and feared for. Imbibing anything from the cup lacerates the drinker's lips, inflicting one point of *wounding* damage. This cut will keep bleeding until a Heal check or *cure* spell is applied, just as the magic weapon property of the same name. While this would seem to make the *chalice* useless, it is an integral part of how the item works.

To use the *coral chalice*, the holder must fill it halfway with clear, pure water and bear it in one hand while he casts any divination spell. Just before completing the spell, the holder takes a sip from the cup and lets its rim cut open his lips. He then drains one hit points worth of blood into the cup for each spell level. He must make a Concentration check (DC 10 + twice the spell level) to avoid losing the spell and ruining the process. If the check is successful, the spell becomes bound in the water of the chalice.

The next person to drink from the *chalice* benefits from the spell as if he had cast it. This drink will also cut the imbiber's lips but the magic in the water closes the wound after inflicting only



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a single point of damage. The caster level of the imbibed spell is equal to that of the donor. Once the spell is bound in the *chalice*, the slot it occupied for the caster is spent and can be regained normally. A spell will remain imbued in the red-tinged water for one day per caster level. If it is not imbibed in that time, the water boils away and the *coral chalice* becomes usable again.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *imbue with spell ability*; *Market Price:* 30,000 gp; *Weight:* 2 lb.

Earcuff of Eloquence

This appears as a plain golden band sized to fit around the outer edge of a humanoid's ear. Delicate engraving around the edges of the *earcuff* forms a swirling pattern of enchantment that glows softly at all times. When worn, the *earcuff* sharpens the wearer's hearing, providing a constant +1 insight bonus to Listen checks.

This bonus is a side effect of the *earcuff's* true purpose – communication. The wearer of the *earcuff* finds his speech more convincing and his words better chosen than before, gaining a +5 bonus to Bluff and Diplomacy checks. To facilitate this ability, the golden band also grants a continuous use of the *tongues* spell. If the *tongues* ability does not function for a given subject, the bonuses granted by the *earcuff* do not apply.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *tongues*, *ghost sound*, Bluff 1 rank, Diplomacy 1 rank; *Market Price:* 31,500 gp.

Elixir of Sight

A clear, faintly glowing herbal potion crafted by divination spellcasters, the *elixir of sight* provides the imbiber with the Blindsight ability, as described in *Core Rulebook III*. This power occurs immediately and lasts one full hour. For half an hour after the potion's main effect ends, the imbiber gains darkvision with a 60-foot range. Once this additional half-hour is ended, the drinker gains low-light vision with a 60-foot range for another 30-minute span of time. The potion's effects end entirely after the low-light vision fades.

Creating this potion requires the blood of a creature with the Blindsight special quality and the

optical secretions of a creature possessing low-light vision.

Caster Level: 5th; *Prerequisites:* Brew Potion, *darkvision*; *Market Price:* 1,125 gp.

Eyes of Spellsight

When worn, these lenses (which must be worn as a pair) give the wearer a constant ability to *detect magic* within line of sight. This sight only allows the detection of magical auras on visible objects. No amount of concentration will reveal any more than that an object or person has a magical effect. In their basic form, without the addition of magic on the wearer's person, this power is all the *eyes* grant their wearer.

If worn by someone with an actual *detect magic* spell or ability active, these lenses allow the wearer of a pair of *eyes of spellsight* to attempt a counterspell action while benefiting from a *detect magic* spell. They gain a +5 circumstance bonus to the Spellcraft check due to the additional information about the target spell provided by them.

Caster Level: 3rd; *Prerequisites:* Craft Staff, *detect magic*; *Market Price:* 1,000 gp.

Gauntlet of Spellknowing

An exquisitely crafted gauntlet of exotic metals, heavy silver silk and intricate chain links, the *gauntlet of spellknowing* is a great boon to spellcasters with access to the school of Divination. The *gauntlet* is so thin and finely made that it does not impede spellcasting at all, nor does it hinder the wearer with an armour check penalty of any sort. When worn by anyone without the ability to cast arcane divination spells, it grants the ability to cast *identify* and *detect magic* once per day.

On the hand of someone who can cast such spells it becomes far more potent. At will the wearer can cast *detect magic* as a free action and maintain it as long as he chooses to concentrate. By touching a magic item or spell effect with the *gauntlet*, the wearer can cast *analyse dweomer* on it as a full-round action. This power is also usable without limit but it carries a special condition. If the item or effect has a caster level higher than that of the wearer, the only information gained is the

predominant school and caster level of the item or effect.

The wearer can use these abilities without risk of activating the effect or any curses on the item in question, unless the effect is not triggered by a touch. For example, if the wearer handled a box that was trapped with a *fire trap* spell, the wearer can identify the *fire trap* and will not set it off unless he opens the box.

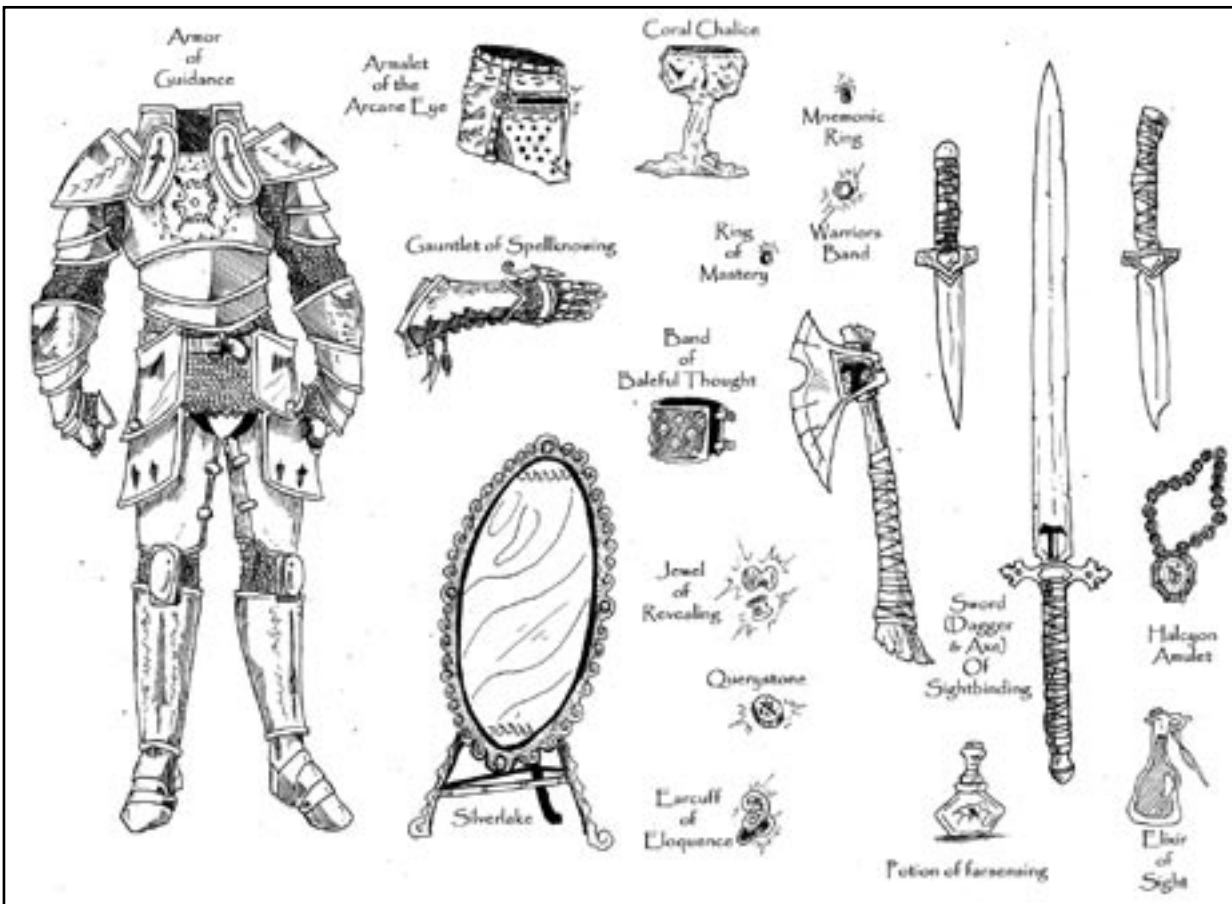
Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *analyse dweomer, detect magic, identify;*
Market Price: 66,000 gp; *Weight:* 1 lb.

Halcyon Amulet

This crystal amulet, engraved with the symbol of a blazing flame, is a powerful divination tool, a limited (but effective) weapon and a great aid to the wearer and his allies. On command, the *halcyon amulet* projects a 30 foot long cone of scintillating white light. This cone is 10 feet wide at its far end and can be easily used as a light source. This function can be used at will.

If desired, this cone of light can act as an arcane *true seeing*, revealing everything the spell of the same name does to anyone who can see the cone and what it illuminates. This active *true seeing* can be defeated with Spell Resistance but it does not offer a saving throw. This function of the *halcyon amulet* can be used for 11 rounds each day, although this duration can be divided up over as many separate uses as desired.

The last function of the *amulet* is dependent on the *true seeing* power. The wearer can choose to inflict 5d4+5 points of force damage on anything that the *true seeing* reveals. Doing so inflicts damage on everything in the cone, consumes an extra round of usage each time and only affects creatures and items the *true seeing* reveals. Creatures that are not affected by the *true seeing* ability, whether due to not being magically concealed or disguised, or having resisted the spell's effects, do not suffer any damage.



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Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *light, magic missile, true seeing*; *Market Price:* 38,500 gp.

Jewel of Revealing

Enchanted in much the same way as an ioun stone, the magic in a *jewel of revealing* allows it to seek out *invisible* targets and reveal them to the user in an unusual way. *Jewels of revealing* do not orbit the user's head but are instead thrown into the air and commanded to seek. These one-inch diameter, spindle-shaped gems then hang in the air, emitting a bright, pulsing light that illuminates 10 feet in all directions. If an *invisible* creature is within 100 feet, it unerringly flies to the nearest one and orbits swiftly around its head. The target stays *invisible* but the glowing, hovering light casts odd shadows around it, essentially negating the benefits of being *invisible*. *Jewels of revealing* can be struck in combat; having an Armour Class of 20 and 10 hit points.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *fly, see invisibility*; *Market Price:* 9,500 gp; *Weight:* 1 lb.

Mnemonic Ring

A magical item so strange, most who find it will not even understand what its name means. The *mnemonic ring* is a flawed attempt to create a *ring of mastery* but it has some value on its own as a way of transferring some small measure of skill from one person to another. A *mnemonic ring* has the ability to 'copy' five ranks of any skill the wearer possesses at a sufficient level of expertise. It is functionally useless if worn by someone possessing only a low level of expertise in the desired skill.

The only use for a *mnemonic ring* comes when it is taken off and given to someone who does not possess ranks in the copied skill. The wearer is then able to use the skill as if he possessed five ranks in it. The previous wearer of the *mnemonic ring* does not lose access to the skill ranks; they are merely copied.

Caster Level: 13th; *Prerequisites:* Forge Ring, *limited wish, vision*; *Market Price:* 10,000 gp.

Nascent

This special suit of armour has two forms; elaborate full plate armour or a pair of heavy steel bracers. The wearer can switch these forms as a free action during his or her turn. Crafted through the use of potent divination magic, this enchanted item is a very valuable possession for anyone fortunate enough to uncover them or learn the well-guarded secrets to making a duplicate.

In bracer form, *Nascent* acts as *bracers of armour* +5 while also granting the use of the Weapon Focus feat in whatever weapon is currently being held; if the wearer is holding a different kind of weapon in each hand, only one (wearer's choice) gains the bonus. This virtual feat does not allow the character to select permanent feats requiring it as a prerequisite but it does function in conjunction with any other feats the wearer possesses.

In its armour form, *Nascent* is +5 full plate armour with a normal armour check penalty and arcane failure chance for magical armour of its type. It does, however, grant its wearer the Armour Proficiency (Heavy) while being worn and grants enough innate knowledge of how to move in it with such consummate skill that the suit does not impede the character's base movement at all.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armour, *polymorph any object*, *Market Price:* 55,000 gp.

Potion of Farsensing

When this dark, swirling potion is consumed, the drinker gains *see invisibility, clairaudience* and *clairvoyance* for 30 minutes. These sensory powers remain constantly active and can not be prematurely ended by the imbiber, nor can he use normal senses while the potion lasts. The *clairvoyance* and *clairaudience* can be used to simulate normal sight and hearing but the strange disconnection between those magical senses and the drinker's own results in a -2 circumstance penalty to attack rolls, Reflex saving throws and skill checks during the potion's duration.

Caster Level: 5th; *Prerequisites:* Brew Potion, *clairaudience/clairvoyance, see invisibility*; *Market Price:* 1,500 gp.

Potion of Recovery

This potion restores one lost spell to a caster when consumed. To be effective, the imbiber must have a spent spell slot (wizard or sorcerer) capable of being restored by the potion. *Recovery* potions have three levels of potential. A *recovery* potion tries to fill a random slot of the highest level available and can use left over power to restore any other random slot if it has enough potential left to do so completely.

For example: A wizard has cast a *fireball*, a *web*, a *bull's strength* and a *magic missile* spell. She drinks a level three *recovery* potion. It restores the *fireball*, since only one third level spell is gone. If she drinks another three level potion, it has a 50% chance of restoring either the *web* or the *bull's strength*. The leftover level of potential restores the *magic missile* spell. If she drinks yet another level three potion, she gets back whichever second level spell the second potion did not restore and the remaining level of potential is wasted.

Caster Level: 1st, 3rd, or 5th, *Prerequisites:* Brew Potion, *Nystul's magic aura*, any other spell of the appropriate level, *Market Price:* 500, 1000, or 2000 gp.

Querystone

A *querystone* is a smooth gemstone of virtually any precious type, one-inch in width and half-an-inch in height. A single arcane rune is engraved on one side; *read magic* reveals that it means 'insight'. To use a *querystone*, the owner simply whispers a question of up to seven words in length and places it under his pillow while he sleeps. If the character gets at least four hours of uninterrupted rest, the answer to the question will come as a dream. The question can be as complex as wording allows and the answer will be accurate, though the dream may require some interpretation if the question involves the future or a subject normally protected from *scrying*. If the character is disturbed during this period, the *querystone* does not function but can be used again. *Querystones* vanish after functioning once.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *legend lore*; *Market Price:* 3,250 gp; *Weight:* 1 lb.

Ring of Mastery

An indispensable item for those who rely on their skills for their livelihood, or those who have need of skills they simply do not have the time or ability to develop. A *ring of mastery* has a specific skill associated with it when it is created. If the skill is one that allows for subcategories, such as Knowledge, the subcategory is associated as well. If the wearer of the ring has less than 11 ranks in the associated skill (including if he has none), he can use the skill as if he had 11 ranks in it. The wearer applies synergy bonuses and ability score bonuses normally.

If the wearer already has 11 or more ranks of the associated skill, the ring grants the wearer Skill Mastery, as the rogue class feature. This allows the wearer to always 'take 10' on any skill check involving the associated skill, regardless of circumstances or distractions to the contrary. This is incredibly useful, as it makes many skill checks automatically successful.

Forging a *ring of mastery* is a taxing and arduous process. The complex issues of imbuing a ring with so many ranks in a skill can cause the process to fail inexplicably. Whenever a ring of this sort is made, there is a 10% chance that the resulting item is a *mnemonic ring* instead. No outward sign of the failure exists; only trying to use the ring will determine its nature.

Caster Level: 13th; *Prerequisites:* Forge Ring, *limited wish*, *vision*; *Market Price:* 35,000 gp.

Silverlake (Major Artefact)

A large, finely-crafted, silver mirror with its oval frame worked to resemble flowing water, *Silverlake* has a single, large opal set at each compass point. These gems gleam with a soft, white light whenever the artefact is functioning and often flash even when it is quiescent. The light from these opals sends ripples of misty radiance to play along its flawless surface, pooling along its frame and draining away into the infinite depths of the mirror's reflections.

Silverlake is a divining mirror with few peers, if any. It serves as the only material component and focus necessary for any divination spell, though its size and immobility may make it



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impractical for some. Scrying checks made while using *Silverlake* automatically succeed and the spell *nondetection* offers no resistance to a spellcaster using it. *True seeing* is effective on anything *Silverlake* is *scrying*, which is normally impossible for that spell. Also, anything reflected in *Silverlake* is automatically shown in its true form.

Silverlake can be used as a *crystal ball* with the *detect thoughts*, *see invisible* and *telepathy* special abilities by anyone with 15 or more ranks in Scry. Otherwise, it merely acts as an ordinary *crystal ball*. In either case, *Silverlake* automatically casts *clairaudience* for the viewer, allowing any scene it shows to be heard clearly. The sensor created by *Silverlake* is extremely hard to find; increasing the DC of the Scry check for detecting it by +5.

An elven artefact of a forgotten age, *Silverlake* is fully sentient, neutral in its outlook and has very few desires of its own. While not capable of speech or telepathic communication itself, *Silverlake* is quite able to converse in a distant, whispery female elven voice to anyone who initiates mental contact themselves. To those who speak with it politely, the mirror may reveal its most potent ability- *vision* once per day. This is the only use of *Silverlake*'s powers that tire it in any way and thus it will only offer it to someone who gains its favour.

Caster Level: 20th; *Weight:* 25 lb.

Staff of the Apprentice

Not every staff need be an arsenal of dangerous magic. Powerful wizards can create staves for their utility value as well; especially when they have apprentices who are still mastering the basics of spellcasting. Of particular note about these staves is the propensity of divination apprentices who bear them. The advantage they provide when scrying allow those gifted in the divinatory arts an edge in tracking down their errant pupils.

The *staff of the apprentice* holds: *read magic*, *ray of frost*, *arcane mark*, *prestidigitation*, *identify*, *mage armour*, and *shield*. Each use of the first four spells, all cantrips, are free and can be invoked once per round. The latter three spells cost a single charge each. Additionally, the *staff of*

the apprentice acts as a magical sensor for *scrying* purposes. The creator of the staff, and anyone else who knows the special mark hidden under one of its jewels, can flawlessly find the bearer with such magic.

Caster Level: 5th, *Prerequisites:* Craft Staff, *read magic*, *ray of frost*, *arcane mark*, *prestidigitation*, *identify*, *mage armour*, *shield*, *Market Price:* 32,000 gp.

Star of Truestriking

Once created, a *star of truestriking* is can be a star gem of any kind. The star at its centre glows brightly, shedding light in a 10-foot radius. If touched to a melee weapon (as a free action), the star vanishes and the weapon is granted the effects of a *true strike* spell for 1d4+1 rounds. The *star* is completely consumed doing this, disappearing into a swirl of glowing gemstone motes that flicker around the weapon in intricate spirals of light until the effect dissipates.

The true purpose of a *star* is to act as a focus for any spell requiring a ranged attack to hit. By using the *star of truestriking* (again, as a free action), the spell hits unerringly. Doing this also consumes the gem, though this use does not invoke any lingering swirls of magical light. A side effect of this process is that if the spell cast is not of at least 5th caster level, it is increased to 5th as per the Heighten Spell feat.

Caster Level: 5th, *Prerequisites:* Craft Wondrous Item, *true strike*, *magic missile*, *Market Price:* 25000 gp.

Weapon of Sightbinding (Minor Artefact)

For every spell, there is a counterspell. The same holds true for divination magic, and these blades are a physical manifestation of that truth. The 11 known *weapons of sightbinding* consist of one axe, two daggers and eight swords of various types. What is known about them is enough to chill the blood of goodly folk and strike a chord of avarice in those who would slay from the shadows.

Weapons of sightbinding render those who grasp their hilts, hafts or handles utterly invisible to

both normal and magical detection of any kind. See *invisibility*, *true seeing*, *scry* and similar magic is unable to find any trace of a wielder of one of these weapons, as is *Scent* or *Blindsight*. Only *Tremorsense* (detailed in *Core Rulebook III*) can locate someone wielding a *weapon of sightbinding*.

This protection has an offensive component as well. Any spellcaster that tries to use a divination spell on the wielder, or the *weapon* itself, is immediately struck blind, as per the spell *blindness*. The wielder of the sword does not have the ability to reverse this affliction but it is subject to *remove blindness*.

Caster Level: 17th; *Weight:* As weapon type.

Warrior's Band

This ring's usual form is broad and mostly featureless, save for a large stone in a simple setting. Despite its name, it has greater use to someone without skill at arms. The *warrior's band* can be touched to any weapon and commanded to 'learn', which takes one minute of uninterrupted contact with the weapon in question. Once this is completed, the ring provides the wearer with any feats required to use the weapon. If a weapon can be used in multiple ways (for example, a bastard sword), the ring allows the wearer to use it in all of these ways. The *band* does not provide the *Ambidexterity* or *Two-Weapon Fighting* feats, nor does it grant any bonus to a wearer already skilled with the weapon in question.

Caster Level: 10th; *Prerequisites:* Forge Ring, *transformation*; *Market Price:* 5,000 gp.

From the dullard looks on your slack-jawed faces, I can tell that not a one of you understands the gravity of our situation! We stand at the brink of uniting the Southern Empire with the Winterlands, my fellow mage lords – a kingdom the scope of which has never before been imagined by mortal man. Even the Aelve could not hold so much land at once but our magical powers have grown so great that this accomplishment is practically a given within the year!

Did you all really think we would go uncontested? True, we swept the Gendahr into the dust of ashen battlefields and the Rockholme will not leave their stony fortresses to challenge us for fear of what we did to Mount Elaiyne. Did you really think those battles sealed our victory? Nay, I tell you. The war may be won in your eyes but, as I see it, only the stage of conflict has changed.

I grant you that we cannot be defeated by any army left on this world. Our golems can crush a hundred soldiers each and our mighty spells are a match for any legion of archers or armoured horsemen. Despite all this, do not yet sit proud on your thrones and think us untouchable! I have finally received word from the house of Dyrennis and the news is grave indeed.

His absence here is not the idle arrogance we assumed it to be. His reputation as a man of constant pleasures kept you all from questioning his failing to make our last council meeting but not I. When we are this close to all we have worked for, I will leave nothing to chance. House Dyrennis kept the news from the people of his kingdom but I was able to divine the truth. Andovir Dyrennis is dead, slain in his chambers by an assassin who entered his warded palace and left without ever being seen!

Oh, I have your attention now, don't I? You laughed when I asked that we sanction the purging of all the prisons in our lands and now, if my visions are correct, you will choke on it. Someone has emerged from one of our 'camps' in the conquered lands, someone with a thirst for revenge and the means to take it. You have long scoffed at my dream-visions but I tell you this, and may you remember it well when this slayer's steel tears through your throat. This assassin bears one of the ancient *blades of sightbinding*, the very weapons we used to destroy the tyrant Albeyroth and seize power for ourselves.



THE ART OF GEMSIGHT

As mentioned before, the single most useful magic item a diviner can own is probably the *crystal ball*. A sphere of flawless quartz crystal, this special tool allows its owner to use the power of the *scry* spell at will. With that power alone, the item is invaluable. Even more useful are the rare *crystal balls* that provide additional powers such as *detect thoughts* or telepathic communication. Any diviner would do well to acquire such aid.

Magically speaking, quartz is the likely medium for *crystal balls* because of its clarity. Stones and jewels have varied potential abilities, each dependent on its physical properties, colour, shape and other factors. In the case of quartz, its natural form as a faceted, clear crystal gives it great power as a seeing stone. The clarity suggests ease and aid of vision and the facets are like natural windows, another suggestion of sight. Other gems share these properties, diamond for instance but an eight-inch sphere of diamond would likely beggar a nation. Thus, quartz becomes the stone of choice.

Of course, the arcane properties of gemstones would be a book in itself but a more-focused look at the divination powers of various jewels and stone types would be a valuable reference for any diviner wishing to expand his abilities. *Crystal balls* do not necessarily have to be made of quartz crystal, after all but the stone used for it may have other potential powers associated with it. These properties can be brought out by a skilled magical craftsman, resulting in a tool that offers power above and beyond the *scry* ability of a normal *crystal ball*. Another incredible benefit of using alternate stones is that it can allow an arcane spellcaster to create *crystal balls* that grant the effects of divine divinations, without needing access to divine magic himself.

The Price of Power

While quartz may be a common enough material for a *crystal ball*, gemstones are considerably more expensive, and a sphere large enough to use would easily be hundreds or thousands of carats in size. The cost of such an undertaking is staggering, especially where precious stones are concerned. Most of the stones listed in the table below are semi-precious and an *approximate* value is listed for a six-inch diameter ball. This price can, and should, be altered to better reflect the financial state of the local area.

The truly precious stones listed in the table are there for comparative purposes and to give an idea of what additional abilities a *crystal ball* crafted from them would have. Single specimens large enough to make *crystal balls* from gems of that calibre are rare enough to be plot devices and should never be given as random treasure. Thus, no material cost is listed for them, as Games Masters should introduce such rare and priceless gems into their games only when and how they wish. Getting the stones for these special *crystal balls*, precious or semi-precious, can easily be adventures all by themselves.

It should be noted that magically created gems, or those *polymorphed* from other materials, are not suitable for this type of magic item creation. However, numerous smaller gems can be brought together and *polymorphed* into a unified spherical shape. In this instance, the value of each jewel used in such a merging cannot be less than 500 gp. Smaller, less valuable stones do not hold enough potential energy to remain viable for enchantment of this type after *polymorphing*.

Using any of the powers listed in the table requires additional enchantment beyond the prerequisites listed for a *crystal ball* in *Core Rulebook II*. Unless noted otherwise, the cost associated with the gemstone type includes the total material cost (as each stone requires other components to draw out its innate powers) and assumes a sufficient quantity of the gem is available. Additional enchantment time is based on the materials cost but not solely dependent on it. Most of the additional time reflects the process of attuning the gemstone and this increment is not entirely a reflection of the stone's value.

It is with deep concern that I write to you, my liege. A 'merchant' in Caer Dolhaan has been purchasing every piece of celestite in the surrounding colonies and paying premium prices for them. Given his prominent place on your list of undesirables, I believe he may be constructing what you foresaw as a dangerous risk to our Grand Purpose. At your command, I shall dispatch a pair of shadowswords to remove this possible obstacle. I will, of course, understand if you wish me to deal with this personally.

Gem or Stone	Additional Property	Extra Cost	Extra Time
Amber	Can <i>detect life</i> , as <i>detect evil</i> save it senses living creatures; and the strength of the auras are based on the creatures' hit dice compared to the user's own	+25,000 gp	7 days
Amethyst	Can use <i>emotion</i> (DC: 18) on any subject viewed, 3 times per day. Only valid targets can be affected.	+10,000 gp	5 days
Aquamarine	Subject is protected by a <i>delay poison</i> *	+7,500 gp	4 days
Bloodstone	Subject gains +1 luck bonus to saves*	+2,000 gp	2 days
Celestite	Makes a <i>crystal ball's</i> existing <i>true seeing</i> ability divine, allowing the user to detect alignments as the spell's divine version.	+20,000 gp	7 days
Citrine	Subject gains a +1 morale bonus to attack and skills*	+5,000 gp	3 days
Diamond	User can cast any divination spell with a range other than touch on subjects viewed.	N/A	90 days
Emerald	Can be used to provide a +2 synergy bonus to any Knowledge skill.	N/A	30 days
Ivory	<i>Crystal ball</i> can <i>detect undead</i> on any subject viewed or within 90 feet of itself on command.	+2,500 gp	3 days
Jade	User can <i>speak with dead</i> on any deceased subject viewed, once per day.	+11,000	One night, must be new moon.
Jet	User may cast targeted <i>dispel magic</i> on any illusion spell viewed, 3 times per day.	+5,000 gp	4 days
Lapis	Can cast <i>heal</i> on subject viewed, once per day. Can be used offensively on undead.	+40,000 gp	21 days
Moonstone	User can discern if a subject viewed is a lycanthrope, even in its true form, and adds +5 circumstance bonus to Control Shape checks*	+20,000 gp	One night, must be full moon.
Opal, Fire	User can cast one <i>fire</i> designated spell at subject	N/A	11 days
Opal, Water	User can cast one <i>cold</i> designated spell at subject	N/A	11 days
Onyx	Area viewed is affected by <i>antipathy</i> ; the spell's subject is determined by the user*	+21,000 gp	9 days
Ruby	Subject viewed can be protected by a <i>magic circle against evil</i> (or good if the user is evil)*	N/A	30 days
Sapphire	Subject viewed can be protected by <i>mind blank</i> *	N/A	30 days
Tiger's Eye	User can <i>speak with animals</i> on subject viewed* and can cast <i>animal friendship</i> once per day.	+9,000 gp	6 days
Topaz	While held, this <i>ball</i> provides +4 synergy bonus to Concentration checks.	+16,000	10 days
Turquoise	Subject gains the effects of an <i>aid</i> spell*	+9,000 gp	7 days
Zircon	User can <i>word of recall</i> once per day to location of the <i>crystal ball</i> . Others can be taken as the spell, and travel from the Astral or Ethereal Planes is allowed.	+25,000 gp	13 days



HELP FOR GAMES MASTERS

For a player, the advice, prestige classes and abilities in this book are useful tools that can expand their characters in new directions. For a Games Master, this book might be a nightmare. It can be argued that wizard characters are already extremely powerful; they do not really *need* anything more added to their already impressive list of magical abilities. While this may be true, the name of the game is options. Without a myriad of choices and decisions, play becomes little more than rolling dice and keeping track of numbers. Options are what separate an entire campaign of 'I can swing my sword for 28 points of damage a hit!' from one with vibrant storylines and rich, well-developed characters.

Options keep the game from revolving around combat. In the case of diviners, a combat-focused campaign drastically reduces the chance of any player wanting to play one. Why be a spellcaster with anything but *fireball* spells when your adventuring companions are all walking death machines? The material presented in this book could be seen as a way to increase the power of a diviner but, ultimately, these options merely increase the playability of one.

And for a Games Master, these new rules are something else as well. Nowhere does it say a diviner has to be a protagonist or a hero. Just imagine the campaign possibilities of a villain who is a powerful diviner with some of the powers and spells in this book. A warlord can be terrifying but a warlord with the power to foretell when the heroes will come looking for him and how best to stop them could be nigh invincible. Of course, the 'nigh' exists because part of the Games Master's job is to provide a way for heroes to be heroes. The Games Master does not, however, have to make anything easy.

That is what this section of the book is for, making things difficult. Practised, experienced diviners can be tricky things to control in a campaign,

regardless of whether the Games Master or players control them. Predicting the future is bad enough but when the power to see through *invisibility* and illusions comes into play, subterfuge requires a lot more effort to be remotely effective. This can actually be a good thing, as it forces everyone involved to do a valuable little thing called thinking.

Consider this chapter to be your 'Games Master cheat sheet'. While nothing can handle every complication that divination might throw at you, some suggestions for dealing with the most likely obstacles have been collected to help you.

THAT BARMAID IS AN ASSASSIN! GET HER!

Here is the nightmare. You have created an intricate plot involving the assassination of a foreign dignitary in a tavern where the players are eating. You want the initial confusion to throw the blame on them, to draw them into the adventure by making them clear their names. Just as you are setting up the opening scene, the player of the diviner tells you that, before he came down to dinner, he cast *detect thoughts* and wants to scan the room. Deciding that the diviner's idea is a good one, the paladin is now using his *detect evil* between bites of salad. Your plot does not involve a lot of magic and, without powerful defences, the assassin seems sure to get caught before your plot can even begin. What do you do?

Actually, you have dozens of options at this point. First, keep the limitations of Divination effects in mind. A paladin can *detect evil* freely but it is directional and does not immediately pinpoint the source of evil once it finds it. The paladin will have to focus for two full-rounds after the assassin is first detected for him to know where the evil is. The same delay applies to *detect thoughts*. The diviner has to spend two rounds focused in the direction he wishes to turn the spell, just to sense the minds he wants to scan. After that, it takes a full-round for each mind in the area. In a crowded bar, the odds of these two characters locating the assassin are fairly slim, especially if the killer is careful and has already identified them as adventurers or possible complications.

Of course, players are notorious for breaking a good plot device into tiny pieces. All of the above is pretty much moot if the diviner or the paladin say they are checking in the right place at the right time. More often than not, they will do exactly that. Maybe players are psychic too? In any case, the players have just spotted your assassin before the knife could fall. Now what?

Instead of trying to defeat the abilities of the players, build from them. Rebound with style when your initial plot is foiled. If the players spot the assassin and save the noble you were going to have killed, let it happen and construct a new plot around their actions. They have successfully defeated an assassin and, in doing so, may have angered an entire assassin's guild. They have also made a valuable new ally in the dignitary they saved, one that may spark new adventure ideas for many sessions to come. Ultimately, the players cannot ruin your game; they are the game.

FUTURE COMPLICATIONS

One of the hardest things to handle in a roleplaying game is precognition. An ancient prophecy that leads the heroes on a confusing but long-foretold adventure is easy; one of the heroes being able to foretell prophecies of his own is hard. Letting players flawlessly predict the future can really kill the suspense and mystery in a game but not allowing it, or making the future visions worthlessly nebulous, can take a lot of the flavour and style out of divination magic. Neither option is a good one.

Thus, choose a different option. Precognition can be difficult to understand for a good reason; the future is always changing with the decisions of those who live in the present. Some things are more likely to happen than others are, and those are what a diviner sees when he looks into the mists of time. Of course, these visions can be taken out of context, may seem confusing or just be too bizarre to easily comprehend. If a single god controls time and fate in the campaign world, prophecies may have to be spoken as riddles or seen in dreams by divine decree.

The key to effective foretelling is to never give away so much that the adventure is compromised, while giving the characters enough valuable

clues to be of use handling the wicked things you have in store for them. As long as the player of a divining character never feels his ability to foretell the future is worthless, you have probably handled things correctly.

ALL-SEEING EYE STRAIN

Divination magic is miraculous in that it lets the user see the truth of things, no matter what that truth might be. While this can cause problems for a Games Master, it does not have to be a constant one. The spell durations of most divinations are fairly short and many require concentration. The rules for maintaining concentration on a spell are quite clear in *Core Rulebook I* and should be kept in mind. 'Once cast' is certainly not 'always cast' when dealing with these spells.

There are also some things that the truth of should never be known. The unadulterated evil of a demon, the true form (formlessness) of a manifesting ghost and the sheer madness in a banshee's scream are all things the mortal mind may not be able to cope with or comprehend. A Games Master would not be out of line to require the divining onlooker to make an ad hoc Will save (DC equals the hit dice or equivalent of the creature/object/area + the Intelligence bonus of the diviner; sometimes it is a *bad* thing to understand what you see). Failure results in the spellcaster being stunned, as per the overwhelming evil condition of *detect evil*. After as many failures as the caster's Wisdom score, the Games Master can assign a permanent insanity to reflect the derangement that comes with looking beyond the veil too many times.

Lastly, the value of a *crystal ball* and other scrying tools as been mentioned many times. While these are wonderful, their use should not be without effort. 30 minutes of use each day should be easy enough, with an addition 10 minutes possible per point of Charisma bonus the user possesses. After this time, the user should make a Concentration check (DC 10 +2 per previous check) every five minutes. Failure means the *scrying* ends immediately and cannot resume until the user is fully rested.



DESIGNER'S NOTES

When I put in the request to write this book, I was not sure there would be much interest in it. Yes, that is correct; I *volunteered* to write an entire book on divination. Why? Well, there are three reasons really. I'll talk about why in a moment but, before I do, I want to make a plea to Games Masters reading this. Divination is a subtle art and is not well suited to combat-heavy games. Please try to make a place for it. The nuances of motivation, foreshadowing and imagery required to really make a diviner shine are *exactly* the same things that can make for a rich, vibrant campaign world.

For a Games Master to work an omen into the description of a scene, the entire scene has to be planned carefully to make it work both in context and as a portent. The scene itself cannot help but be improved from that level of attention. Try it just once, assuming you do not already, and I think you will see a huge change in both your level of play and in the attention your players give to your game. The more involved everyone is in the game, the better it will become; I guarantee it.

At the same time, I want to warn Games Masters and players alike not to take the concepts of divinations, mind reading and omens too far. If everything has a hidden meaning, characters may start spending far too much time examining the number of birds in a flight of blood ravens to actually solve the murder they were hired for. By the same token, a scene that takes twenty minutes to describe before the players are even free to act in character is probably going to bore people to tears. Attention to detail is one thing but also pay attention to people face down on their rulebooks... asleep.

The gift of divination can also be a curse. Players are almost universally interested in the rights of their characters before anything else. While they want to be part of a great story and a great adventuring team, they also want what is best for their characters. They have every right to feel that way, and few things can violate that sense of self-interest like messing with their character's mind. *A detect thoughts* now and then is one thing but when nothing they hold inside is sacred, a player will rightly begin to feel used. Unless that is the accepted line of your

game, be wary of this. People have a way of finding other hobbies when this one becomes too painful to continue.

But enough depressing stuff! I promised to tell you why I wrote this book. First, I saw all the other books coming out for my beloved gaming system. Dragons, battle magic, necromancy and lots of other violent, dark and brooding fare seemed to be the order of the day. Do not get me wrong; every book I just mentioned is excellent and serves a valuable role in any gamer's collection but I wanted to ensure that not every supplement available was centred on combat and dark deeds. It can be a sad truth about this hobby that the lowest common denominator amongst us is the 'hack and slasher'. I wanted to provide another option.

Second, divination magic is *interesting*. So what if you will never devastate your enemies with it? If you think about it, you actually can. Divination could viably be called the magic of secrets and it does not take a Herculean leap of logic to figure out how much damage you can do with a secret. Heroes can be tarnished, villains can be rooted out of their hiding places and peaceful townsfolk can become a shrieking mob capable of taking down even the most powerful of targets faster than you can say 'flanking bonus and aid another'. The right word in the right (or wrong) ear can accomplish incredible things, and who knows more about what people want to hear than someone who can read minds?

Third, and possibly most importantly, I wanted to do something different. There is not much out at the time I write this on the more obscure schools of magic. If you want to chuck a *fireball* at some orcs, you can find a dictionary's worth of alternative combat spells without really looking but if you want to do something more subtle... well... good luck. That is ultimately why this book exists; because it did not exist before, because I foresaw a need for it and because it is different.

As long as the good folks at Mongoose Publishing let me abuse their printing facilities, I predict I will be writing things that are 'different' for a long time to come. Game on!

August Hahn

It was a long time before the lady signalled to him that they were safe. She did so by putting a surprisingly strong hand on his chest and stopping him in his staggering tracks. Exhausted to the core, Randius was also just as indignant. He took a moment to compose his thoughts and regain his lost breath. Then, speaking as softly as his temper allowed, he said, 'I am not budging an inch more until I get some answers. I'll pull them from your mind if they don't come from your lips.'

Dulcaea whirled on him in the shadows of the abandoned wharf house. Her sword was a streak of dark steel until it touched him under the chin. The point rested dangerously against his throat but it did not draw blood. 'Try to enter my mind and I will bleed you myself, old man. Are we clear?' The soft, pleasant lady he had met in the bar was completely gone, replaced with someone so cold and hard she might as well be carved of black ice.

'All right. All right.' He stepped back and held up his hands. 'No thought reading here, I promise. But you nearly killed me already with that frantic run through the streets. I am not even sure where we are, and I have lived in this city my whole life.'

The woman smiled, an incongruous expression that seemed ill-suited to her right now, as she slowly lowered the sword and returned it to its scabbard. Even in the dim light, Randius noticed how similar it was to the blades of the assassins earlier. 'Good. If I got you lost, we may have lost our pursuers. I counted six, and that would be enough to canvas quite an area. Shadowswords are hard to evade.'

Randius found an old crate and sat down. To his chagrin, his bones creaked more than the wood did. 'Pursuers? What pursuers? I didn't detect anyone... and what in the Hells is a 'shadowsword''?' He felt lost and suddenly, worse than ever before, very old.

The woman looked at him for a long time, then her face inexplicably softened. Not much but it did just a little. 'You really don't know?' She crossed the room to another crate and crouched on it, her hand still resting on her weapon. She looked like a hunting cat, her angular face and lithe muscles tensed and ready for danger.

The old wizard sputtered and looked into her blue eyes with returning ire. 'Of course I don't! I have no idea why people would try to kill me! I do not have a clue what a 'shadowsword' is, and I don't think I want to! Gods above and below, I don't even know who you are! Dulcaea probably isn't even your real name.' He looked down, suddenly sulking. 'I'm not sure hellcats have names.'

Surprisingly, Dulcaea's steely resolve broke in a wide grin and a wry chuckle. 'I am not an infernal monster, I swear. And Dulcaea is my real name.' She laughed again and relaxed slightly. 'Dulcaea D'seleste. And I am sorry for all this. With everything that has happened, I could not know what side of things you were really on.'

Now he felt lost again. 'What has happened? You mean my being fired? I hardly think that...'

She cut him off with a quick shake of her head. 'You really *don't* know, do you? The king has put together a force of diviners and rogues to hold his dwindling power over the land. He means to put down insurrections before they happen and is willing to kill anyone who won't join his order. The queen had you fired to keep you safe. If you had remained, you surely would have met with an unfortunate 'accident'.'

Randius blinked at her, his mind racing to make sense of her words. Unfortunately, they made entirely too much sense. This explained the closed-door sessions, the late night visitors admitted to the royal chambers without consulting him first and the king's shifting mood. He had blamed it all on the queen. Old fool!

'If you have the stomach for it, there is more. The kingdom needs your magic, sir. Now more than ever.'



RULES SUMMARY

Feat	Prerequisite
Aptitude (General)	Intelligence or Wisdom 12+
Awareness (General)	Alertness, Ability to cast Divination spells
Crystal Attunement (General)	Scry 1 rank, Charisma 10+.
Defensive Divination (Awareness)	Awareness
Heightened Sight (Awareness)	Awareness
Indirect Spell (Metamagic)	Any other metamagic feat
Precognitive Learning (General)	School Focus (divination) or Spell Focus (divination)
Psychic Spell (Metamagic)	Ability to cast illusion and divination magic (arcane or divine)
Spell Prescience (Special)	School Focus (divination), Spell Focus (divination)
Tremulous Touch (Awareness)	Awareness
Vigilant (General)	Awareness
Wolfen Boon (Awareness)	Awareness

1st

Law of Simplification
 Lesser Foretelling
 Moment's Brilliance
 Touch of the Merchant

2nd

Analyse Creature
 Estimation
 Eyes of the Cat
 Lesser Mental Unity
 Touch of the Scoundrel

3rd

Gilded Tongue
 Law of the Wild
Master of the Game
 Singular Focus
 Touch of the Sage

4th

Hand of the Guilty
 Intuitive Insight
 Portents and Omens
 Touch of the Healer
 Telepathic Assault

5th

Fleeting Genius
 Foretelling
 Touch of the Soldier
 Mathemagic Principle
 Timesight

6th

Guided Strike
 Shared Minds
 Touch of the Artisan

7th

Darkest Knowing
 Gilded Thoughts
 Greater Analyse Creature
 Mindshriek
 Touch of the Mystic

8th

Mental Unity
 Pure Sight
 Touch of the Torturer
 Word of Absolution

9th

Greater Foretelling
 Touch of the Divine
 Equation of Man

Gem or Stone	Additional Property	Extra Cost	Extra Time
Amber	Can <i>detect life</i> , as <i>detect evil</i> save it senses living creatures; and the strength of the auras are based on the creatures' hit dice compared to the user's own	+25,000 gp	7 days
Amethyst	Can use <i>emotion</i> (DC: 18) on any subject viewed, 3 times per day. Only valid targets can be affected.	+10,000 gp	5 days
Aquamarine	Subject is protected by a <i>delay poison</i> *	+7,500 gp	4 days
Bloodstone	Subject gains +1 luck bonus to saves*	+2,000 gp	2 days
Celestite	Makes a <i>crystal ball</i> 's existing <i>true seeing</i> ability divine, allowing the user to detect alignments as the spell's divine version.	+20,000 gp	7 days
Citrine	Subject gains a +1 morale bonus to attack and skills*	+5,000 gp	3 days
Diamond	User can cast any divination spell with a range other than touch on subjects viewed.	N/A	90 days
Emerald	Can be used to provide a +2 synergy bonus to any Knowledge skill.	N/A	30 days
Ivory	<i>Crystal ball</i> can <i>detect undead</i> on any subject viewed or within 90 feet of itself on command.	+2,500 gp	3 days
Jade	User can <i>speak with dead</i> on any deceased subject viewed, once per day.	+11,000	One night, must be new moon.
Jet	User may cast targeted <i>dispel magic</i> on any illusion spell viewed, 3 times per day.	+5,000 gp	4 days
Lapis	Can cast <i>heal</i> on subject viewed, once per day. Can be used offensively on undead.	+40,000 gp	21 days
Moonstone	User can discern if a subject viewed is a lycanthrope, even in its true form, and adds +5 circumstance bonus to Control Shape checks*	+20,000 gp	One night, must be full moon.
Opal, Fire	User can cast one <i>fire</i> designated spell at subject	N/A	11 days
Opal, Water	User can cast one <i>cold</i> designated spell at subject	N/A	11 days
Onyx	Area viewed is affected by <i>antipathy</i> ; the spell's subject is determined by the user*	+21,000 gp	9 days
Ruby	Subject viewed can be protected by a <i>magic circle against evil</i> (or good if the user is evil)*	N/A	30 days
Sapphire	Subject viewed can be protected by <i>mind blank</i> *	N/A	30 days
Tiger's Eye	User can <i>speak with animals</i> on subject viewed* and can cast <i>animal friendship</i> once per day.	+9,000 gp	6 days
Topaz	While held, this <i>ball</i> provides +4 synergy bonus to Concentration checks.	+16,000	10 days
Turquoise	Subject gains the effects of an <i>aid</i> spell*	+9,000 gp	7 days
Zircon	User can <i>word of recall</i> once per day to location of the <i>crystal ball</i> . Others can be taken as the spell, and travel from the Astral or Ethereal Planes is allowed.	+25,000 gp	13 days



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