

# Athanae's Divinations



BY JEFF & DAWN IBACH





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The elf diviner Athanae "Moondown" Durothil often spent time crafting new spells to aide in the explorations of her adventuring companions, "The Unlikely Company" .

**BY JEFF & DAWN IBACH**

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## TOOLBOX PUBLISHING

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# INTRODUCTION

*Anthanae "Moondown" Durothil of Waterdeep came from the Isle of Evermeet over 130 years ago in a quest to find out what role her grandfather really played in the downfall of Myth Drannor, as was rumored. During this quest her thirst for knowledge was insatiable, and once she came upon her first lore from ancient Netheril, learning the secrets of the past became an obsession. She adventured with her companions dubbed "The Unlikely Company" from 1372 to 1384 Dalereckoning.*

Riffen squatted before the chest, his breathing and hands both steady. "This lock has multiple fail-safes, redundant tumblers, a real work of art..."

"No need for details, just get on with it" interrupted Torren.

"It's no good, this is beyond me" Riffen finally sighed.

Owen the paladin drew his greatsword. "Time is wasting, I'll just hack it open!"

Moondown held her hand up "One moment." She knelt and placed her hand on the chest and closed her eyes. Her hand moved over the wooden box, its iron bands, and unique lock. She stood up smiling, her eyes still closed. "There are coins inside, and a parchment, perhaps the one we seek."

"Then let me at it!" said Owen.

She turned to face him. "There are also potion vials, four of them, made of glass."

"I see..."

Tallia intervened, "No you didn't. Here..." she tilted the chest on its side, hinge-section up. They were rusted in place and would not budge. Removing a vial of acid, she began dissolving them in seconds.

Moon opened her eyes. "Knowing is half the battle."

<b>SPELL NAME</b>	<b>LEVEL</b>	<b>PAGE</b>	<b>SPELL NAME</b>	<b>LEVEL</b>	<b>PAGE</b>
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Age Estimation	1	4	Peer Into Worlds	4	7
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Dire Vision	6	5	Remote Charm	4	8
Find the Precious	9	5	Revealing Glyph	4	8
Fortune Favors the Bold	3	5	Society Trance	3	8
Illusory Replay	5	5	True Location	8	8
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**ABSOLUTE TRUTH***8th-level divination***Casting Time:** 10 minutes**Range:** Self**Components:** V, S**Duration:** Instantaneous

You reach out to deities, spirits of scholars, and the very nature of the universe to answer a single question. You make a DC 18 spellcasting ability check, and on a success the absolute truthful answer comes to your mind. This power does not foretell the future in any capacity; it is about past or current events only.

**ACHILLES' HEEL***9th-level divination***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** concentration up to 3 rounds

You reveal any weakness of a creature you can see. Each round you can attempt to discern one of the following:

- \* Damage resistances
- \* Damage immunities
- \* Condition immunities
- \* Weakest saving throw (multiples if tied)
- \* Damage vulnerabilities
- \* Greatest fear

There is no magical defense or saving throw.

**AGE ESTIMATION***1st-level divination***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (miniature hourglass)**Duration:** Instantaneous

You touch one object, instantly discerning its age to the closest year and month. If this spell is cast using a spell slot higher than 1st level, you determine the day (2nd) and time (3rd) of its manufacture as well.

**APPRAISAL***1st-level divination***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You touch one object, instantly knowing its true worth rounded to the nearest gold piece. The spell fails to discern the value if the object is worth more than 1,000 gold per your caster level.

**AERIAL TRACK***3rd-level divination (ritual)***Casting Time:** 1 round**Range:** 100 feet**Components:** V, S, M**Duration:** Concentration, up to 4 hours

This spell allows the tracking of a flying or winged creature in flight on the same plane as you if it fails a Wisdom saving throw. You begin at the point where the target took off. From that point forward you may follow the trail, making Wisdom (Survival) checks as asked for by the DM to follow the mystical trail through the skies that only you can perceive. The DM is encouraged to replace any ground modifiers and apply them to the skies; clouds, light rain or a clear bright day, etc.

**AURA POTENCY***2nd-level divination***Casting Time:** 1 action**Range:** 50 ft.**Components:** V, S**Duration:** Instantaneous

You choose one creature you can see and attempt to discern its arcane spellcasting talent potential. You get a distinct impression of their possible magical abilities or the revelation of an untapped sorcerers' bloodline (DM's decision). If the creature is already an arcane spellcaster, you learn the highest level spell they are capable of casting. The creature must succeed on a Wisdom saving throw to avoid the spell. This spell is specifically useful for detecting untapped potential for possible apprentices.

**CORPSE FATE***2nd-level divination (ritual)***Casting Time:** 1 round**Range:** Touch**Components:** V, S, M (a lens or mirror shard)**Duration:** Concentration, up to 10 minutes

You enter a trance upon touching a corpse to replay



the last 1d10 minutes of its life through its own eyes at the time. This corpse can never be effected by this spell again.

### DIRE VISION

*6th-level divination*

**Casting Time:** 1 round

**Range:** Self

**Components:** V, S, M

**Duration:** 1 minute / until used

This spell grants you limited ability to anticipate the immediate future and act accordingly. It does not grant an actual prophecy but gives an edge in an urgent situation which could make the difference between life and death.

It grants you two additional bonus actions beyond your normal allowance. This does not allow you to act out of turn.

### FIND THE PRECIOUS

*9th-level divination*

**Casting Time:** 1 action

**Range:** creature touched

**Components:** V, S, M (broken compass)

**Duration:** Instantaneous or until found

This spell reveals the true name and location of the most treasured object or creature to the target. They can decide the spell ends there or begin moving towards it, in which case the spell continuously updates the location of the creature or object until you touch it. Note the peculiar and very powerful nature of this spell; the creature this spell is cast on doesn't necessarily get to pick the creature or object it the DM determines it actually isn't the most treasured.

### FORTUNE FAVORS THE BOLD

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute per level, until triggered

A wave of luck and foresight washes over the target. If the target fails a saving throw, ability check, skill check or attack roll and fails, they glimpse the mistake they made and can change fate. Roll again, keep the second roll even if it is worse than the original.

### ILLUSORY REPLAY

*5th-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

A three-dimensional ghostly image superimposed over a 30-ft. radius area plays out the events that took place in the past. You can will the image to travel backwards in time until you see activity; the speed can be as fast as you can comprehend, and slowed to a crawl or stop as you desire. It can view images back to one week. As an action, you may move while this spell is cast to get a better angle or move closer to something, the spells' effects move with you, and anything leaving the area vanishes from the image. If this spell is cast using a spell slot higher than 1st level, you can view images back to a month (6th), year (7th), 10 years (8th) or 100 years (9th). Any higher slot also reveals your choice of one of the following: smell, sound, or the emotional feel of the vision.

DESIGNER'S NOTE: This was one of her favorites and requires finesse to judge. The player doesn't need to state when the spell first views the past but you may require that in your game. If not, how long in your game does it take to "scroll backward"? If cast in a room where a lot of recent activity has taken place can get very chaotic and may not yield much information... "you see many people walking about going on as usual." It's best used when cast in an old, abandoned dungeon room to see if a foe being chased passed through or stopped to interact. Also note this isn't an attempt to bring a 'holodeck effect' into a gritty D&D game. For a good example of what we're picturing see the scene in the Extended Edition of *Return of the King*, when Arwen sees Aragorn and her son in a future that could be.

### INSIGHT

*1st-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour until triggered

When triggered this spells allows the recipient the use of a single skill check, rolled with advantage, and double their proficiency bonus added if any.



**INSTANT KARMA***7th-level divination***Casting Time:** 1 reaction**Range:** self**Components:** V**Duration:** Instantaneous

You specifically are the target of a single attack or spell. You need not be aware of the attack or see it coming, but as a reaction you cause the attack or spell to fail by the whims of fate and karma.

**KARMA CURSE***3rd-level transmutation***Casting Time:** 1 round**Range:** 60 feet**Components:** V, S, M**Duration:** 1 minute until triggered

Choose one creature to effect with ill luck. If that target rolls a natural 20 on an ability check, skill check, saving throw or attack roll, it is considered a natural 1 instead. A Wisdom saving throw negates this spell.

**KNOW CONTENTS***Divination cantrip***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You touch one enclosed container no larger than five square feet. You immediately know the contents of the container. The contents are divined alphabetically and there is no limit of items within which may be known. Specifics are never detailed, so casting it on a vial containing poison just reveals "liquid". If a container has many types of coins, the spell totals all coins and tells you the number within, but not their demonization or type. Traps are not revealed.

**KNOW HISTORY***3rd-level divination (ritual)***Casting Time:** 1 round**Range:** Touch**Components:** V, S**Duration:** Instantaneous

Casting this spell reveals the common name, background, lineage, and one fairly notable deed (if any)

of the target object or creature. It does not reveal presence of magic, magic abilities, alignment, etc. If the creature or target is in fact legendary (as determined by the DM, this spell fails and the spell *Legend Lore* must be used instead.

**EXAMPLE:** If cast on a creature it would reveal the name it goes by, its parents, family name, and a famous worthy deed performed by the target or its ancestors. On an object it would reveal its name (if applicable), a notable deed it was used for, and the name of its maker.

**KNOW STATUS***1st-level divination (ritual)***Casting Time:** 1 minute**Range:** Unlimited**Components:** V, S, M**Duration:** Instantaneous

You write the known, proper name of a single creature on parchment, and over a minute the ink slowly rearranges to spell out if the target is currently, living, dead, or undead. If the status is undead it does not reveal the type.

**EXAMPLE:** The spell needs the proper name, thus if cast using the name "Traygar" on an assassin who is currently using an alias the spell would fail.

**KNOW TRUE NAME***6th-level divination***Casting Time:** 1 action**Range:** 30 feet**Components:** V, S, M**Duration:** Instantaneous

You target a creature within range that has a secret, true name. The creature must succeed on a Charisma saving throw. On a failure, you learn the creature's true name.

As a repercussion of this probing magic, you must succeed on an Intelligence saving throw equal to 8 plus the total of the creature's Intelligence and Charisma modifiers or it also learns your true name.

Casting this spell with a slot 2 levels or higher negates the need for your saving throw.



**OBJECT READ***2nd-level divination***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You touch one object, instantly receiving a mental image of the last creature to have touched or interacted with the object. The image is of the way the creature appeared to normal sight at the time. If you use a 3rd level slot, you also know the name the user was using at the time.

**PEER INTO WORLDS***4rd-level divination (ritual)***Casting Time:** 1 minute**Range:** Self (30-foot radius)**Components:** V, S, M (crystal lens and mirror)**Duration:** Concentration, up to one round/level

You open your vision to the planes themselves, detecting if there is a magical portal or gate to another plane or world within the spell's area, determining location and size as well.. As an action, you may take a move, the radius moving with you. The longer you concentrate, the more information you gain. If there are multiple portals, you can only study one at a time.

- Round 2: Any key or passphrase needed to activate the portal.
- Round 3: Any environmental limitations on the portal's use such as a specific time, date or astrological event when it is operational.
- Round 4: If it is a one way trip or can you also return through it.
- Round 5: A vision to the portal's destination, as if you were looking into it activated with your visual limitations. If it is a random destination, you detect this as well but get no vision.
- Round 6: Any side effects, like if certain equipment or creature types are excluded, if it is malfunctioning, or could lead to different locals.

**PERSONAL COMPASS***1st-level divination (ritual)***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a metallic bowl with water, a needle focus, and cork)**Duration:** 1 week

You use the tools to make a special compass. Instead of revealing north, it will point in the direction of your query, like "the Star Mounts", "Neverwinter", or "the nearest entrance to the underdark". Disruption of the tools in use end the spell.

**PIERCE THE VEIL***3rd-level divination***Casting Time:** 1 action**Range:** Self (30-foot radius)**Components:** V, S**Duration:** Concentration, up to one hour

You gain awareness of nearby movement or activity on the Astral or Ethereal plane. Exact items or positions are not revealed, but if they begin approaching to you, you know this.

**PREMONITION***3rd-level divination***Casting Time:** 1 round**Range:** Self**Components:** V, S, M (a monocle)**Duration:** Instantaneous

You are immediately aware of the next action a number of targets equal to your intelligence modifier will take on their turn. Each creature gets a Wisdom saving throw to avoid.. The DM describes the basic actions those effected will attempt to take. As a bonus action you can shout your knowledge to your allies. The DM should stick with the verbally intended action unless the circumstances change drastically.

**PROPHECY***5th-level divination (ritual)***Casting Time:** 1 minute**Range:** 60 feet**Components:** V (M for ritual, a crystal ball)**Duration:** Indefinite until triggered

This spell allows you to proclaim the future and in doing do increase the likelihood of the results. You describe future events revolving around a single creature which you have viewed through scrying such as "You will triumph against the vampire lord in combat" or "you will drive the rampaging owlbear from the city".

Whenever the target of this spell is working toward



that goal in a direct and immediate fashion, they gain advantage on any die roll to complete their task a number of times equal to one quarter your caster level (round up).

The prophecy remains in effect until either your proclamation is fulfilled or it becomes impossible to achieve. No target may be under the effects of more than one Prophecy at a time. Similarly, you may not cast this spell again until the effects lapse (through you may end it at will, allowing another casting).

### REMOTE CHARM

*4th-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a metallic brooch)

**Duration:** Concentration, up to 1 hour

You enchant a brooch or similar object to create a link to your mind's eye, closing your eyes to see and hear through the object. It must be adorned by a creature in some fashion in plain sight. Placing it on a surface or being removed from the creature ends the spell. If the object and target move more than a mile from you the spell ends.

### REVEALING GLYPH

*4th-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self (60-foot radius)

**Components:** V, S, M (ink, chalk or paint)

**Duration:** 10 minutes

You inscribe your personal rune on a stable surface using a medium of your choosing. Any other magic runes, glyphs or symbols are revealed to you, allowing identification without triggering them.

### SOCIETY TRANCE

*3rd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S

**Duration:** Instantaneous

You enter a trance for just a moment concentrating on a creature you can see. A successful Intelligence saving throw by the creature foils the spell. Otherwise you instantly glean the customs, laws, manners and social faux pas native to the creature's land or people, including any recognized holidays and their reasoning.

DESIGNER'S NOTE: Take notice of the utility of this spell. Because it's a creature you can see, if you are whisked away to a strange location through a portal, transported far away without knowing where you are going, or even remotely viewing a subject through a crystal ball, it all works.

### TRUE LOCATION

*8th-level divination*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

This spell is among the most powerful ways to locate any creature or object. Magical protection from scrying has no effect. You instantly learn the exact location of a single creature or object which you must name or identify (it need not be the true name). It reveals the creature's true name and the name of the street, community, country, planet or plane of existence where it currently is. At some point you need to have seen the creature or have an item precious to it. For an object you must have touched it once before.



## ARCANE TRADITION: SCHOOL OF DIVINATION OPTION

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic. When choosing the school of divination, you may substitute the ability gained at 10th level (“The Third Eye”) with the following special ritualistic power.

### SÉANCE

You attempt to contact the departed spirit of a dead creature which has passed onto its final reward. The body itself need not be present, but you must have the exact name of the creature. The DM may decide you do not have enough information to perform the séance. Contacting “Gideon the Blacksmith” may be too broad. Contacting “Gideon the blacksmith of Candlemark, son of Owen, whose shop was at the corner of Dove Way” is much more accurate and liable to get the attention of the spirit in question. The individual being contacted cannot be an undead, or somehow imprisoned or restrained from interaction in some manner based upon the spirits' situation in the afterlife.

You and a select number of patrons sit and form a circle, preferably holding hands and with a number of personal trappings of the deceased with you. You then sacrifice a spell slot of any level. This determined the number of questions you can ask the spirit. With a series of requests, possibly referencing the personal items at hand, the spirit's conscience arrives in 1d10 minutes. It bonds with you, and it uses your voice to speak.

Contacting this extraplanar intelligence can strain or even break Your mind. When you perform this ritual, make a DC 15 Intelligence Saving throw. On a failure, consult the séance backlash table. On a successful save, you can ask the entity up to a number of questions per spell level sacrificed. You have 1 minute per the spell level sacrificed to ask your questions. The spirit knows only what it knew in life, including the languages it knew. The DM answers each question, usually with one word, such as “yes,” “no,” “maybe,” “never,” “irrelevant,” or “unclear” (if the spirit doesn't know the answer). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

If you or anyone else involved in the séance were hostile to the creature in life, or it somehow knows you as an enemy, it can attempt to resist. It can make a Wisdom saving throw to avoid each question, the DC is equal to 8 plus the spell level you sacrificed. Even if it is forced to answer it may give riddled or unclear answers.

You cannot perform a séance on the same spirit if a séance was performed on this spirit or was the subject of *speak with dead* within the past 10 days. This ability allows a lot more information and options than a simple *speak with dead* spell, which requires a corpse with an intact jaw.

### SÉANCE BACKLASH

In this instance, the séance fails. The DM can decide if any questions are answered for it failed entirely. Otherwise roll 1d6 and consult the result below.

- 1) The spirit inhabits another random participant instead of you. It causes the individual 1d6 psychic damage and two levels of exhaustion.
- 2) Thriving to relive its mortal time, the spirit animates your body in violent, jerky motion. You are incapacitated during the ritual and for 1d10 minutes thereafter.
- 3) You take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* Spell cast on you ends this effect.
- 4) You are tossed backwards from the seating, fall prone, and are paralyzed for 1d10 minutes.
- 5) You accidentally contact another spirit, perhaps one close to the original or a guardian entity or malevolent spirit. It deliberately toys with its answers, perhaps giving unwanted or untrue information. You are aware you didn't contact the original but may not know who this is.
- 6) The séance fails, and the result leaves you with two levels of exhaustion and you are insane until you finish a short rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* Spell cast on you ends this effect.



### **BACKGROUND: SEER**

While some wizards view themselves as diviners or oracles, the seer truly believes the world's secrets are their to learn. Insatiable curiosity is frequently a trait of the seer, as is rumor surrounding the various (questionable?) ways they learn their secrets.

### **Feature: I've Got a Bad Feeling About This**

You are in tune with your surroundings and may spend a moment or two in a trance to gain a minor insight or clue about a current situation. Work with your DM to determine what type of hunches you may get receive. Specifics are rarely attuned this way but it should be obvious your insight is not to be toyed with.

**Skill Proficiencies:** Insight, Investigation

**Languages:** Two of your choice.

**Equipment:** A set of common clothes, Divination Tools dependent on your rituals, a belt pouch with 10gp.

### **Personality Trait:**

1. My eyes wide, I am always aware of my surroundings.
2. I tend to look right through others while listening.
3. I frequently concentrate on the little things, they mean a lot.
4. I hide my visions from anyone but only my trusted companions.
5. I am willing to take a chance on anything, at least once.
6. I don't do anything without a plan.
7. My mind sometimes wanders, even in the middle of conversations.
8. I approach everything with caution.

### **Ideal:**

1. Obsessive. I look for meaning in everything, sometimes even in trivial matters. (Any)
2. History. I have a love of antiquities; history and ancient lore fascinate you. (Any)
3. Secretive. The lore I discover need not always be shared and I always hold something back. (Neutral)
4. Superstitious. I am always on the watch for omens; I see portents in the simplest of events. (Any)
5. Voices. I hear voices that don't seem to come from the people around me. (Any)

6. Addict. I am addicted to drugs, alcohol, adrenaline, tobacco, or some combination. (Any Chaotic)
7. Fortune-teller. I carry a Divination Tools (tarot cards, rune stones, rune sticks, bones, etc.) (Any)
8. Ghost Whisperer. I see the spirits of people who have not passed on yet. (Neutral)
9. Envious. I deserve all, anything I want should be mine, even the future itself. (Evil)
10. History. History must be preserved and made available to others to study. (Good)

### **Bond:**

1. My grandfather foretold the end of a great city or race. I will follow what he started.
2. The device I use to scry with are a part of every divination spell I cast.
3. An animal, possibly something in disguise, has begun following me on adventures, it may want insight into my powers.
4. My logbook contains notes in my own code about secrets I've unearthed which needs following up.
5. A local noble has taken me into their confidence and wants to support me if I act as their adviser.
6. I have a minor artifact from a lost civilization I admire and must find out more about.

### **Flaw:**

1. I sometime let loose secrets that are better kept hidden.
2. I'm on a mission that betrayed the trust of my family or clan and now they disown me.
3. An evil power has blackmailed me or my ancestor and now I must sometimes use my foresight to answer their questions.
4. If my spells or abilities fail I must never let on and I just fill in the details with whatever I think may be right.
5. Someone I wronged is spreading word to discredit me and my abilities.
6. I know all and see all and I frequently let everyone know it.

### **NO CLASS LIST?**

The individual spells are considered wizard spells, but 5th Edition has proven to be anything but restrictive. We encourage you, and the Dungeon Master, to work these into your world as you see fit and place them on any class spell list you desire.



## RITUAL DETAILS

Rituals are complex ceremonies that allow you cast a spell with the ritual tag, without using a spell slot, but which takes 10 minutes longer to complete (see the PHB). The exact details can actually change depending on the casting circumstance, and the tools or methods you feel will bring good results. In other words they may not be exactly the same from time to time.

You may even create a new category of tool; Divination Tools. This includes alchemical reagents, mystic salves, rare herbs, special incense, bones, dice, rune chits, etc. A listing of 50 possible divination tools for rituals or casting are presented for your perusal and imagination to the right. A DM may require one of these to be used as part of the ritual. For more interesting role-playing, combine two or more to make a more elaborate ritual!

Note: The spells with a ritual tag in this or other books are left to interpretation. 5th Edition doesn't require any details, so these are optional trappings a DM may require depending on their vision of the campaign.

## ENHANCING DIVINATION RITUALS

As an optional rule, DMs may allow casters to attempt to 'push' the ritual, enhancing the spell with a cost and possible backlash or side effects.

To enhance a divination spell with the ritual tag, the materials are consumed in the casting, equal a worth of 25 gold per spell level. The caster may choose one effect to enhance. Some possibilities include:

- Increase range by 50%
- Increase duration by 50%
- As an additional question
- Gain additional insight
- Target saving throw is made with disadvantage

Additionally, however, the caster must make an Intelligence (Arcana) check. The DC is 10 + the spell level being enhanced. Failure by 5 or more means:

- 1) You take 1d4 x the spell level of psychic damage.
- 2) You are unconscious for 1d10 minutes.
- 3) You gain two levels of exhaustion.
- 4) You are stunned for 1d10 minutes.

## 50 DIVINATION RITUAL TOOLS

Anthracomancy, burning coals until you see...  
 Archeomancy, arranging sacred relics in patterns.  
 Aspidomancy, sitting in a drawn circle.  
 Astragalomancy, casting dice for the reveal.  
 Astrapomancy, by lightning patterns in a storm.  
 Astrology, studying celestial bodies for clues.  
 Augury, studying the flight of birds  
 Auramancy, auras which can be seen by you.  
 Capnomancy, smoke wisps show patterns of truth.  
 Carromancy, melting wax for figures.  
 Cartomancy, custom ivory or metal divination cards.  
 Catoptromancy, mirrors and images mixed.  
 Cephalomancy, arranging patterns of skulls.  
 Chalcomancy, striking gongs to call answers forth.  
 Cheiromancy/chiromancy, palm reading.  
 Cineromancy/ceneromancy, patterns in ashes.  
 Conchomancy, the arrangement and shape of shells.  
 Cryptomancy, interpreting omens.  
 Demonomancy, asking favors of demons who know.  
 Dowsing, by a divining rod  
 Dracomancy, by dragons, their flights and lore.  
 Dream interpretation of yourself or others.  
 Driromancy, patterns revealed by dripping blood.  
 Elaeomancy, in the patterns and swirls of oil.  
 Gastromancy, classic crystal ball gazing.  
 Genethliology, science of birth dates and signs.  
 Geomancy, by earth, ley lines and their nodes.  
 Graptomancy, studying handwriting  
 Haematomancy, swirling blood in a shallow bowl.  
 Hydromancy, seeing through the flow of water.  
 Iconomancy, secrets revealed by icons.  
 Idolomancy, answers heard from idols.  
 Knissomancy, meditating for revelations by incense.  
 Lithomancy, through the sight of precious stones.  
 Lychnomancy, through burning candles.  
 Numerology, by numbers, patterns and equations.  
 Numismatancy, the study or dropped coins.  
 Oomancy, by breaking eggs and studying the yokes.  
 Osteomancy, throw the bones and interpret.  
 Pyromancy, through the visions of fire.  
 Rhabdomancy, by rods, sticks, or wands.  
 Runecasting/Runic divination, i.e. casting runes.  
 Sciomancy, asking favors of shadows or spirits.  
 Scrying, by gazing into a focus or magic item.  
 Selenomancy, the size and position of the moon.  
 Stareomancy, study the portents of the four elements.  
 Taromancy/tarotmancy, by tarot card reading.  
 Tasseomancy, through tea leaves or coffee grounds.  
 Uranomancy/ouranomancy, study the sky's patterns.  
 Xylomancy, through burning wood for focus.



**ATHANAE “MOONDOWN” DUROTHIL** was a character created during the game’s 2nd Edition era. In trying to conjure a character concept, the player was intrigued by the ‘witch’ kit offered in one of the Complete Handbooks of the time. It had strong gifts of prophecy but no weapon proficiencies at all. Furthermore, back in the day, the divination school was considered a sort of second-class, the weakest of all, not even worthy of specialization. She saw this as a challenge and began looking into the game’s divination offerings. She saw something truly remarkable: the possibility for a different type of investigator, explorer and protector using the gift of foresight and prophecy to aid her adventuring companions.

**INFINITE ADVENTURES:** Some DM’s may be intimidated in allowing or even judging the effects of some of the more creative spells herein. My advice as this player’s DM is don’t worry, in fact they may enhance your campaign in more ways that you can imagine. While the player frequently thought she was gaining an edge, many of these spells also allowed me great freedom to plant clues, provide learned adventure hooks to entice the group, and further develop and build my vision of the Forgotten Realms.

#### **CREDITS—TOOLBOX PUBLISHING**

Spells uniquely created or adapted from similar TSR designs  
by Dawn Ibach

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Jeff and Dawn are the ENnie-award winning authors behind AEG’s Toolbox (2002) and Ultimate Toolbox (2009).

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#### **“MHM VENTURES”**

This book is part of a new imprint focusing on quality, imaginative PDF support for 5th edition D&D through the DM’s Guild website. The “Mount Holly Marauders” is a game club in New Jersey USA consisting of over 40 members collaborating to bring products you can trust and count on to deliver useful tools for your campaign.

