

Spell Power Arcane Sight



Feats and plot hooks for the arcane sight spell.

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SPELL POWER: ARCANE SIGHT

Presented below are several feats and exciting plot hooks centered around a unifying theme: the *arcane sight* spell. This spell was first featured in the *Pathfinder® Roleplaying Game: Core Rulebook* and is referenced here for your convenience.

SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

ENDURING SIGHT [SPELL POWER]

Your arcane sight is unusually difficult to dispel.

Prerequisites: ability to cast arcane sight and

permanency

Benefits: If a spellcaster or magical effect would dispel a permanent *arcane sight* or *greater arcane sight* spell that you cast, it dispels only the *permanency* effect instead. The duration of your *arcane sight* or *greater arcane sight* is reset to its normal maximum in this instance, as though you had just cast it.

FOCUSED SIGHT [SPELL POWER]

You can sweep for magical auras swiftly.

Prerequisites: ability to cast *detect magic*, caster level 5th

Benefits: You can concentrate on the *detect magic* spell as a move action. This ability confers no benefit to the *arcane sight* spell.

Normal: Concentrating on a spell requires a standard action.

PENETRATING SIGHT [SPELL POWER]

Your arcane sight penetrates common barriers.

Prerequisites: ability to cast detect magic or arcane sight

Benefits: Your arcane sight, greater arcane sight, and detect magic spells penetrate barriers twice as

deep. Dirt or wood barriers up to six feet thick are penetrated by those spells, as are stone barriers up to two feet thick, and barriers of common metals up to two inches thick. A thin sheet of lead still blocks detection entirely.

Additionally, you can detect lingering auras after twice the usual time has elapsed (faint auras linger in your perceptions for 2d6 rounds, moderate auras for 2d6 minutes, strong auras for 2d6x10 minutes, and overwhelming auras for 2d6 days).

RITUAL SIGHT [SPELL POWER]

You can substitute expensive spell components for a ritual ceremony.

Prerequisites: ability to cast *arcane sight* and *permanency*, caster level 9th

Benefits: You can use the *permanency* spell to more cheaply make an *arcane sight* spell that you cast permanent. A *permanency* spell cast in this way requires only 2,500 gold pieces' worth of diamond dust in material components, and you may ignore the minimum caster level requirements for *arcane sight*. A *permanency* spell cast in this way requires much more time to cast; the casting time is increased to 1 hour. Unlike most *permanency* spells, this ritual casting can be dispelled by a spellcaster of any level who succeeds on a caster level check to do so.

Normal: Using *permanency* to make an *arcane sight* spell permanent requires 7,500 gold pieces' worth of diamond dust, and only a spellcaster of a higher caster level than you possessed at the time of casting can dispel a *permanency* spell that you cast





SUBTLE SIGHT [SPELL POWER]

You can mask the evidence of your arcane sight.

Prerequisites: ability to cast arcane sight

Benefits: You can suppress the blue glow that emanates from your eyes while benefitting from an arcane sight or greater arcane sight spell that you cast. Suppressing the glow for one round requires a swift action.

ARCANE SIGHT PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the detect magic and arcane sight spells into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

- A criminally-minded sorcerer uses arcane sight (made permanent by a permanency spell) to select his targets, searching for persons carrying powerful auras on easilypalmed objects (like amulets, brooches, and necklaces).
- A gelatinous cube escapes an alchemist's lab, absorbing a suite of magic potions and elixirs along the way (including a potion of arcane sight). Now able to perceive magical auras, the cube goes on a mindless quest to absorb every aura that it detects, picking up a veritable horde of arcane objects along the way. The unfortunate alchemist will need to hire adventurers to track down and dispatch this souped-up gelatinous horror.
- A crime-solving wizard uses *detect magic* spells to solve magical crimes, reading lingering auras to determine which spells were cast at the scene of the crime, and
- A cursed scroll or potion of arcane sight vexes the user by bestowing the ability to see magical auras... and nothing else. A creature affected by such a curse is selectively blind, only able to perceive magical auras and the objects that they surround (though the creature gains the full benefits of the spell, otherwise).

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