





Abandoned Arts[®] Presents:

Feats of Diviniation

TEN NEW FEATS FOR USE WITH THE PATHFINDER $^{\scriptsize (8)}$ ROLEPLAYING GAME

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The More Feats! Time from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats perfect for PCs and NPCs relevant to that theme. Feats of Divination features feats for diviners and fans of divination magic. Many of the feats contained herein list divinatory spellcasting ability or the Spell Focus (divination) feat as a prerequisite.

AURASIGHT

The auras of detected spells and magical objects linger in your vision.

Prerequisites: ability to cast *detect magic*, Eyes of Judgement¹

Benefit: When you use a *detect magic* spell to successfully identify the school of magic to which an aura belongs, you gain the ability to perceive that aura visually, even if it leaves the area of your *detect magic* spell. This visual effect ends if you do not spend a standard action on any given round to concentrate on your *detect magic* spell.

DAMNING VISION

Creatures that use scrying magic to watch you are overcome with a feeling of dread.

Prerequisites: Intimidating Gaze¹

Benefit: Creatures that observe you remotely via *scrying* and other remote-viewing spells and abilities are beset by a gnawing sense of dread, gaining the shaken condition for as long as they do so.

DIVINE BEACON

Your mind broadcasts a beacon that attracts scrying sensors.

Prerequisites: access to Luck or Magic domains, divine spellcasting ability

Benefit: The DC of *scrying* spells and other remote-viewing spells are increased by 4 if the target of such a spell is within 30 ft. of you. You may choose to suppress this ability for 24 hours each time that you pray for your divine spells.

GLIMPSE OF INSIGHT

You can expend the power of a divination spell to gain a glimpse of wondrous insight.

Prerequisites: Spell Focus (divination)

Benefit: When you dismiss a divination spell with a range of "personal" as a standard action, you may gain a +2 insight bonus on attack rolls, skill checks, and saving throws for up to a number of rounds equal to the spell level of the dismissed spell. The first time that you fail an attack roll, skill check, or saving throw while benefitting from this +2 insight bonus, the duration of this effect immediately expires.

INSANITY DEFENSE

You have learned to scatter your thoughts as a defense against mind-reading magic.

Prerequisites: ability to cast *confusion*, non-lawful alignment, Spellcraft 1 rank

Benefit: Whenever you use the Spellcraft skill to identify a *detect thoughts* spell or a similar mindreading spell that targets you, you may choose to become confused (as the spell *confusion*) as an immediate action. This is a supernatural (Su) effect. If you do, spells that would read your mind return only a jumble of meaningless surface thoughts instead. Each round you may renew your own confusion by concentrating as a standard action.

PERCEIVE ENCHANTMENTS

You can sense magical meddling in another creature's mind.

Prerequisites: telepathy or ability to cast a divination spell of 1st-level or higher

Benefit: When you use *detect thoughts,* the telepathy special ability, or any other spell or special ability which allows you to "read" or communicate with another creature's mind telepathically, you automatically know if that creature is under the effects of a charm or compulsion effect, and gain a +2 insight bonus on Spellcraft skill checks to identify a charm or compulsion spell affecting such creatures.

RAPID DETECTION

You can process divinatory information quickly. **Prerequisites**: Spell Focus (divination)

Benefit: While concentrating on a detect spell with a duration of concentration, such as *detect magic* or *detect undead*, you may spend a move action to gain one additional round's worth of information, as though you had concentrated on

that spell for a full round longer.

SHREWD SEER

Enspelling a seer's divinatory sight is an art that comes easily to you.

Prerequisites: ability to cast *permanency*, Spell Focus (divination)

Benefit: You may ignore the material component

cost of the permanency spell when you use that spell to bestow a permanent duration on a single divination spell with a range of "personal." You may only gain this benefit with respect to one casting of the permanency spell at a time. If you cast a permanency spell affecting a second personalrange divination spell, you must pay the material component cost as usual.

STEADY SIGHT

You can concentrate on divination spells with no effort at all.

Prerequisites: Spell Focus (divination)

Benefit: You never need to make a concentration check to maintain concentration on a divination spell that you cast.

SUPREME VISIONARY

When you glimpse into the future, you can be certain of what you see.

Prerequisites: character level 10th, Prophetic Vi-

Benefit: The chance of success entitled to you when using the Prophetic Visionary feat to gain the benefits of an augury spell is increased by an amount equal to your Wisdom score, to a maximum of 90%.

1: See the Pathfinder® Roleplaying Game: Ultimate Magic™ sourcebook for a description of this feat.







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