

# DIVINER'S DISSERTATION

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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## DIVINER'S DISSERTATION

Many mages use divination magic to recall past events, foretell the future, and remotely observe the present. The utility of this school is often overlooked because its practical applications do not provide instant gratification. In fact, many of the most common divination spells have casting times of 10 minutes or more, making them useless during combat and rendering their casting difficult to justify when time is of the essence.

When applied properly, however, a divination spell can provide important details about any possible situation. Whether locating an object, determining what is on the other side of a door, or identifying a magic item, divination spells are useful additions to any mage's toolkit.

Spells such as *prying eyes*, *arcane eye*, and *clairaudience/clairvoyance* allow a spellcaster to remotely view their surroundings, sometimes at great distance. These spells are useful, but their long casting times cause barbarians to grow bored waiting for the wizard to finish with his fancy finger twiddling. Still, many an adventuring party has been saved because the wizard was able to identify a shambling mound from 300 feet away and around a corner.

These lengthy time requirements have prompted divinatory scholars to research new spells capable of taking back some of that lost productivity. After a brief recap of the divination school as a whole, we will provide several examples for the aspiring diviner to familiarize herself with.

## DIVINATION SPELLS

Divination spells enable you to learn secrets long forgotten, predict the future, find hidden things, and foil deceptive magic.

Many divination spells have cone-shaped areas. These move with you and extend in the direction you choose. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.





## SUBSCHOOLS

**Scrying:** A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. The sensor, however, is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded or deafened, or otherwise suffered sensory impairment.

A creature can notice the sensor by making a Perception check with a DC 20 + the spell level. The sensor can be dispelled as if it were an active spell.

Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is blocked.

**New Time:** Ordinarily, time is considered the purview of transmutation magic; spells such as haste, slow, and time stop all belong to the transmutation school. However, divinations allow you to peer forward or backward in time, often to great effect.

The time sub-school of divination magic does not allow a caster to manipulate time in the way transmutation magic does. Instead, these divination spells provide glimpses through time that allow you to make informed responses at crucial moments.

## NEW DIVINATION SPELLS

Following is a list of new divination spells for each spell level. Feel free to add them to the spell lists of other non-core spellcasting classes for which they may be appropriate.





## SPURGEON'S SKILLFUL STEP

School divination (time); Level bard 0, cleric 0, druid 0, inquisitor 0, paladin 1, ranger 1, sorcerer/wizard 0, witch 0

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

Range touch

Target creature touched

Duration 1 round

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

### DESCRIPTION

Sometimes one's surroundings are simply too cluttered and it can be difficult to traverse the treacherous terrain. Thankfully, a clever caster known as Spurgeon developed this delightful divination.

The target receives a vision of their immediate position and surroundings so they can easily choose the right place to put their feet. In essence, they know exactly where to take the best step.

For one round, the target of the spell ignores all difficult terrain. Furthermore, they may choose to spend a move action to ignore attacks of opportunity provoked by moving through a threatened space.

## SPURGEON'S SPEEDY SPELLCASTING

School divination (time); Level bard 1, cleric 1, druid 1, sorcerer/wizard 1, witch 1

### CASTING

Casting Time 1 standard action

Components V, S, F (an hourglass worth at least 1 gp)

### EFFECT

Range personal

Target you

Duration 10 min./level, see text

### DESCRIPTION

Like many diviners, Spurgeon felt too much time was spent casting divination spells. He speculated it was why diviners always had such long, tangled, white hair and were best described as crazy. To combat the diviner's aging problems, he developed a spell designed to reduce the casting time of other divination spells.

The next divination spell you cast while this spell is in effect has its casting time reduced based on the following chart.

Original Casting Time	New Casting Time
1 full round or less	no change
1 minute	1 round
10 minutes	1 minute
1 hour	10 minutes
More than 1 hour	1 hour
More than 1 day	1 day

It should be noted that Spurgeon died an early death. He was in the middle of casting a speedy *arcane eye* when a goblin stabbed him in the back.





## BORROW VITALITY

School divination (time); Level bard 2, cleric 2, sorcerer/wizard 2, witch 2

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

Range personal

Target you

Duration 1 day, see textnoneno

### DESCRIPTION

Common wisdom suggests one should take care of her body now so she will be healthy in the future. This spell acts on the assumption that you will be healthier in the future, so you can borrow a bit of that vitality when it counts.

By borrowing a bit of your future vitality, you may recover from some of your current wounds. You gain a number of temporary hit points equal to  $2d8+1/\text{caster level}$ . These temporary hit points remain for one day or until they have been depleted.

The following day, you suffer a loss to your maximum hit points equal to the number of temporary hit points you gained when casting this spell. These hit points may not be healed in any way, but they return one day later.

While it may be possible to cast this spell multiple times in a single day, you should exercise caution when doing so. Kirsten the bard once borrowed so much of her future vitality that she never woke up again.





## KARRA'S MIRACULOUS RECLAMATION

School divination (time); Level bard 3, cleric 3, druid 3, sorcerer/wizard 3, witch 3

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

Range personal

Target you

Duration 1 min./level

### DESCRIPTION

Karra was a counterspelling expert who grew tired of her opponents calling her bluff. She spent much of her time waiting for others to act, only to have them thwart her attempts to counter them. Tired of wasting so much of her time, she developed a spell to reclaim some of that lost productivity.

When you ready an action that does not trigger, you may reclaim your standard action just before the start of your next turn. Any spell with a duration longer than instantaneous that you cast with this action is treated as if it had been cast during your previous turn; thus, one round of the spell's duration (if any) is immediately expired.

Regardless of whether or not you used your move action in the previous round, you may only reclaim your standard action.





## CLAIRE'S SOCIAL INSIGHTS

School divination (time); Level bard 4, sorcerer/wizard 4, witch 4

### CASTING

Casting Time 1 round

Components V, S

### EFFECT

Range close (25 ft. + 5 ft./level)

Target one creature

Duration 10 min./level (D)

Saving Throw none; Spell Resistance no

### DESCRIPTION

Claire was a socialite, but over time she grew dependent upon enchantment spells to bolster her standing with others. As time went by, she discovered more and more people were becoming resistant to her charms. She devised a new spell which would allow her to look into a person's past and grant her insight on how to interact with them in the present.

When you cast this spell, you gain a broad knowledge of the target's past. This glimpse into their life gives you a variety of bonuses in regards to the target. You gain an insight bonus on all Knowledge checks related to that target equal to +1 per two caster levels. You gain the same bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with that target.

The spell's effects can be distracting as you constantly see relevant flashes of the past while interacting with the target. As long as the spell persists and you actively interact with the target, you take a -4 penalty on Perception checks.





## CLAIRE'S AUDIENCE

School divination (scrying); Level bard 4, cleric 6, druid 5, sorcerer/wizard 5, witch 5

### CASTING

Casting Time 1 minute

Components V, S, M (a piece of clear glass)

### EFFECT

Range see text

Effect magical sensor

Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

### DESCRIPTION

Claire feared that people did not believe her tales of daring exploits when she came back from a grand adventure, no matter how impressive her songwriting skills were. To combat their apathy, she developed a spell that allowed others to watch her as she vanquished monsters, rescued helpless villagers, and wooed handsome lads.

This spell creates a reverse scrying sensor, which moves with the caster at a speed of up to 150 feet. It functions similar to the *scrying* spell, but the caster selects any location she is familiar with and allows people at that location to watch what she is doing. She cannot use the scrying sensor to view the audience; only the audience can watch her.

*Claire's audience* allows the viewer to see everything within a 50-ft. radius of the caster. The viewer is able to use her full visual acuity when looking upon the caster, and the following spells have a 5% per caster level chance of functioning through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.





## ALETTA'S FALSE DIVINATION

School divination; Level bard 6, cleric 6, inquisitor 6, sorcerer/wizard 6, witch 6

### CASTING

Casting Time 1 standard action

Components V, S

### EFFECT

Range personal

Target you

Duration 1 hour/level (D)

Saving Throw none, see text; Spell Resistance no

### DESCRIPTION

Alletta was a diviner of some renown, but over time she grew paranoid that other diviners could learn just as much about her as she could about them. She developed a spell to protect her secrets from others.

When you are the target of a divination spell, or are included in the area of a divination spell, the caster receives a false reading about you.

For example, you are included in the area of a *detect thoughts* spell. Instead of reading your actual thoughts, the caster receives misleading information of your choice.

The caster may detect that the information is false if they succeed at a Will saving throw, but they learn only that the information is false, they do not learn the truth.

This spell does not protect you against the effects of divinations that do not target you directly or include you in their area, such as legend lore.





## TIME TWIST

School divination (time); Level cleric 8, sorcerer/wizard 7, witch 7

### CASTING

Casting Time 1 standard action

Components V, S, M/DF

### EFFECT

Range personal

Target you

Duration 1 round/level

### DESCRIPTION

This spell appears to allow you to alter your own personal flow of time, but in reality you simply divine the actions of all nearby creatures for the next several seconds and are able to react accordingly.

While this spell is active, you may delay your action as normal. If you do so, you may choose to return to the initiative by interrupting another creature's actions rather than returning after the creature has acted. If you interrupt another creature, you may treat your action as if it were readied against the creature who is about to act.

For example, if you are delaying your action and another creature casts *fireball*, you may choose to return to the initiative order and cast *fireball* to counterspell their spell as if you had readied an action to do so. You may alternatively attack that creature in an attempt to disrupt their spell.

When you return to the initiative order, you go immediately before the creature whose action you interrupted instead of immediately after that creature as you would when using the delay action normally.





## WISHING WELL

School divination; Level bard 6, cleric 8, druid 8, sorcerer/wizard 8, witch 8

### CASTING

Casting Time 1 hour

Components V, S, F (a pool of water)

### EFFECT

Range close (25 ft. + 5 ft./level)

Target one pool of water up to 10 cu. ft./level (which also serves as the spell's focus)

Duration permanent

Saving Throw yes (object); Spell Resistance yes (object)

### DESCRIPTION

You enchant a pool of water to become a container for the hopes and dreams of others. By itself, this spell does nothing but cause a pool of water to detect as under the influence of strong divination magic. When someone makes a wish and tosses an object into the pool of water, however, the object also becomes enchanted.

By retrieving an object from the pool and speaking the command word set by the caster, the person holding the object is given a sense of the wish associated with the object, including a mental image of the person who made the wish.

For example, a halfling tosses a coin into the well and wishes he were taller. When a person retrieves that coin from the pool and speaks the command word, he sees an image of the halfling and senses that the halfling wished to be taller.

Legend has it that a wizard once planted such a spell inside of a town's well and used the information he gained from the townsfolk to earn their favor. When they discovered he was accessing their deepest and most secret desires, they quickly turned on him.





## SOUL MIRROR

School divination; Level sorcerer/wizard 9, witch 9

### CASTING

Casting Time 1 hour

Components V, S, F (a mirror worth at least 1,000 gp)

### EFFECT

Range touch

Target one mirror touched (the spell's focus)

Duration permanent

Saving Throw Will negates (object); Spell Resistance yes (object)

### DESCRIPTION

You enchant a mirror with the ability to reveal the true nature of any creature. A creature whose reflection appears in the mirror is shown as they truly are, as if onlookers were observing the reflection through a *true seeing* spell.

Furthermore, onlookers are able to detect the alignment and aura (if any) of the creatures appearing in the mirror. This functions as the *detect chaos*, *detect evil*, *detect good*, and *detect law* spells, though onlookers obtain all of the information about that creature's alignment as if they had been observing the creature for three or more rounds, even at a glance.

Any creature responsible for destroying a mirror enchanted by this spell becomes cursed (no save). They permanently become the target of the soul mirror's effects; all other creatures who observe them see them as they truly are, as if by *true seeing* and the *detect alignment* spells.

The effects of this curse are powerful. The curse bestowed by this spell cannot be dispelled, and it can only be removed by a *miracle* or *wish* spell.



## REVEALER (WIZARD SUB-SCHOOL)

A revealer knows the power of drudging up the past or offering glimpses of the future, and they use their abilities to good effect. By sharing their visions with others, they can change the flow of battle.

### REPLACEMENT POWERS

These abilities replace the Diviner's Fortune and Scrying Adept abilities of the divination school.

#### REVEAL DEEDS (SU)

As a standard action, you show a target a glimpse of their past deeds. Choose one target within 30 feet and decide whether you show them their greatest successes or their biggest failures

If you show the target their failures, they take a morale penalty equal to  $1/3$  your wizard level (minimum 1) on all checks for 1 minute unless they succeed at a Will save (DC  $10 + 1/2$  your wizard level + your Intelligence modifier). If you show them their successes, they instead gain a morale bonus equal to  $1/3$  your wizard level (minimum 1) on all checks for 1 minute.

You can use this ability a number of times per day equal to  $3 +$  your Intelligence modifier. This is a mind-affecting effect.

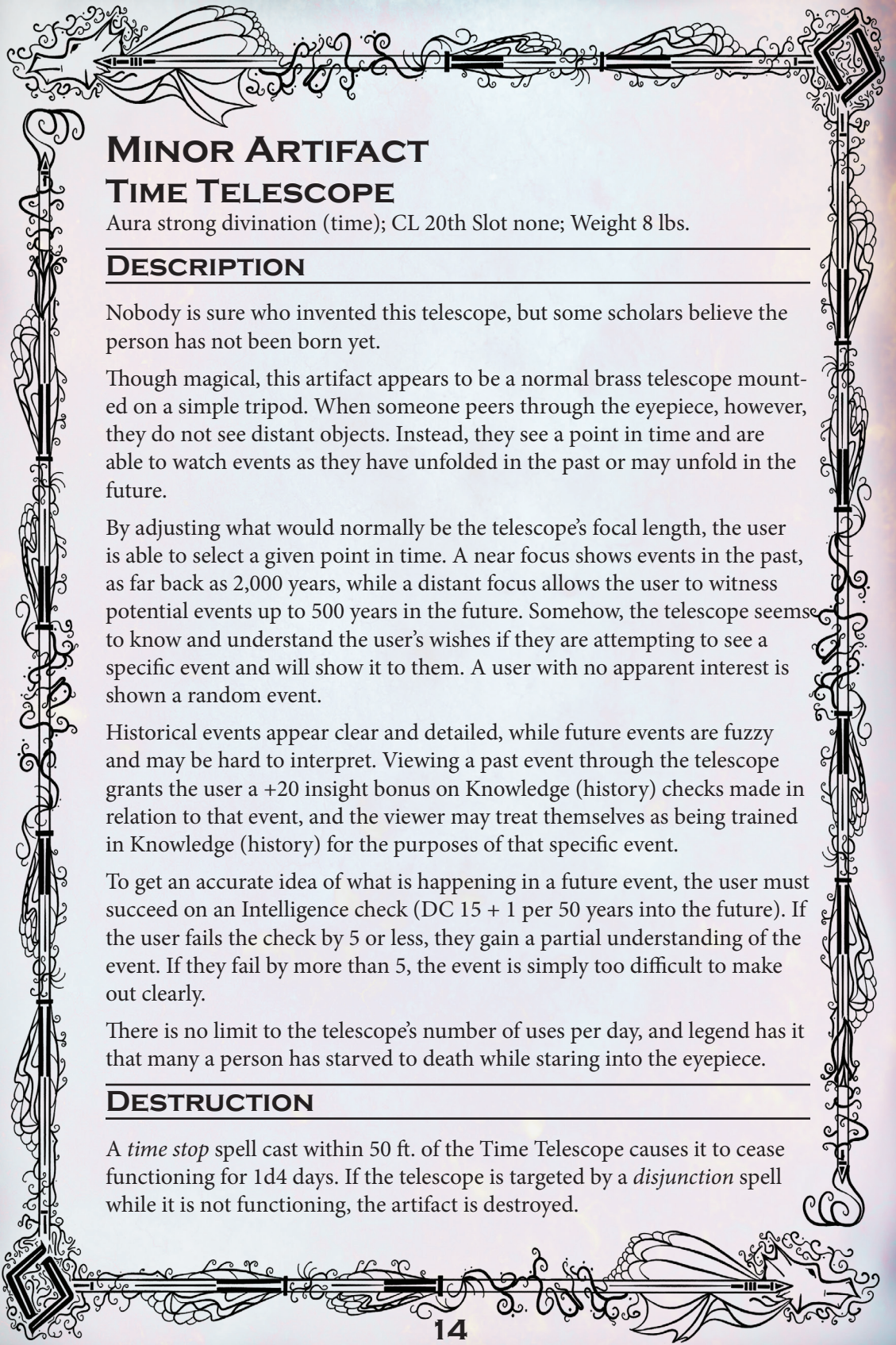
#### REVEAL DEATH (SU)

You show the target their exact time of death, a moment sure to disturb even the most stoic of warriors. Pick one target within close range (25 ft. + 5 ft./level). If that target fails a Will save (DC  $10 + 1/2$  your wizard level + your Intelligence modifier) they gain the frightened condition. If that target's current hit points are lower than half their maximum, they gain the panicked condition instead. Even if the target succeeds at their save, they gain the shaken condition. This is a mind-affecting fear effect.

Regardless of which condition they receive, the effect lasts for a number of rounds equal to  $1d4 +$  your Intelligence modifier.

You can use this ability once per day at 8th level and an additional time per day for every four levels beyond 8th. This ability may not be used to stack fear effects with itself, though other effects which increase a target's fear severity function normally.





## MINOR ARTIFACT

### TIME TELESCOPE

Aura strong divination (time); CL 20th Slot none; Weight 8 lbs.

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#### DESCRIPTION

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Nobody is sure who invented this telescope, but some scholars believe the person has not been born yet.

Though magical, this artifact appears to be a normal brass telescope mounted on a simple tripod. When someone peers through the eyepiece, however, they do not see distant objects. Instead, they see a point in time and are able to watch events as they have unfolded in the past or may unfold in the future.

By adjusting what would normally be the telescope's focal length, the user is able to select a given point in time. A near focus shows events in the past, as far back as 2,000 years, while a distant focus allows the user to witness potential events up to 500 years in the future. Somehow, the telescope seems to know and understand the user's wishes if they are attempting to see a specific event and will show it to them. A user with no apparent interest is shown a random event.

Historical events appear clear and detailed, while future events are fuzzy and may be hard to interpret. Viewing a past event through the telescope grants the user a +20 insight bonus on Knowledge (history) checks made in relation to that event, and the viewer may treat themselves as being trained in Knowledge (history) for the purposes of that specific event.

To get an accurate idea of what is happening in a future event, the user must succeed on an Intelligence check (DC 15 + 1 per 50 years into the future). If the user fails the check by 5 or less, they gain a partial understanding of the event. If they fail by more than 5, the event is simply too difficult to make out clearly.

There is no limit to the telescope's number of uses per day, and legend has it that many a person has starved to death while staring into the eyepiece.

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#### DESTRUCTION

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A *time stop* spell cast within 50 ft. of the Time Telescope causes it to cease functioning for 1d4 days. If the telescope is targeted by a *disjunction* spell while it is not functioning, the artifact is destroyed.



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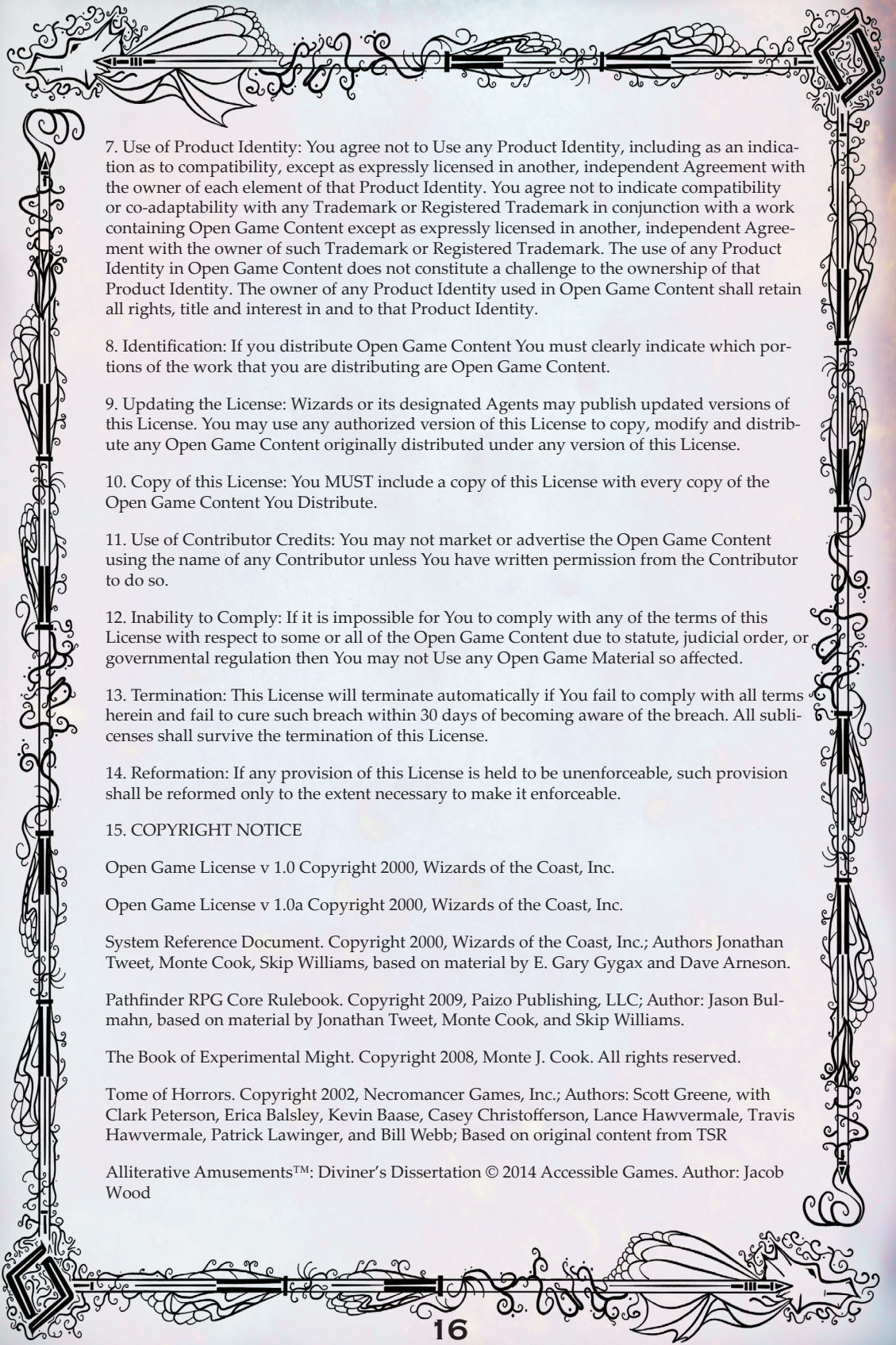
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