

The Diviner's Handbook





The Diviner's Handbook

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Chapter 1

Introduction

The University of Andrus was the greatest collection of learning in the world. Certainly not the greatest that ever had been by any rendering, but among the few centers that still existed, it certainly held great renown. Therefore, as the Vice-Chair of Divination, Aghva held great sway with virtually all the learned men and women of the world.

All except one.

"You blithering idiot," said Delro, the Chair of Divination, while rapping Aghva on top of his head with a cane, "when I want your opinion, I'll ask for it!"

Aghva adjusted his turban again (it had become an unconscious act by this point) and bowed slightly. "Apologies, Chairman, but as the one who keeps all financial records for our department, I still need to know; why in the bleeding nine Hells do you need so much funding?"

Delro muttered something under his breath, stroking his long white beard with his cane-hand, as if trying to decide whether to answer Aghva or to simply hit him again.

"I have discovered," the old man said finally, hobbling over toward his desk, "the resting place of a great item. Something I have sought for many years. All I need now is a ship and a few bodyguards to take me there."

"You want to go yourself?"

"Of course I'm going myself! I'm surely not going to trust something this important to you or whoever else the University would send!"

Once again, the age-old debate raged in Aghva's heart. It would be so easy, so very simple, to just give the old Chairman what he wanted, but the University's funds were not inexhaustible, and if the trip ended up being for naught, Aghva'd be the one called before the council over it.

"Are you sure it's there? Have your divinations confirmed it?"

"Of course they have," Delro said, his hands passing over the crystal ball that always sat prominently in the center of the desk. "Old magic protecting it. I never would have found it if I hadn't

been looking in the exact place and known exactly what I was looking for."

"Old magic? Something from before the Forest?"

"Older," the Chairman said, his eyes lighting up with academic fervor. "From the old Empire of Kole. The blade of the Emperor himself."

The Kolean Empire. Antiquity so old, it almost wasn't even legend anymore. Even the bards knew nothing more than whispers of stories of that time, half of which must be exaggerations, and the other half nonsense. But still, something in Aghva's memory stirred at the name. An old story...

"The blade of the emperor," Aghva said. "De'lio'aman'esta? The snake sword?"

"A more precise translation would be 'Blade of the Serpant's Tongue', but yes. If I am right," Delro said, his voice dripping with sarcasm at the very idea he could be wrong, "the Forest has broken its ancestral resting place, and the sword can finally be recovered."

"Chairman!" Aghva said, a note of hysteria entering his voice. "The presence and absence of that blade is supposed to be what built, and destroyed, the entire empire! 'A blade so evil and terrible that the very Fiends shy away from it in fear!' Who knows what sort of defenses were placed around that blade, and even if the blade can be reached, how could we unleash such a terrible thing upon the world? Please, this must go before the council! We must--"

Crack!

"Did I ask your opinion?"

Crack!

"I will not let a bunch of fools dictate my findings!"

Crack!

"I found it you spineless dog, and you will not keep me from it!"

Crack! Crack! Crack!

The cane came down again and again at Aghva's head, until the Chairman staggered against his desk, his strength gone. Aghva regained his footing from where he'd fallen during the exchange and winced as he felt the welts around his hands and ears. Slowly, he retired his turban, breathing deep and waiting for the ringing to leave his ears.

And he remembered something. Something from his own divinations earlier in the week. Something that had made him laugh, so certain he had been the divination must have been in error.

'A promotion will come your way soon.'

"Apologies, Chairman," Aghva said with a bow. "Who am I to stop you? I will see to the arrangements at once."

Navigating this Book

"If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle." Sun Tzu

Chapter 2 – Class Options: This section provides new archetypes for those desiring to specialize in the divination sphere.

Blind Swordsman: A samurai who casts aside his sight in order to perceive that which mundane eyes could not.

Eldritch Cultist: A thaumaturge who risks sanity and madness each time he gives otherworldly strength to his casting ability.

Psychic Medium: A medium who specializes in the divination sphere, as opposed to dabbling in various forms of occult magic.

Psyforensic: An investigator archetype who uses divination and psychic inspirations rather than relying upon only logical deductions to arrive at a conclusion.

Treasure Seeker: A rogue who dabbles into the divination sphere to find treasure and fortune.

Chapter 3 – Basic Magic: Alternate divinations and basic talents, there is sure to be something for every diviner.

Chapter 4 – Advanced Magic: Advanced talents, rituals, and incantations.

Chapter 5 – Player Options: This section offers new feats, traits and casting traditions that aid those who invest into the divination sphere.

Chapter 6 – Equipment: New magical items in the form of various dusts and divining rods.

Chapter 7 – Bestiary: A Spheres of Power conversion of the elusa hound, which can track magic; the typhloter, an abominable horror which bestows sanity upon those who gaze upon it through divination; and the virulent sensor, what may result when a caster dies insane while scrying. In short, a number of creatures for GMs to utilize in their games.

Appendix – Sanity and Madness: Rules added for both the player's and GM's convenience.



Chapter 2

Class Options

Archetypes

Psyforensic (Investigator Archetype)

While most investigators primarily use keen insight and deductive reasoning in their investigations, the psyforensic utilizes innate psychic potential. The psyforensic believes that the use of esoteric divination is not only a viable means of deduction, but also one that is often disregarded by public populace and uses it whenever possible.

Casting: A psyforensic may combine spheres and talents to create magical effects. A psyforensic is considered a Mid-Caster, and uses Intelligence as his casting ability modifier. (**Note:** All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces alchemy.

Spell Pool: A psyforensic gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Intelligence modifier (minimum 1).

Magic Talents: A psyforensic gains a magic talent every time he gains a caster level.

Inquisitive: A psyforensic gains the Divination sphere as a bonus sphere at 1st level. This replaces trapfinding.

Consult the Spirits (Sp): Beginning at 3rd level, the psyforensic may once per day spend an hour to enter a trance to gain the benefits of the *autopsy* ritual. The psyforensic may use consult the spirits an additional time per day every three levels thereafter (6th, 9th, etc). This replaces the trap sense class feature.

Recommended Casting Tradition: The classic feel of the investigator can be recreated through taking the prepared casting and skilled casting; craft (alchemy) drawbacks.

New Alchemist Discovery/Investigator Talent: Hallucinogen (Su)

The alchemist gains the ability to create a hallucinogen, a mutagen-like mixture that heightens one's perception or sensory ability. It takes 1 hour to brew a dose of hallucinogen, and once brewed, it remains potent until used. The alchemist when brewing the hallucinogen chooses a single alternate divination ability (which he does not need to meet the prerequisites for). The hallucinogen, once ingested, grants the effects of the chosen *divine* alternate divination ability. Hallucinogens continue to grant the effects for as long as the alchemist concentrates on the effects (maximum of 10 minutes per alchemist level). It otherwise functions as the chosen alternate divination. All limitations of mutagens apply to hallucinogens as if they were the same substance—an alchemist can only maintain one mutagen or hallucinogen at a time, a hallucinogen that is not in an alchemist's possession becomes inert, drinking a hallucinogen makes a non-alchemist sick, and so on. The infuse mutagen discovery and the persistent mutagen class ability apply to hallucinogens.

Psychic Medium (Medium Archetype)

There are many paths that a medium may walk, some more common than others. The psychic medium is one such path, and those that walk it find themselves more perceptive to the world around them with their focus in the divination sphere.

Casting: A psychic medium may combine spheres and talents to create magical effects. A psychic medium is considered a Low-Caster, and uses Charisma as her casting ability modifier. (**Note:** All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces the spells class feature.

Spell Pool: A psychic medium gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her Charisma modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A psychic medium gains a magic talent at 2nd level and every even level thereafter.

Exclusive Spirit (Su): A psychic medium loses access to both the archmage and the hierophant spirits. In their place the psychic medium gains access to the spherecaster spirit. This modifies the spirit class feature.

Perceptive: A psychic medium at 1st level gains Divination sphere with the Limited Divination drawback at 1st level. The psychic medium gains no bonus talent with this drawback. If the psychic medium already has the Divination sphere, they do not gain the sphere, but neither do they gain the drawback.

Shared Sight (Su): At 2nd level a psychic medium may as a free action touch an ally and grant them the benefit of a *divine* or *sense* talent or ability so long as you remain touching. You may not have more allies affected by ability higher than your spirit bonus or casting ability modifier (whichever is higher). This replaces the shared seance class feature.

Spirit Communion: At 3rd level, the psychic medium may channel spirit allies into yourself, temporarily gaining their knowledge and experience. As a standard action, you may grant yourself the benefit of any one Divination talent you don't possess. The talent remains available to use for 10 minutes. If you

do not use the talent within that time, the effect ends, otherwise the ability lasts for the talent's duration. You may use this ability 3 times per day. Multiple uses of this ability do not stack. If you use this ability again before the previous duration has expired, it replaces the previous use. This replaces the channel haunts class feature.

Spherecaster Spirit

The spherecaster is a spirit of magical adaptability.

Spirit Bonus: When you channel a spherecaster, your spirit bonus applies to your caster level.

Seance Boon: Gain a temporary spell point that lasts for 24 hours, or until you change spirits.

Favored Locations: Areas of unusual magic, *hallowed/unhallowed* areas, and libraries.

Influence Penalty: Take a penalty to concentration checks equal to twice your spirit bonus.

Taboos: Choose one: You must provide magical assistance whenever asked; you must use your own magical solution to a problem if you can, even if a mundane solution that would require fewer resources is available; you must decline magical aide from others at all times and you must make a Will saving throw against even harmless spells and abilities.

Sphere Apprentice (Lesser, Su): Grant yourself the benefit of any one magic talent you don't possess. If you gain a magic talent other than a base sphere, you must possess that talent's base sphere.

Sphere Surge (Intermediate, Su): You may allow the spherecaster spirit to gain 1 point of influence over you to reduce the spell point cost of a sphere talent or ability you use by 1.

Sphere Adept (Greater, Su): Grant yourself the benefit of any two magic talents you don't possess. If you gain magic talents other than base spheres, you must possess that talent's base sphere, although one of the two magic talents may be used as a prerequisite for the other.

Sphere Master (Supreme, Su): Once per day, you may cast any sphere talent or ability you know without spending any spell points.

Recommended Casting Tradition: The classic feel of the medium can be recreated through taking the focused casting (harrow deck) and skilled casting: perform (seance) drawbacks. Alternatively, those with the Player's Guide to Skybourne may desire to utilize the emotional and logical drawbacks which are equally appropriate.



Blind Swordsman (Samurai Archetype)

There exists an elite group of swordsmen who believe that the eyes not only deceive the warrior but also inhibit it from reaching its full potential. This organization, called the Mōmoku Guild, train their warriors blindfolded, and have also been known to take in those born blind since birth or youth. Such blind swordsmen not only overcome their lack of sight, but eventually can perceive those hidden through supernatural or magical cloaking and inspire those they travel with to fight with competence.

Spiritual Resolve: A blind swordsman may spend daily uses of resolve as if they were spell points to power any sphere talents and abilities it has gained through levels in blind swordsman or a sphere casting class. This modifies the resolve class feature.

Blindfolded Fighting (Ex): At first level the blind swordsman gains Blind-Fight as a bonus feat. In addition, he can spend one use of his resolve as an immediate action to gain the benefits of the Blindfolded Oracle Divination (sense) talent with an effective caster level equal to his class level. This replaces the mount class feature.

Totem of War (Ex): At 5th level, the blind swordsman can spend one use of his resolve as a move action to present an emblem granting the benefits of the War sphere's *totem of war* base ability with an effective caster level equal to his class level. This replaces the banner class feature.

Improved Blindfolded Fighting (Ex): At 9th level, the blind swordsman gains Improved Blind-Fight as a bonus feat, even if he does not meet the feat's prerequisites. In addition, he can spend one use of his resolve as a standard action to gain the benefits of the Ghost Sight Divination (sense) talent with an effective caster level equal to his class level. This replaces the greater resolve class feature.

Totem of Allegiance (Ex): At 14th level, the blind swordsman can spend one use of his resolve as a move action to present an emblem (such as a banner or insignia) granting the benefits of the War sphere's Totem of Allegiance talent with an effective caster level equal to his class level to those who can see it. This replaces the greater banner class feature.

Greater Blindfolded Fighting (Ex): At 17th level, the blind swordsman gains Greater Blind-Fight as a bonus feat, even if he does not meet the feat's prerequisites. In addition, he can spend one use of his resolve as a standard action to gain the benefits of the Foreshadow Divination (sense) talent with an effective caster level equal to his class level. This replaces the true resolve class feature.

Eldritch Cultist (Thaumaturge Archetype)

Eldritch cultists are mad prophets and seers who uses or seeks out knowledge of the eldritch mythos to push their magic and sanity to their limits. This forbidden knowledge of the gods and horrors long forgotten unlock the cultists minds to unravel the secrets of the universe. Unfortunately, such knowledge is not without its risks and the mortal mind can only handle so much before madness sets in.

Forbidden Lore: Rather than risk losing their magic, an eldritch cultist using forbidden lore instead has a 15% chance of becoming confused for 1d6 rounds. Every time the eldritch cultist uses forbidden lore, the chance of becoming confused increases by a cumulative 5%, but resets to 15% after the eldritch cultist fails this check. Confusion can be given to another creature via channel punishment as normal, and creatures normally immune to confusion are not immune to this backlash effect. This modifies forbidden lore.

Eldritch Knowledge: At first level, the eldritch cultist gains Divination as a bonus sphere (or an additional talent from that sphere if they already have that talent). This replaces the invocations class feature gained at 1st level, the eldritch cultist gains access to invocations at 3rd level, but counts his Thaumaturge level as two lower for the purposes of determining which invocations are available to him.

Treasure Seeker (Unchained Rogue Archetype)

There is a rare breed of thief who has a knack, if not a motivational drive for divination magic. These rogues may be the rebellious offspring of mages dead or alive, or rogues who have earned their living delving into the treasury tombs guarded by glyphs arcane or divine. Regardless of their origin, one thing treasure seekers hold in common is their natural talent with the divination sphere.

Casting: At 1st level, the treasure seeker may combine spheres and talents to create magical effects. A treasure seeker is considered a Low-Caster, and uses Intelligence as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces the trapfinding and danger sense class features.

Spell Pool: A treasure seeker gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Intelligence modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A treasure seeker gains a magic talent at fifth level and every five levels thereafter. This replaces the rogue's edge class feature.

Unseen Seer (Ex): At 4th level, any divination effect (other than *sense* talents and abilities) reveals nothing about a treasure seeker or any of the treasure seeker's gear, unless the origin of the effect succeeds on an MSB check against the treasure seeker's MSD + 5. This replaces debilitating injury.

New Rogue Talents:

Attention to Detail (Su)

Gain the Practiced Seer feat as a bonus feat. A rogue must be able to use sphere talents and abilities to select this talent.

Expanded Sphercasting

Gain the Extra Magical Talent feat as a bonus feat. You may take this talent multiple times. A rogue must be able to use sphere talents and abilities to select this talent.

Hedgewitch Secret

A rogue with this talent may gain a hedgewitch non-tradition secret, having an effective hedgewitch level equal to its rogue level. You may select this rogue talent multiple times, each time selecting a different hedgewitch secret. A rogue must be able to use sphere talents and abilities to select this talent.

Prescient Dodger (Ex)

The rogue has developed a sort of sixth sense where it can *divine* where blows will hit. The source of this foresight may be calculative, inborn luck or insightful. When unarmored and unencumbered and not using a shield, the rogue adds their highest mental ability modifier (Int, Wis, or Cha) to their AC and CMD. These bonuses apply even against touch attacks or when the rogue is caught flat-footed and increases by +1 for every 4 rogue levels. The rogue loses this bonus when they are immobilized or helpless, when they wear any armor or use a shield, or when they carry a medium or heavy load. This does not stack with the monk's AC bonus or similar class features.

Roguish Know-How (Ex)

A rogue with this talent has honed her memory. When making a Knowledge check, she may add her Intelligence bonus a second time. Thus, a rogue with 5 ranks in Knowledge (local) and a +2 Intelligence bonus has a total skill bonus of +9 (+5 + 2 + 2) when using this ability. The rogue can also use this ability when making an Intelligence check to remember something.

Other Class Options

Beast of Omen (Familiar Archetype)

The beast of omen has a stronger pull with divination than with any other sphere of power and can utilize it effectively, even while you are not directly present.

Shared Senses (Su): Whenever the familiar's master uses a Divination talent or ability granting himself a *sense*, he may also grant his familiar the *sense*. This ability replaces share spells.



Font of Inspiration Hedgewitch Tradition

For a few eccentric hedgewitches, there is naught to understanding the multiverse but their own wills enlightened by mantic inspiration.

Class Skills: Knowledge (Dungeoneering), Knowledge (Planes), Knowledge (Religion)

Tradition Benefit: A font of inspiration gains the Divination sphere as a bonus sphere (or a magic talent belonging to that sphere if they already possess the Divination sphere).

Tradition Power: A font of inspiration gains an inspiration pool, as the investigator class ability, except that the size of the pool is $3 + 1/2$ your hedgewitch level. A font of inspiration uses their hedgewitch level as their investigator level to determine the effects of this ability. The font of inspiration can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided they are trained in the skill. If the font of inspiration has levels in another class granting an inspiration pool, add those levels together to determine the effective investigator level for the effects of the ability.

At 5th level the font of inspiration gains studied combat, allowing the hedgewitch to spend one use of inspiration as a move action to study a single enemy that they can see. Upon doing so, he adds $1/2$ their hedgewitch level as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to their CAM (minimum 1). The bonus on damage rolls is precision damage, and is not multiplied on a critical hit. A hedgewitch can only have one target of studied combat at a time. This ability stacks with the class feature of the same name, when determining the insight bonus to attack and damage rolls, although the duration is always based on its casting ability modifier.

Tradition Secrets: A hedgewitch with the font of inspiration tradition adds the following secrets to those she may select.

Extra Inspiration: Increase your inspiration pool by 2 points. If you do not possess an inspiration pool, you gain an inspiration pool like that granted by the font of inspiration tradition power with 2 uses of inspiration in it. You may select this secret multiple times. The effects stack.

Investigative Knack: A font of inspiration can select an investigator talent, but cannot select any talents that require a class

feature they do not have. You may select this secret multiple times, each time picking a new investigator talent.

Prescient Dodger: You gain the prescient dodger rogue talent, using your hedgewitch level in place of your rogue level. This stacks with any rogue levels you possess. If the hedgewitch already has this rogue talent, they can select another rogue talent they qualify for.

Third Eye Wide Open: Gain Expanded Divination as a bonus talent. Whenever you gain a new sphere, you may reselect their alternate divinations from this secret. You may select this secret multiple times.

Tradition Mastery: Gain a +2 bonus to your Casting Ability Modifier.

Tactician (Incanter Sub-Specialization)

Incanters that specialize in the Divination sphere can instead chose to focus their studies still further. Incanters who choose a sub-specialization retain the bonus sphere and the caster level increase when using that sphere as normal, but the sub-specialization changes one or more of the powers granted by their sphere specialization. An incanter must take all of the replacement powers associated with his sub-specialization. Once a sub-specialization is chosen, it cannot be changed.

The tactician divination sphere specialist focuses in protecting and relaying information to its allies.

Preempt Fumble (Su): Once per round, without having to use an action, you can cause any creature within 60 feet to reroll any attack or saving throw it missed or failed that same round and accept the new result. You can use this ability a number of times per day equal to $3 +$ your casting ability modifier. This replaces the Divination sphere specialization, Forewarned (but not its 20th level benefit).

Share Information (Su): When you use a (divine) talent, you can choose a number of creatures equal to your casting ability modifier within 60 feet. Those creatures gain the exact same information you gain from the (divine) talent for as long as you maintain concentration on it, although this is not enough to distract them or impose penalties in any way. You can use this ability a number of times per day equal to $3 +$ your casting ability modifier. This replaces the Divination sphere specialization, Diviner's Fortune.

Chapter 3

Basic Magic

Divination Revisited

While uncommon, the following information explains some of the finer points of divination abilities, when such information becomes important.

No action: While the divine ability specifies no other action can be taken, this applies specifically to full-round actions, standard actions, move actions, swift actions, and immediate actions. Free actions are still usable.

Emanation: The divine ability is an emanation, meaning the divination will gather information on targets within the area at the completion of casting, as well as targets who enter the area while the effect is still active.

Overwhelming Auras: Whenever an individual *divines* or *senses* an aura whose strength is overwhelming, from a source whose HD or CL is equal to or greater than the caster's character level + 10, that individual become stunned for 1 round.

Alternate Divinations

Spheres of Power offered Divination sphere users a small list of alternate divinations which offered additional divine abilities depending upon what spheres you had. Below is an expanded list of new alternate divinations. If there are multiple alternate divinations for a sphere, such as with the Fate sphere, you choose a single alternate divination for that sphere among those provided, but may spend a talent to acquire other alternate divinations for that sphere.

Alteration

Divine Shapechanger (divine)

If you possess the Alteration sphere, you may *divine* for creatures with the shapechanger type. The strength of a shapechanger aura is determined according to Chart: Shapechanger. If a creature is not a shapechanger, but is under the effect of a Shapeshift Alteration sphere (or similar) ability, it shows up with a dim aura.

Chart: Shapechanger

HD	Strength	Lingering Aura Duration
Under the effects of Shapeshift	Dim	1 round
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 x 10 minutes
11+	Overwhelming	1d6 days

Creation

Divine Components (divine)

If you possess the Creation sphere, you may *divine* for a material of which you can create using the Creation sphere. Alternatively if presented with individual components, you can *divine* what the combined product was or could produce, effectively granting you a circumstance bonus to your choice of knowledge (engineering) or craft (any one) equal to 1/2 your caster level (minimum 1) on related checks, this bonus lasts for as long as you concentrate + 1 hour thereafter.

Dark

Divine Dark (divine)

If you possess the Dark sphere, you may *divine* the surrounding area at a medium range (100 ft + 10 ft per caster level). While under the effects of *divine* dark, you may see clearly in all forms of darkness, even magical darkness as if having the see in darkness ability.

Divine Shadow (divine)

If you possess the Dark sphere, you may *divine* the presence of creatures or objects native to the Plane of Shadow. When divining the presence of such creatures refer to Chart: Animals and Plants to determine the strength of the creature's aura. Shadowstuff, such as that created from the fey adept class or those with the sphere specific drawback: Limited creation, shadowstuff count as originating from the plane of shadow for the purpose of this divination.

Destruction

Divine Hostility (divine)

If you have the Destruction sphere, you may *divine* whenever a creature or an object within medium range takes hit point damage. In addition to you gain knowledge as to the amount and type of damage dealt and from what direction the damage was dealt from. If the source of the damage is inside the area of your *divine* effect, you also learn what square the source occupied.

Enhancement

Divine Enhancement (divine)

Instead of using your *divine* ability to detect magic in general, instead you focus in on specifically what short-term effects creatures you have pinpointed are undergoing. If you possess the Enhancement sphere, you may *divine* all creatures you can see within range and determine which (if any) are benefitting from temporary bonuses, and the sources of the bonuses be they magical, alchemical, supernatural, etc.

Fate

Detect Loyalties (divine)

If you possess the Fate sphere, you may *divine* the top three general things matter most to the creatures you can see within range. Examples of base loyalties may include but are not limited to: Country, Faith, Family, Power, and Self. Subcategories for base loyalties may also exist where appropriate such as Self (survival) or Self (perfection). While you do not learn specific details such as proper names of the associated loyalties, you do acquire the order in which the loyalties stand. Mindless creatures might have only 1 loyalty such as Self (survival), whereas creatures with low animal-like intelligence might only have 2 loyalties such as Family (pack) and Self (survival). Only the top three loyalties are revealed, even if they have more.

Divine Fate (divine)

If you possess the Fate sphere, you may *divine* the alignment auras of creatures you can see within medium range of you. Such creatures emit a colored aura depending upon what alignments or loyalties you share with them. Creatures that share the same moral alignment (Good/Neutral/Evil) emit a red aura. Creatures that share the same ethical alignment (Law/Neutral/Chaos) emit a blue aura. Creatures that share a primary base loyalty (see *divine loyalties*) emit a yellow aura. Creatures that share multiple colors have their colors combined, i.e. a creature that shares the primary base loyalty of family and the ethical alignment of chaos will emit a green aura. Creatures that share all three primary colors (Red, Blue, and Yellow) emit a glowing white aura. Refer to Chart: Divine Fate below for more information on how colored auras combine. Creatures that do not share any alignment or loyalties do not emit any aura that you can see.

Chart: Divine Fate

Primary Colors	Secondary/Combination Color
Blue and Red	Purple
Blue and Yellow	Green
Red and Yellow	Orange
Blue, Red, and Yellow	White

Light

Ultravision (divine)

If you possess the Light sphere, you may *divine* with an added level of perception. You gain a bonus to perception checks equal to your caster level. In addition, once per round you may make a Perception check as a free action (normally a move action).

Nature

Divine Elements (divine)

If you possess the Nature sphere, you may *divine* for the elements.

- If you possess the Earth package you may *divine* and identify the presence of dirt, gems, sand, and stone.
- If you possess the Fire package you may *divine* the presence and strength of fires.
- If you possess the Metal package, you may *divine* and identify the presence of ore deposits and metals.
- If you possess the Plant package you may *divine* the location of plantlife and plant creatures.
- If you possess a Nature (Spirit) talent, you may *divine* the location of animal creatures.
- If you possess the Water package you may *divine* the location and size of bodies of water.

Chart: Animals and Plants

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 x10 minutes
11+	Overwhelming	1d6 days

Protection

Divine Protection (divine)

If you possess the Protection sphere, you may *divine* all creatures you have pinpointed within range and determine which of those creatures have the lowest and highest armor class. Alternatively, you may *divine* the lowest and highest saving throw each of these creatures has. You do not however determine the values for any of these attributes.

Telekinesis

Divine Density (divine)

If you possess the Telekinesis sphere, you may *divine* the density and weight of nearby objects and creatures that you can see. Utilize the following chart when determining density:

Chart: Divine Density

Density	Example	Aura Strength
Weightless	Balsa wood, feathers, shredded paper	Faint
Light	Charcoal, cork, darkwood, flour, hay, snow	Moderate
Dense	Flesh, iron, mithral, sand, soil, stone, water, wood	Strong
Superdense	Adamantine, lead, gold, silver	Overwhelming

Divine Force (divine)

If you possess the Telekinesis sphere, you may *divine* the presence or absence of creatures with the incorporeal subtype. For the purpose of this ability, creatures such as *unseen servant* and other similar creatures of force are considered to have the incorporeal subtype. This ability will not reveal the general location or direction in which the incorporeal creatures are, it will however give you knowledge of the incorporeal creature's aura utilizing the same table as chart: animals and plants.

Time

Divine Time (divine)

If you possess the Time sphere, you may *divine* the events that happened within medium range (100 ft + 10 ft per caster level). You can only *divine* what occurred up to 1 hour per caster level ago. When you *divine time* you are only given the following details: The number of creatures that were in the area, their size, how long they remained in the area, and any movements they made while in the area. In addition, if objects were left unattended or unattended objects were moved during this time, you learn the size and vague shape of such objects.

War

Divine Allegiance (divine)

If you possess the War sphere, you may target an individual within medium range which allows you to *divine* through mud, blood, sweat, and wear or tear upon cloth or armor as if such was not there, revealing any colors, patterns, or insignia it may have previously bore. In addition, other creatures within range of the target glows with a particular aura allowing the caster to know who they openly allied with and who are not. Creatures under the affect of mind-affecting effects (such as charms and compulsions) are shown to be loyal to their controller and their allies. This does not properly function on those who are using subterfuge or are pretending to be on someone's side, as it will present them as who they pretend to side with. Once each round as a free action while maintaining concentration on this

effect, you may target a different individual within range with this divination ability.

Warp

Divine Warp (divine)

If you possess the Warp sphere, you may *divine* the presence of portals, rifts (including extradimensional spaces), and teleportation circles, both active and inactive within medium range. In addition, when identifying the properties of portals, you gain a circumstance bonus to Knowledge (planes) checks equal to 1/2 your caster level (minimum +1).

Basic Talents

Augury (divine)

You may spend a spell point to *divine* whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the check fails, you get the "nothing" result. A caster who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future up to one hour per caster level, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person, in the same day about the same topic, use the same die result as the first casting.

Detect Spellcaster (divine)

You may spend a spell point to *divine* the spellcasting capabilities of a creature you can see within range, utilizing the chart below. Targeted individuals who only have extraordinary and supernatural abilities show up as having no spellcasting aura, whereas those who have sphere casting, spells, or spell-like abilities show an aura depending on the highest effective spell level of an ability they can use. As always, treat a spherecaster's caster level divided by 2 as their effective spell level.

You may spend an additional spell point to upgrade this ability to learn additional information about those within range such as type of spellcasting such as arcane, *divine*, psychic, etc. (creatures with innate spellcasting, such as dragons show up as racial spellcasting). If the target includes spherecasters with

named casting traditions (i.e. Divine Petitioner, Druidic, or Traditional Magic), you gain that knowledge as well.

Multiclass core spellcasting classes only reveal as the highest aura between the two. Spherecasters with varying caster levels depending on spheres show auras according to their current highest sphere casting ability. If you are participating in a setting with other forms of magic or spellcasting systems, they are detected as appropriate.

Detect Spellcaster

Class Example	Highest Effective Spell Level	Aura Strength
Core Human Fighter	Only natural, (Ex), or (Su) abilities	None
Armorist (CL 1)	Level 0-1 spells	Dim
Hedgewitch (CL 5)	Level 2-3 spells	Faint
Mageknight (CL 10)	Level 4-5 spells	Moderate
Eliciter (CL 14)	Level 6-7 spells	Strong
Fey Adept (CL 18)	Level 8 or higher spells	Overwhelming



Detect Teleportation (divine)

You may *divine* the general direction and distance where a creature you saw has teleported in the last 10 minutes, +1 minute per caster level. If the creature teleports to a different plane, you immediately learn this, but you do not learn to what plane the creature teleported.

Detect Thoughts (divine)

You may *divine* the emotions of creatures you can see within range (Will save negates), you also gain a circumstance to Sense Motive checks equal to 1/2 your caster level. You do not know the motivation or source behind why a creature is feeling the emotion. If a creature's emotion changes while they are within range during Detect Thoughts, you immediately know. If you spend an additional spell point, you *divine* not only the emotions of those within range, but also the surface thoughts (Will save negates). For a list of emotions, refer to the eliciter class.

Sample Emotions

Anger

Fear

Joy

Sadness

Disgust

Shame

Love

Discern Individual (sense)

You may spend a spell point to gain a *sense* granting an insight bonus to Monster Lore checks equal to 1/2 your caster level (minimum 1). You may make Monster Lore checks untrained.

Expanded Divinations

Pick any three alternate divinations which you do not currently possess. You gain access to those alternate divinations as if you possessed the requisite spheres. If the alternate divination has an additional prerequisite such as the Nature sphere's *Divine Elements*, you pick which one you gain access to upon acquiring it. This talent may be taken multiple times, each time you may pick three alternate divinations which you do not possess.

Fast Divinations

Divining takes 1 minute instead of 10 minutes (without a spell point). You may take this talent two times decreasing the time it takes to *divine* down to 1 round instead. This is an alteration of the Fast Divinations talent found in Spheres of Power, pg 28.

Lingering Divination

When you *divine*, the ability lasts 2 rounds after you stop concentrating.

Nature Sense (sense)

You may as a standard action to gain a special *sense* that grants you a +1 bonus on Knowledge (nature) and Survival checks. This bonus increases by +1 every 5 Caster Levels. You may dismiss this *sense* at any time as an immediate action to reroll any

failed survival check avoiding natural hazards or getting lost, gaining a bonus to the roll equal to that granted by Nature Sense. This stacks with any class features with the same name.

Object Reading (divine)

You may perform psychometry on a target object you touch gaining information about its history or previous owners. In addition to the information you acquire below, you gain a circumstance bonus to appraise checks with that object equal to 1/2 your caster level for as long as you continue to *divine* the object. For every 1 minute you *divine* the object you gain one additional piece of information found in the following order: Last owner's race, last owner's gender, last owner's age, last owner's alignment, how the last owner lost or gained the object. Upon learning this last piece of information, you may spend a spell point, if you do you begin to learn information on the owner before the last at the same rate in the same order. Should *object reading* be interrupted for 2 or more consecutive rounds, you must start again at the beginning unless you spend 1 spell point per past owner.

Prescience (sense)

You may spend a spell point to gain a special *sense* granting a +1 insight bonus to attack and combat maneuver rolls. This bonus increases by +1 every 5 caster levels. In addition, you may dismiss this *sense* before making an attack or combat maneuver to instead gain an insight bonus of 10 + 1/2 your caster level to the roll as a free action.

Scent (sense)

You may spend a spell point to gain the scent *sense* with a range of 30 ft. You may spend an additional spell point to upgrade this ability to keen scent (except that they both function in or outside of water); While using keen scent, you can notice other creatures by scent at a range of 180 ft and can detect blood at ranges of up to a mile. The ranges of both scent and keen scent half against creatures downwind or downstream of you, and double while upwind or upstream of you.

Sensory Overload

As a full-round concentration effect, you may spend a spell point and target a creature you can see within range, causing all of its senses (and temporarily granting senses that it does not normally have) to overload with information. Both the caster and creatures under the effect of Sensory Overload cannot take any actions, not even walking, and are considered flat-footed. When first casting Sensory Overload and at the end of each round that you continue to concentrate on the effect, the targeted creature takes your caster level in nonlethal damage (fort save negates), and may attempt to end Sensory Overload with a Will save. Creatures that are mindless are particularly vulnerable to this effect and take a -2 penalty on their saves.

Shared Perception (sense)

You may spend 2 spell points, instead of 1, to grant a special *sense* to two target creatures within range of touch. The maximum

number of targets increase by +1 per 5 caster levels. As long as the targets remain within long range (400 ft + 40 ft per caster level) of each other, the first target shares perception with the second, and vice versa. This grants the targets the ability to see, smell, hear, etc. whatever the other targets do. This *sense*, while not requiring line of sight, does require line of effect, and is blocked by dense materials as if it were a *divine* talent or ability.

Sniper's Eye (sense)

You may spend a spell point to gain a *sense* that reduces the distance-based DC adjustment for Perception checks by an amount equal to your caster level. For example, if the DC would normally increase by 10 due to being 100 feet away and you have caster level 3rd, the DC increases only by 7.

While this *sense* is active, you also reduce environmental- and range increment-based penalties to your ranged attack rolls by an amount equal to half your caster level. This can only ever reduce penalties, and can never grant a bonus.

Tremorsense (sense)

You may spend a spell point to gain the tremorsense ability with a range of 30 ft. You gain sensitivity to vibrations in the ground allowing you to automatically pinpoint the location of anything that is in contact with the ground; or if underwater, you can instead pinpoint the location of creatures moving through the water.

Widen Sight

You may increase the range of any *sense* abilities from a static number such as 30 ft to a range of close (25 ft + 5 ft per 2 CL).

Witness the City (divine)

You may spend a spell point to see, hear, smell, feel, and even taste a torrent of past scenes and pieces of conversations related to anything in a settlement you are currently in. At the end of each of your turns for the duration of this divination, make a single Diplomacy check to gather information as though you had spent 1d4 hours talking to local people, without having to use an action to do so. Multiple Diplomacy checks made to gather information on the same topic always grants the same information as the first check. You can use your Perception bonus in place of your Diplomacy bonus if you so wish. However, you can only make a number of such checks equal to 1/2 your caster level (minimum 1) each time you use this talent.

Settlements and Witness the City:

Settlements range in population size from fewer than 20 (thorp) to greater than 25,000 (metropolis). In order to maintain balance of the talent, *Witness the City*, it is suggested that when working with particularly large settlements that GMs restrict the use of the talent to districts of the settlement.

Chapter 4

Advanced Magic

Below are new advanced talents, rituals, and incantations that GMs may include into their campaign to grant their players more force behind their magic.

Advanced Talents

A number of the *sense* advanced talents in this section while not particularly earth-shattering, may make the GM's job difficult with games built around intrigue and deception. If the adventure path or campaign is one of intrigue and deception, it is recommended that GM's limit their players to only one divination *sense* advanced talent. In campaigns where intrigue and deception are not a main aspect of the game, players having multiple of these advanced talents is not so much an issue.

Alternate Divinations, Advanced (*sense*)

Prerequisites: Divination sphere, 1st caster level or higher.

Like alternate divinations, this advanced talent grants additional divinations depending upon what other spheres you know. Unlike alternate divinations however, this advanced talent grant new *sense* abilities instead of *divine* abilities.

Lifesense: If you possess the Life sphere, you may spend a spell point to gain the lifesense ability. You sense and locate living creatures within 30 feet, as if you had the blindsight ability.

See in Darkness: If you possess the Dark sphere, you may spend 2 spell points to gain the See in Darkness ability. The creature can see perfectly in darkness with a range of 60 ft. When entering magical darkness that you did not create, make an opposed magic skill check to see in such darkness.

Spirit Sense: If you possess the Death sphere, you may spend a spell point to gain the spirit sense ability, which allows you to know when immortal or deathless beings are nearby. You can *sense* the presence of undead; fey; outsiders; and astral, ethereal, or incorporeal creatures within 30 ft, as if you had the blindsight ability.

Storm Vision: If you possess the Weather sphere, you may spend a spell point to gain a special *sense* granting the

ability to negate any concealment, miss chance, and penalties to perception directly caused by weather (be they magical such as weather sphere talents and abilities or natural), with a range of 30 ft.

Thoughtsense: If you possess the Mind sphere, you may spend 2 spell points to gain the thoughtsense ability. You automatically detect and locate conscious creatures within 30 ft. This ability functions similarly to blindsight. *NonDetection*, *Spell Ward*, and similar effects block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects. Creatures lacking an intelligence score, or otherwise less than 1 do not function to detect or locate such creatures.

Touchsight: If you possess the Telekinesis sphere, you may spend 2 spell points to gain the touchsight ability. You gain the ability to “feel” your surroundings even when your sight would otherwise be obscured by your physical environment. Your touchsight field emanates from you out to 30 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Perception checks to notice creatures; you can detect and pinpoint all creatures within 30 feet. In many circumstances, comparing your regular senses to what you learn with touchsight is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Divine Identity (*divine*)

Prerequisites: Divination sphere, Discern Individual, 1st caster level or higher.

You may *divine* the presence of individual auras. When divining in a location, you sense which creatures have recently been in that area. This does not reveal any information about those creatures other than the strength of their aura, but each aura possesses a unique signature; if you sense the same creature more than once, you can easily connect that they are the same creature.

Divine Identity

HD	Aura Strength	Aura Duration
1-4	Dim	1 round
5-8	Faint	1d6 rounds
9-12	Moderate	1d6 minutes
13-16	Strong	1d6x10 minutes
17+	Overwhelming	1d6 days

Vigilantes, Fugitives and Divine Identity

While it is very easy to identify lower level creatures individually, their auras do not last very long, which is why many petty thieves can go undetected, even in settlements that have access to this ability. However, thieves of great skill or renown can quickly become easy to spot, becoming celebrities in their own right as their deeds are easily identified, even if they themselves are difficult to capture.

It is also possible for someone to adopt an alias, as the same aura is detected multiple places, but may be more difficult to identify as the same person. If you possess a secret identity, such as with the vigilante class or in another way with GM approval, your secret identity and primary identity will detect as different people.

Divine Planeshift (divine)

Prerequisites: Divination sphere, Detect Teleportation, 10th caster level or higher.

You may *divine* the exact plane where a creature you saw has teleported in the last 10 minutes. Should you find yourself on that plane while maintaining concentrating on this ability, you *divine* the general direction that the creature has plane-shifted in and continue to hold onto the general direction of the teleportation until you come into range of the creature's destination.

Expansive Vision

Prerequisites: Divination sphere, Widen Sight, 10th caster level or higher.

You may spend an additional spell point to increase the range of your *sense* abilities from close range to medium range (100 ft + 10 ft per CL). This advanced talent may be taken up to two times, increasing the range from medium to long range (400 ft + 40 ft per CL).

Greater Scrying (divine)

Prerequisites: Divination sphere, Greater Divine, Scrying, Viewing; 15th caster level or higher.

When using the *scrying* advanced talent, you may spend an additional spell point to decrease the action needed to concentrate on the effect by 1 step (normally a full-round action to a standard). In addition, you may move your sensor without

following a target with a speed of 150 ft once each round as a free action.

Penetrating Divination

Prerequisites: Divination sphere, 1st caster level or higher.

When using Divination sphere talents or abilities, any *divine* or *sense* abilities normally blocked by dense substances, can now penetrate 5 ft of stone, 6 inches of common metal, a half inch of lead, or 15 ft of wood. You may take this advanced talent a second time increasing the thickness you can penetrate to 10 ft of stone, 1 ft of common metal, an inch of lead, or 30 ft of wood.

Trapfinding (sense)

Prerequisites: Divination sphere, See Hazard, 1st caster level or higher.

You may spend a spell point to gain a special *sense* that lets you add 1/2 your caster level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). In addition, you may disable magical traps as a rogue.



Unobscured Vision (sense)

Prerequisites: Divination sphere, Ghost Sight, 10th caster level or higher.

You may spend 3 spell points to gain a special *sense* that grants the ability to see into and through solid matter. Your range of unobscured vision is 30 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. Unobscured Vision despite the name, can be blocked by dense materials as if it were a *divine* talent or ability.

Rituals

Autopsy

Sphere Death or Divination; Ritual Level 4

Casting Time 1 hour

Components V, M (healer's kit worth 50 gp)

Target 1 corpse

Description By using your knowledge of the dead or divination magic you can piece together information about the life and death of the creature. Immediately after completing the ritual, the caster learns which of the following is the ultimate cause of the creature's demise: age, ability score loss (drain, damage, burn), level loss, damage, death effect, or unknown (anything else). After such has been determined the caster may ask 1 question + 1 question per 5 caster levels about the life and or death of the creature. Below are a list of approved questions that may be asked by the caster, although others may be approved at gm's discretion.

- What is the specific source of its demise? (i.e. a creature who died of ability score loss will have revealed whether it was caused by disease, magic, poison, etc)
- What killed the creature? (creature type, creature size, and creature gender)
- Where did the creature die? (in bed, in a back alley, at the docks, etc)
- When did the creature die? (minutes, hours, days, weeks, years ago)
- Any unusual physical traits on the corpse? (missing appendage, mutilation, etc)
- What did the creature look like before it died? (creature type, size, gender, hair color, etc)

Divination Spells in the Core Rule Book as Rituals

Besides those spells already listed in Spheres of Power, the following spells translate very well into rituals for the Divination sphere: *Augury*, *Commune*, *Contact Other Plane*, *Find the Path*, *Know Direction*, *Legend Lore*, and *Vision*.

Incantations

Oracle

Sphere Divination; **Level** 5th

Skill Check in order Knowledge (Geography) DC 15 3 successes, Diplomacy DC 15 1 success.

Casting Time 4 hours

Components V, M (psychedelic herbs or oils worth 500 gp)

Duration 10 Minutes

Saving Throw none SR no

Description This incantation is used by those seeking the aid of the Oracle, a powerful being that sometimes speaks to others in dreams. When enacting this incantation, the primary performer consumes the herbs and oils to put themselves into a waking dream world, wherein they may find and speak to this oracle. At this time, the performer's body becomes afflicted with Blinding Sickness disease (no save), as their normal vision is consumed by the dream world (if the performer is immune to disease, they cannot enact this incantation). The performer must successfully navigate their vision-quest (with Knowledge (geography) checks to read the strange landscape), and upon finding the Oracle, must use Diplomacy to convince it to give them aid.

If successful, they may ask the Oracle one question using 10 words or less, which the oracle will answer in 25 words or less. Successfully using this incantation doesn't mean the Oracle's answer won't be cryptic, but it will be truthful. Questions that are based on opinion or are not factual in nature may result in peculiar riddled answers or otherwise formulaic equations. While this incantation may be attempted multiple times, the performer will only find the oracle once per month.

Backlash In addition to becoming afflicted with blinding sickness, the performer becomes exhausted after receiving the information from the oracle.

Failure If the performer fails two consecutive knowledge (geography) checks, the performer never finds the Oracle. If the performer fails the diplomacy check, the oracle was offended and while still answering the question, permanently bestows a random form of madness (PATHFINDER RPG GEMASTERY GUIDE, page 250)

Blinding Sickness (Disease)

Type *disease, ingested*; **Save** Fortitude DC 16

Track *physical*; **Frequency** 1/day

Effect *At the impaired state, also become permanently blind*

Cure 2 consecutive saves

Chapter 5

Player Options

Alternate Racial Traits

For any race receiving the Basic Magical Training feat, upon gaining the casting class feature, exchange the Basic Magical Training feat for the Extra Magical Talent feat for the sphere or a talent from the sphere that was originally granted.

Samsaran - Sphere-touched

The samsaran gains the feat Basic Magical Training as a bonus feat, but are limited to choosing either the Divination or Mind sphere. This replaces Samsaran Magic.

Feats

Augur of Combat [Combat]

By giving yourself time to divine the movements of combat, you strike with calculated accuracy.

Prerequisite: Int 13.

Benefit: As long as you are last in the initiative count, use your intelligence modifier for attack rolls in place of the ability modifier that you would normally use.

Lurker in Darkness [General]

Prerequisite: Stealth 6 ranks.

Benefit: Creatures using unusual forms of sensory perception such as blindsight, greensight, or tremorsense cannot automatically foil your use of Stealth; such creatures must make a Perception check as normal to detect you when you make use of the Stealth skill. Lurker in Darkness foils divination sphere *sense* abilities in the manner described above, but has no effect on sphere, spell-like and/or supernatural abilities specifically used to uncover information about you rather than enhancing

the user's perception, such as with the divination sphere *divine* abilities.

Divination and Lurker in Darkness

This feat was previously published in PSIONIC BESTIARY, (page 4) by Dreamscarred Press. In order for the feat to translate to Spheres of Power, it was necessary to undergo some major changes. The feat as written here, allows for some sphere abilities which otherwise would not have worked in locating the creature, but as to keep it simple, and to allow for future divination sphere abilities, the feat protects against divination *sense* but not *divine* abilities. In order to help maintain the distinction between the two, *divine* talents and abilities (excluding those that *divine* for specific creature types) published in this book require you to already see the creature for the sphere ability to work.

Practiced Seer [General]

Prerequisite: Divination sphere, one or more (sense) talents or abilities.

Benefit: You may use your magic skill bonus (MSB) or caster level, whichever is higher for the purposes of determining the duration of Divination (sense) talents or abilities.

Precognicent Protection [Combat]

Each of your augmented or additional senses grant insight from incoming attacks.

Prerequisite: Divination sphere, one or more (sense) talents or abilities.

Benefit: You gain an insight bonus to armor class equal to the number of divination (sense) talents or abilities you have active (maximum 1 + 1 per 5 HD). In addition, you may as an immediate action spend a spell point and dismiss a (sense) ability you have active to cause a critical hit against you to become a regular hit instead.

Precognicent Resistance [Combat]

Being able to sense what is happening to you or the environment you are in has given you the tools necessary to defend against them or to combat them in different insightful ways.

Prerequisite: Divination sphere, one or more (sense) talents or abilities.

Benefit: You gain a resistance bonus to saves equal to the number of divination (sense) talents or abilities you have active (maximum 1 + 1 per 4 HD). In addition, you may as an immediate action spend a spell point and dismiss a divination (sense) ability you have active to reroll a saving throw you have failed.

Precognicent Smite [Combat]

Prerequisite: Divination sphere, one or more (sense) talents or abilities.

Benefit: You gain an insight bonus to attack and damage equal to the number of divination (sense) abilities you currently have active (maximum 1 + 1 per 5 HD). You may as an immediate action spend a spell point and dismiss a divination (sense) ability you have active to ignore a percentage of miss chance (maximum 5% + 5% per 5 HD) for 1 round.

Tabulated Mind [General]

Prerequisite: Divination sphere, Sphere Focus (Divination).

Benefit: When you concentrate to maintain a *divine* effect, you are no longer considered flat-footed due to maintaining concentration, and may also take swift or immediate actions during the same action. In addition, as a free action you may spend a spell point to reduce the concentration action for *divine* effect by 1 step for 1 round per caster level, thus reducing a normally full-round action into a standard action, and also allowing for additional move actions to be performed. If you also possess the boon Easy Focus, you reduce instead the concentration action from 1 full round action to 1 move action, allowing for additional standard or move actions.

Normal: Concentrating on a *divine* effect is usually a full-round action, while also preventing any other standard, move, immediate and swift actions, and granting the flat-footed condition.

Traits

Conscious Cultist (Faith)

Prerequisite: You must openly belong to a community of psychic influence (i.e. an agency or guild).

Gain a +1 trait bonus to CL when using talents and abilities from the Divination, Mind and Telekinesis spheres. This

increase in caster level may not raise your caster level over your hit dice. In addition, as a member of good standing with the psychic community, you may attend, if not participate in occult rituals or incantations as a secondary caster or performer.

Friendly Fortune Teller (Magic)

Two times per day, while touching a creature or an object, you may as a free action decrease the spell point cost of a (divine) talent or ability by 1. You only *divine* information about the touched creature or object when using this trait.

Meditative (Social)

You may two times per day when casting divination (sense) abilities increase the casting time to 10 minutes to reduce the spell point cost by 1. You may not apply any metamagic feats to any sense modified by this trait.

Omen Reader (Magic)

You have been trained in the reading of prophecies written in sacred or arcane script.

You may cast *read magic* as a spell-like ability which you may use at-will as a standard action. For the purpose of this spell-like ability, your effective caster level is equal to 1/2 your HD (minimum 1).

Casting Traditions

Divination Sphere Drawbacks

Limited Penetration: (Requires Divination) When using divination talents or abilities to *divine* you can only penetrate solid objects made primarily out of one material category of your choice. Categories may include: earth (dirt and stone), flesh (living and dead), metal (ore and forged), or vegetable (plant-life and wood). You must select a (divine) talent with the bonus talent granted by this drawback.

Shaped Divination: (Requires Divination) When using divination talents or abilities, you can only *divine* targets inside a cone rather than a sphere centered upon yourself. You may take this drawback a second time, limiting your ability to only *divine* targets inside a line instead of a cone. This drawback does in no other way change the range at which you may *divine* targets. In regards to this drawback, your divination shape (be it cone or line) remains fixed pointing in one direction, however, once each round as a free action you may change the direction of the shape. You must select (divine) talent(s) with the bonus talent(s) granted by this drawback.

Chapter 6

Equipment

Alchemical Items

Kuoki

Price 50 gp

Weight ---

This rice wine appears to have a golden glow, and gives off the same amount of light as a lit candle for 1 minute while exposed to the open air before fading. It is for this reason that kuoki is usually kept sealed in kegs or bottles until ready for use, and honest merchants will not buy or sell kuoki that has lost its glow. Those that drink this wine find themselves seeing spirits as if under the effect of the Divination talent Spirit Sense for 1 hour.

Alchemical Recipe

Recipe* (10 Dew of Lunary + 10 Magnesium + 25 Phosphorus) / Digestion

Craft DC 30

Time* 1 day;

Tools brewers kit

Type drug (alcohol)

* **Spontaneous Alchemy:** Those utilizing the spontaneous alchemy variant crafting system may utilize the recipe and crafting time listed above. Players otherwise craft Kuoki using the crafting rules found in the Core Rulebook pg 91-93.

Potions

Dust of Magical Competence

Aura faint divination; **CL** 1st

Slot ---; **Price** 50 gp; **Weight** ---

This silvery dust which is normally kept in small black velvet pouches are most often used by wizards and inquisitors. While wizards use this powder on guild applicants before allowing apprenticeship, inquisitors utilize this item as evidence, misleading or not, of witchcraft.

As a standard action, you may make a ranged touch attack against a square within 30 ft. All visible creatures within 10

ft of the affected area radiate as if under the effects of Detect Spellcaster for 1 round. Alternatively, you may choose to pour the powder on an immobilized target; if you do the effects of Detect Spellcaster will continue to linger for 1 minute before fading away.

Requirements Brew Potion, Divination sphere, Detect Spellcaster; Cost 25 gp

Dust of the Physician

Aura faint divination; **CL** 1st

Slot ---; **Price** 50 gp; **Weight** ---

This vibrant green dust is normally kept in an bleached cotton pouch and are most often used by combat medics when time is something that is simply not available.

As a standard action, you may make a ranged touch attack against a square within 30 ft. All visible living creatures within 10 ft of the affected area have their afflictions and wounds glow as if under the effects of Divine Life for 1 round and they stabilize if dying. Alternatively, you may choose to pour the dust over a single living creature, if you do, the effects of the dust linger for 1 minute, granting fast healing 1 for the duration.

Requirements Brew Potion, Divination sphere, Life sphere; Cost 25 gp

Rods, Staves, & Wands

Foci of the Diviner

Price 150 gp; **Slot** none **CL** 2nd; **Weight** 1 lb.; **Aura** faint divination; **Scaling** prize

This particular focus is made and sold in various different shapes, the most common of which is a wooden box containing either a complete deck of harrow cards or set of runes. If any of the harrow cards or runes move more than 400 ft from the box or becomes damaged those cards or runes rematerialize inside the box undamaged.

4th Level – 900 gp: While the owner is touching a harrow card or rune, she gains a +1 enhancement bonus to her caster level with Divination sphere talents and abilities.

6th Level – 2,400 gp: While the owner is in possession of the Foci of the Diviner, she gains the benefits of the Deadly Dealer feat, even if she does not meet the feat's prerequisites. Thrown cards and runes are treated as darts, but cannot be imbued with additional power except as listed below unless the owner also has the Arcane Strike feat. This otherwise functions as the Deadly Dealer feat.

8th Level – 4,950 gp: The enhancement bonus increases to +2.

10th Level – 9,300 gp: The owner, if she throws harrow cards or runes may add the enhancement bonus with the Divination sphere to her attack and damage rolls with the harrow cards or runes.

12th Level – 16,200 gp: The enhancement bonus increases to +3.

14th Level – 27,750 gp: The cards and runes gain a +1 ranged weapon special ability of your choice, such as *distance*, *flaming*, or *ghost touch*.

16th Level – 47,250 gp: The enhancement bonus increases to +4.

18th Level – 79,500 gp: The cards and runes gain your choice of an additional +2 ranged weapon special ability or two +1 ranged weapon Special Abilities of your choice.

20th Level – 132,000 gp: The enhancement bonus increases to +5.

CONSTRUCTION REQUIREMENTS

Cost 66,000 gp; **Feats** Craft Wondrous Item; **Spells** Divination, Enhancement

Scaling Magical Items

Pathfinder Unchained introduced a new type of magic item called scaling items. Scaling items work like normal magic items, but they gain new powers as their wielders gain levels, and their existing powers sometimes also improve. Additional item powers appear in a scaling magic item's entry with a header indicating the character level at which they unlock.

Wondrous Items

Dowsing Rods

This pair of rods is used in divining the location of various objects, such as gems, metals or even water. Dowsing rods are made with a specific purpose upon its creation. See the table below for examples of available dowsing rods.

As a full-round action, you may attempt to cross the rods, which depending upon the results determine the direction or location of the nearest target. If the ends of the rods cross, you are either directly above or below a location where the target is within close range. If the rods remain parallel, you are facing the general direction where the nearest target may be found. If the rods repel each other, the nearest source of the target is not in that general direction. The larger the target, the stronger

the pull of the rods. The rods will only become parallel if the target is within 1 mile of the rods.

Most dowsing rods, once they cross, lose the ability to find new targets, but may be used like a compass to find the old target. However, Dowsing rods which *divine* for life necessities such as food, water, or habitable shelter may be used multiple times to find new targets (even after their rods have crossed if so desired). PCs seeking treasure in the form of precious metal ore or gem deposits to find such worth totaling roughly 500 gp (not including any wealth of any denizens who may be guarding it). Dowsing rods are thus not so much a means for PCs to get-rich-quick, but rather a tool that can be utilized to help move the story along.

Moderate Divination; CL 11th; Craft Wondrous Item, Dowsing; Price: 1,000 gp

Roll	Dowsing Rod Example Table
1	Dowsing Rod of Beasts (<i>Divines</i> the location of the nearest animal, usually with a minimum HD or specific type)
2	Dowsing Rod of Breathable Air
3	Dowsing Rod of Copper Deposit
4	Dowsing Rod of Diamonds
5	Dowsing Rod of Dragons (<i>Divines</i> the location of the nearest dragon)
6	Dowsing Rod of Gold Deposit
7	Dowsing Rod of Goblinoids (<i>Divines</i> for the location of the nearest goblinoid)
8	Dowsing Rod of Iron Deposit
9	Dowsing Rod of Leylines (<i>Divines</i> the location of the nearest leyline)
10	Dowsing Rod of Lead Deposit
11	Dowsing Rod of Nutrition (<i>Divines</i> for Edible Plants)
12	Dowsing Rod of Outsiders (<i>Divines</i> the location of the nearest outsider of a specific subtype)
13	Dowsing Rod of Platinum Deposit
14	Dowsing Rod of Poison Detection (<i>Divines</i> the presence of Poison)
15	Dowsing Rod of Saturation (<i>Divines</i> the presence of Drinkable Water)
16	Dowsing Rod of Shelter (<i>Divines</i> the presence of Habitable Shelter)
17	Dowsing Rod of Silver Deposit
18	Dowsing Rod of Undeath (<i>Divines</i> the location of the nearest undead)
19	Dowsing Rod of Vermin (<i>Divines</i> the location of the nearest vermin)
20	Dowsing Rod of the Woodlands (<i>Divines</i> the location of the nearest grove of trees)

Chapter 7

Bestiary

In the northeastern corner of the summoning room a swirling orb of mist appeared to flicker maliciously at the new apprentice. An uneasy feeling crept over the lad as he saw it stare down at him. Without much thought the lad turned his eyes toward his new master. The master was a tall woman cloaked in robes of grey and blue with a cold stare that could only come from years of study and wisdom.

She turned to the apprentice as if sensing his discomfort, "Oh, you need not preoccupy yourself with Tom, he was a peeper who thought that he could learn the secrets of my summoning circle by watching from the corner" she let out a chuckle, "Unfortunately, he did not know better than to scry upon someone conjuring a typhloter."

The apprentice shuttered, "S-so he is a-a..."

The master finished the young man's sentence, "Virulent sensor, yes".

The master then continued, "Let this be a warning to you; while sometimes scoffed at by the younger wizards of the magical community, divination is indeed one of the most dangerous spheres of magic that a mage can practice." She paused before continuing, "especially, when those same mages venture out to find knowledge that they as an individual are not yet ready for."

ELUSA HOUND, SIBYL

CR 3

At first glance, this magical beast looks nothing more than an arctic wolf, but as you focus in on it, its fur which appeared white or light grey at first, now clearly has a coat with a blue tint.

XP 800

LN Medium magical beast

INIT: +2; **Senses** darkvision 60 ft, *detect spellcaster* (120 ft), low-light vision, perception +5, scent

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 Natural)

hp 30 (4d10+8)

Fort 6, **Ref** 6, **Will** 2

Defensive Abilities Spellhide (+3 saves vs spells, spell-like abilities, sphere talents and abilities)

OFFENSE

Speed 50 ft

Melee bite +5 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 17

Feats Skill Focus (Perception), Skill Focus (Survival)

Skills Perception +8, Survival +8 (+12 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent.

SQ aura tracking, detect spellcaster, spellhide



SPECIAL ABILITIES

Aura Tracking (Su) If a sibyl elusa hound has “tasted” the magical aura of a creature (a creature it has successfully divined using *detect spellcaster*), it gains a +10 competence bonus to its Survival check when tracking that target. The aura must be fresh (“tasted” within the last 2 hours) or the elusa hound does not gain this bonus.

Detect Spellcaster (Su) Sibyl elusa hounds have a supernatural sense of smell which functions as the Divination sphere talent Detect Spellcaster, except that it is constantly active, requiring no spell points to utilize, and does not inhibit the creature’s actions nor its ability to defend itself.

Spellhide (Ex) Sibyl elusa hounds add their natural armor bonus to their saving throws vs spells, spell-like abilities, and sphere talents and abilities.

ECOLOGY

Environment urban

Organization solitary, pair, or unit (mana-hound paired with an inquisitor or investigator)

Treasure none

The sibyl elusa hounds are favored by inquisitors and investigators alike, who utilize these magical beasts to track down cultists, renegade mages, and other spellcasters deemed a threat to society. Compared to the common elusa hound (Tome of Horrors Complete, pg 271), the sibyl variety are less intelligent and physically weaker. To make up for this, the sibyl elusa hounds have magic-resistant hides that help defend them from their inevitable prey.

SAMSARAN, SIBYL

CR 1/2**XP 200**

Sibyl Samsaran psychic medium (medium) 1

LN Medium humanoid (samsaran)

INIT: +1; **Senses** low-light vision, Perception +5

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 Armor +1 Spirit)

hp 9 (1d8+1)

Fort +2, **Ref** +2, **Will** +3 +2 vs Death Effects, Negative Energy, Negative Levels

OFFENSE

Speed 30 ft

Melee dagger -1 (1d4-1/19-20)

Ranged light crossbow +1 (1d8/19-20)

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 12, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** -1; **CMD** 11

Feats Extra Magical Training

Skills Bluff +9, Diplomacy +7, Perception +5, Perform (seance) +9, Sense Motive +5

Languages Common, Nagaji, Samsaran

SQ Lifebound, Sphere-touched, Spirit [Guardian], Spirit Bonus, Spirit Boon, Spirit Power (lesser)

MAGIC

Caster Level 1st; **MSB** +1; **MSD** 12; **Concentration** +4

Tradition focus casting (harrow deck), skilled casting (perform seance) drawbacks; **CAB** Cha

Spell Points 5

Spheres Divination (*Logos*, *Object Reading*), Mind (*Vision*)

Divination: medium range (110 ft), Divine: *detect magic*; Object Reading: +1 appraise; *Logos*: *comprehend languages*.

Mind: close range (25 ft), DC 13, Charm: *suggestion*; Vision: alter the senses of the target

SPECIAL ABILITIES

Lifebound (Ex) Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Sphere-touched Sibyl samsaran are touched individually by a different sphere of magic, the most common being Divination and Mind (though there are rumors to exist those touched by other spheres). Sibyl samsaran have the Basic Magical Training feat. If the samsaran gains a level in a sphere casting class, it is traded out with Extra Magical Talent.

Spirit [Guardian] (Su) After a 1 hour seance, gain the benefits of the guardian spirit bonus, boon and power (lesser) for 24 hours.

Spirit Bonus (Su) +1 AC, Constitution checks, Fortitude Saves, and Reflex Saves.

Spirit Boon (Su) +1 CMD

Spirit Power (lesser) (Su) Gain proficiency in Heavy Armor and Shields (including Tower Shields)

ECOLOGY

Environment any land

Organization solitary or clan (3-12)

Treasure NPC gear, other treasure

Unlike most samsaran who have blue skin, those of the sibyl variety have a magenta epidermis. Those samsaran who are born with such an unusual quality are usually shunned into the harsh wilderness where they find clans of other sibyl, learn to inhabit the wasteland, or else they die. The age at which a sibyl is to be shunned or undergo dur-rahana, is different for each samsaran community. While savage tribal samsaran may leave a newborn sibyl in the wilderness, not days after its birth, other tribes may wait till the coming of age before sending the individual on it’s way; samsaran who live in civilized cities do not so frequently force a dur-rahana upon a sibyl, but the sibyl is likely to leave on its own regardless upon becoming an adult if not sooner.

TYPHLOTER NADIR**CR 5****XP 1,600**

CN Medium aberration

INIT: +6; **Senses** darkvision 60 ft, *detect scrying* (30 ft), Perception +17**DEFENSE****AC** 18, touch 18, flat-footed 16 (+2 Dex, +6 Cha)**hp** 45 (7d8+14)**Fort** +4, **Ref** +10, **Will** +7**Defensive Abilities** no breath, non-euclidean, Immune gaze attacks; **Resist** cold 15, fire 15.**OFFENSE****Speed** 30 ft, fly 60 ft (average), swim 30 ft**Melee** bite +7 (2d6+20), 6 Tentacles +2 (2d8+10)**Ranged** radiation blast +7 (1d6 fire, 1d6 untyped damage/x2), low radiation (poison) (Fortitude Save, DC 17)**STATISTICS****Str** 14, **Dex** 14, **Con** 14, **Int** 16, **Wis** 14, **Cha** 22**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Alertness, Focused Energy Type (Radiation Blast), Improved Initiative, Skill Focus (Perception)**Skills** Bluff +16, Fly +12, Intimidate +16, Knowledge (Arcana) +13, Perception +17, Sense Motive +14, Spellcraft +13**Languages** Aklo, Telepathy**SQ** Detect Scrying, Limited Starflight, No Breath, Non-Euclidean**MAGIC****Caster Level** 3rd (7th with *Radiation Blast*); **MSB** +7; **MSD** 18; **Concentration** +13**Tradition** none; **CAB** Cha**Spell Points** 9**Spheres****Destruction sphere** - *Radiation Blast*, *Searing Blast***Destruction:** close range touch (30 ft); Radiation Blast: 1d6 fire 1d6 untyped; low radiation (poison), fort save dc 17 (primary 1 con drain, secondary 1 str damage/day).**SPECIAL ABILITIES****Detect Scrying (Ex)** The typhloter have an extraordinary sense which functions as the divination sphere power with the same name, except that it requires no spell points to utilize.**No Breath (Ex)** The typhloter does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.**Non-Euclidean (Ex)** Typhloter do not exist wholly in the physical world, and space and time strain against his presence. This grants typhloter a deflection bonus to AC and a racial bonus on Reflex saves equal to his Charisma modifier (+6). Its apparent and actual position are never quite the same, granting him a 50% miss chance against all attacks. Divination spells or sphere abilities can defeat this miss chance, but any creature that looks upon a typhloter while under the effects of a divination spell or sphere ability must succeed at a DC 19 Will save or be afflicted by a random insanity (this is a mind-affecting effect). The save DC is Charisma-based.**Limited Starflight (Ex)** A typhloter vanguard can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight, a typhloter vanguard's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its patience to complete the journey.**ECOLOGY****Environment** void space**Organization** solitary or pair**Treasure** none

The typhloter nadir has a starfish like appearance with 6 appendages covered in suction cups spread out evenly from its centered toothy maw. It moves through the void much like a jellyfish does the sea, slowly and seemingly without purpose. While the nadir is in the void, it emits a blinding glow which seems to pulse light, often attracting the attention of those who divine the stars and heavens for answers.

TYPHLOTER VANGUARD**CR 10****XP 9,600**

CN Huge aberration

INIT: +0; **Senses** darkvision 60 ft, *detect scrying* (70 ft), Perception +27**DEFENSE****AC** 22, touch 15, flat-footed 22 (+7 natural, +0 Dex, +7 Cha -2 Size.)**hp** 162 (15d8+90)**Fort** 11, **Ref** 12, **Will** 11**Defensive Abilities** no breath, non-euclidean, Immune cold, fire, gaze attacks, poison**OFFENSE****Speed** 30 ft, fly 120 ft (average), swim 60 ft**Melee** bite +21 (2d6+20), 6 Tentacles +35 (2d8+10)**Ranged** adhesive blast +11 (4d6 acid damage/x2), Entangled 1 round (Reflex Save, DC 20)**STATISTICS****Str** 30, **Dex** 10, **Con** 22, **Int** 16, **Wis** 14, **Cha** 24**Base Atk** +11; **CMB** +44; **CMD** 56**Feats** Awesome Blow, Cleave, Cleaving Finish, Great Cleave, Improved Bull Rush, Improved Cleaving Finish, Multiattack, Power Attack**Skills** Bluff +22, Fly +18, Intimidate +25, Knowledge (Arcana) +21, Perception +20, Sense Motive +17, Spellcraft +21**Languages** Aklo, Telepathy**SQ** Detect Scrying, Limited Starflight, No Breath, Non-Euclidean**MAGIC****Caster Level** 7th; **MSB** +15; **MSD** 26; **Concentration** +22**Tradition** none; **CAB** Cha**Spell Points** 14**Spheres****Destruction sphere** - *Adhesive Blast***Time sphere** - *Ranged Time, Time Freeze***Warp sphere** - *Plane Manipulator***Destruction:** close range touch (40 ft); Adhesive Blast: 4d6 acid, Entangle 1 round, reflex save dc 20**Time:** close range (40 ft); Time Freeze: Cannot Act or be Acted Upon for 1 round, will save dc 20**Warp:** close range (40 ft), teleport yourself and up to a heavy load to a location within range; Plane Manipulator: Creatures within 70 ft must succeed a Magic Skill check to teleport.**SPECIAL ABILITIES****Detect Scrying (Ex)** The typhloter have an extraordinary sense which functions as the divination sphere power with the same name, except that it requires no spell points to utilize.**No Breath (Ex)** The typhloter does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.**Non-Euclidean (Ex)** Typhloter do not exist wholly in the physical world, and space and time strain against his presence. This grants typhloter a deflection bonus to AC and a racial bonus on Reflex saves equal to his Charisma modifier (+7). Its apparent and actual position are never quite the same, granting him a 50% miss chance against all attacks. Divination spells or sphere abilities can defeat this miss chance, but any creature that looks upon a typhloter while under the effects of a divination spell or sphere ability must succeed at a DC 24 Will save or be afflicted by a random insanity (this is a mind-affecting effect). The save DC is Charisma-based.**Limited Starflight (Ex)** A typhloter vanguard can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight, a typhloter vanguard's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its patience to complete the journey.**ECOLOGY****Environment** void space**Organization** solitary or pair**Treasure** none

The typhloter vanguard is a gargantuan floating orb with barbed tendrils that hang below it. These six tendrils are thin and razor sharp along their sides and are used to cleave to and attach themselves to any unfortunate soul that find themselves beneath it.

TYPHLOTER ENFORCER**CR 15****XP 51,200**

CN Colossal aberration

INIT: +2; **Senses** darkvision 60 ft, *detect scrying* (110 ft), Perception +27**DEFENSE****AC** 30, touch 12, flat-footed 28 (+18 natural, +2 Dex, +8 Cha -8 Size.)**hp** 369 (22d8+264)**Fort** 19, **Ref** 17, **Will** 15**Defensive Abilities** no breath, non-euclidean, **Immune** ability drain, cold, fire, gaze attacks, poison**OFFENSE****Speed** 30 ft, fly 120 ft (average), swim 60 ft**Melee** bite +37 (4d6+20), 6 Tentacles +35 (2d8+10)**Ranged** adhesive blast +18 (6d6 acid damage/x2), Entangled 1 round (Reflex Save, DC 23)**STATISTICS****Str** 51, **Dex** 15, **Con** 35, **Int** 16, **Wis** 14, **Cha** 26**Base Atk** +16; **CMB** +44; **CMD** 56**Feats** Ability Focus (Non-Euclidean), Hover, Flyby Attack, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Multiattack, Rapid Grappler, Snatch, Weapon Focus (Bite), Weapon Focus (Tentacles)**Skills** Bluff +30, Fly +27, Intimidate +33, Knowledge (Arcana) +28, Perception +27, Sense Motive +24, Spellcraft +28**Languages** Aklo, Telepathy**SQ** Detect Scrying, No Breath, Non-Euclidean, Starflight**MAGIC****Caster Level** 11th; **MSB** +22; **MSD** 33; **Concentration** +30**Tradition** none; **CAB** Cha**Spell Points** 19**Spheres****Destruction sphere** - *Adhesive Blast***Illusion sphere** - *Lingering Illusion***Mind sphere** - *Powerful Charm***Time sphere** - *Ranged Time, Time Freeze***Warp sphere** - *Plane Manipulator***Destruction:** close range touch (50 ft); Adhesive Blast: 6d6 acid, Entangle 1 round, reflex save dc 23**Illusion:** close range (50 ft); Trick: minor illusion 11 minutes; Illusion: Illusion, will save dc 23**Mind:** close range (50 ft); Charm: suggestion, will save dc 23**Time:** close range (50 ft); Time Freeze: Cannot Act or be Acted Upon for 1 round, will save dc 23**Warp:** close range (50 ft), teleport yourself and up to a heavy load to a location within range; Plane Manipulator: Creatures within 110 ft must succeed a Magic Skill check to teleport.**SPECIAL ABILITIES****Detect Scrying (Ex)** The typhloter have an extraordinary sense which functions as the divination sphere power with the same name, except that it requires no spell points to utilize.**No Breath (Ex)** The typhloter does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.**Non-Euclidean (Ex)** Typhloter do not exist wholly in the physical world, and space and time strain against his presence. This grants typhloter a deflection bonus to AC and a racial bonus on Reflex saves equal to his Charisma modifier (+8). Its apparent and actual position are never quite the same, granting him a 50% miss chance against all attacks. Divination spells or sphere abilities can defeat this miss chance, but any creature that looks upon a typhloter while under the effects of a divination spell or sphere ability must succeed at a DC 29 Will save or be afflicted by a random insanity (this is a mind-affecting effect). The save DC is Charisma-based.**Starflight (Su)** A typhloter can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the typhloter knows the way to its destination.**ECOLOGY****Environment** void space**Organization** solitary or pair**Treasure** none

The typhloter enforcer has an urchin cube-like appearance. Enforcers have a colossal eyeless body covered in a carapace of spines and sports six tentacles (one per side) which it uses to pull its prey into its toothy maw which protrudes from any one of its four corners. The enforcer relies on brute force and grappling to take down those it hunts.

TYPHLOTER ASSAILANT**CR 20****XP 307,200**

CN Tiny aberration

INIT: +6; **Senses** darkvision 60 ft, *detect scrying* (150 ft), Perception +37**DEFENSE****AC** 36, touch 29, flat-footed 28 (+7 natural, +6 Dex, +11 Cha +2 Size.)**hp** 225 (30d8+90)**Fort** 13, **Ref** 27, **Will** 23**Defensive Abilities** no breath, non-euclidean, **Immune** ability drain, cold, energy drain, fire, gaze attacks, poison**OFFENSE****Speed** 30 ft, fly 120 ft (average), swim 60 ft**Melee** bite +29 (1d4 piercing), 6 tendrils +27 (1d2 ability damage)**Ranged** adhesive blast +29 (8d6 acid damage/x2), Entangled 1 round (Reflex Save, DC 29)**STATISTICS****Str** 11, **Dex** 23, **Con** 17, **Int** 21, **Wis** 19, **Cha** 33**Base Atk** +22; **CMB** +20; **CMD** +26**Feats** Deadly Aim, Flyby Attack, Improved Natural Attack, Lurker in Darkness, Multiattack, Point Blank Shot, Precise Shot, Skill Focus (Stealth), Sphere Focus (Destruction), Sphere Focus (Mind), Sphere Focus (Time), Stealthy, Weapon Finesse, Weapon Focus (Bite), Weapon Focus (Destructive Blast), Weapon Focus (Tendril)**Skills** Autohypnosis +34, Bluff +41, Fly +39, Intimidate +44, Knowledge (Arcana) +38, Perception +37, Sense Motive +34, Spellcraft +38, Stealth +49**Languages** Aklo, Telepathy**SQ** Detect Scrying, No Breath, Non-Euclidean, Starflight, Tendrils**MAGIC****Caster Level** 15th; **MSB** +30; **MSD** 41; **Concentration** +41**Tradition** none; **CAB** Cha**Spell Points** 26**Spheres****Destruction sphere** - *Adhesive Blast***Illusion sphere** - *Lingering Illusion, Manipulate Aura, Permanent Image***Mind sphere** - *Deadly Vision, Powerful Charm, Vision***Time sphere** - *Ranged Time, Steal Time, Time Freeze***Warp sphere** - *Emergency Teleport, Plane Manipulator***Destruction:** close range touch (60 ft); Adhesive Blast: 8d6 acid, Entangle 1 round, reflex save dc 29**Illusion:** close range (60 ft); Trick: minor illusion 15 minutes; Illusion: Illusion, will save dc 28; Manipulate Aura: change any of its auras.**Mind:** close range (60 ft); Charm: suggestion, will save dc 29; Deadly Vision: target within range dies if it fails both saves, will save dc 29, fort save dc 29.**Time:** close range (60 ft); Steal Time: Daze 1 round, will save dc 29, gain 1 standard action; Time Freeze: Cannot Act or be Acted Upon for 1 round, will save dc 29.**Warp:** close range (60 ft), teleport yourself and up to a heavy load to a location within range; Plane Manipulator: Creatures within 150 ft must succeed a Magic Skill check to teleport.**SPECIAL ABILITIES****Detect Scrying (Ex)** The typhloter have an extraordinary sense which functions as the divination sphere power with the same name, except that it requires no spell points to utilize.**No Breath (Ex)** The typhloter does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.**Non-Euclidean (Ex)** Typhloter do not exist wholly in the physical world, and space and time strain against his presence. This grants typhloter a deflection bonus to AC and a racial bonus on Reflex saves equal to his Charisma modifier (+11). Its apparent and actual position are never quite the same, granting him a 50% miss chance against all attacks. Divination spells or sphere abilities can defeat this miss chance, but any creature that looks upon a typhloter while under the effects of a divination spell or sphere ability must succeed at a DC 36 Will save or be afflicted by a random insanity (this is a mind-affecting effect). The save DC is Charisma-based.

10 +1/2 HD + CHA mod

Starflight (Su) A typhloter can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the typhloter knows the way to its destination.**Tendrils** The fluorescent tendrils which protrude from its head shift its hue from one glowing colour to the next. Each time that a tendril strikes a creature, roll a d6 to determine which ability score is damaged. 1-Strength (orange), 2-Dexterity (green), 3-Constitution (red), 4-Intelligence (yellow), 5-Wisdom (blue), 6-Charisma (purple).**ECOLOGY****Environment** void space**Organization** solitary or pair**Treasure** none

This breed of the typhloter has an eel-like appearance with an eyeless head and florescent colored tendrils which it uses to pull its prey into its toothy maw. The assailant whose general appearance is possibly the least threatening of the typhloter is in reality the most deadly of these aberrations.

Virulent Sensor Template (CR varies)

Virulent Sensor is an acquired template that can be applied to any creature who while using the Divination sphere talent, Viewing, who died or was destroyed suffering from the effects of madness (although not necessarily because of the madness). The CR of the templated creature increases by +1 per 5 HD (minimum +0).

A virulent sensor gains the following traits and modifications:

Alignment: Creatures with the virulent sensor template replace any good or evil alignment they have with neutral, thus lawful good becomes lawful neutral, and neutral evil becomes true neutral. Types of insanity or madness may override this alignment.

Type Changes to Undead (keeping any subtypes their previous form may have had)

Hit Dice Change all HD (including those gained from class levels) into d8s. Virulent sensors use their Charisma modifier to determine bonus hit points (instead of Constitution)

Saves The base saves remain unchanged, except that fortitude uses charisma instead of constitution.

Defensive Abilities The templated creature loses all defensive abilities and gain the qualities and immunities of the undead type. In addition, the templated creature gain the insubstantial quality.

Speed Virulent sensors lose all movement speeds. If the templated creature has the *scrying* divination advanced talent, it gains a fly speed of 150 ft.

Attacks Virulent sensors lose all attacks (including special attacks) that are not sphere, spells or spell-like abilities.

Reach The templated creature has its reach reduced to 0 ft.

Abilities Virulent sensors have no Str or Con scores.

Special Qualities Virulent sensors lose special qualities that are dependant upon having a physical body. The virulent sensors gains insanity, insubstantial and naturally stealthy as special qualities.

Insanity The templated creature permanently suffers from the effects of whatever madness it had before its destruction.

Insubstantial (Ex): Virulent sensors may appear to be made out of flames, mist, smoke, or some other gaseous substance, and are effectively weightless. Virulent sensors being insubstantial are normally not hit or damaged by conventional means, but may still be attacked or even damaged by spells or abilities that do not target the virulent sensor, but rather affect everything in its area of effect. An insubstantial creature may still target itself however. Insubstantial creatures gain a size penalty to their Combat Maneuver Bonus (CMB) and may squeeze through openings as if they are up to three sizes smaller, but

gain a size bonus to Combat Maneuver Defense (CMD) as if they are up to three sizes larger. In addition, insubstantial creatures gain DR 10/- and are not subject to precision damage or critical hits.

Naturally Stealthy (Su) The virulent sensor is particularly difficult to notice outside of combat and requires a perception check DC 20 + its caster level to spot. The virulent sensor if it casts a spell, instantly becomes visible to all creatures within line of sight for 1 minute before fading back into stealth.

Languages The templated creature continues to understand any language it had before it acquired the template, but loses all ability to speak.

Spell Points Lose all spell points, except those gained through feats and traits.

Below is an example of a human incanter level 5 with the virulent sensor template.

VIRULENT SENSOR	CR 6
XP 2,400	
human virulent sensor incanter 5	
CE medium undead (human)	
INIT: +4; Senses darkvision 60 ft, Perception +4	
DEFENSE	
AC 12, touch 12, flat-footed 10 (+2 Dex)	
hp 27 (5d8+5)	
Fort +2, Ref +3, Will +3	
Defensive Abilities insubstantial, naturally stealthy; DR 10/-	
Immune undead traits	
OFFENSE	
Speed 0 ft	
Range Siphon Mana +4 (3d4 nonlethal damage, +1d2 Spell Point Drain, Fort Save DC 16)	
Space 5 ft Reach 0 ft	
STATISTICS	
Str -, Dex 14, Con -, Int 18, Wis 8, Cha 13	
Base Atk +2; CMB -2; CMD +10	
Feats Cantrips, Extra Spell Points x3, Widen Spell	
Skills Appraise +12, Bluff +6 (+16 when trying to hide its insanity), Craft (alchemy) +12, Fly +10, Knowledge (arcana) +12, Perception +4, Spellcraft +12	
Languages Common, Dwarven, Elven, Fiendish, Samsaran	
SQ Insanity, Insubstantial, Mana Siphon, Naturally Stealthy, Sphercasting, Sphere Specialization (Divination), Undead Traits	
MAGIC	
Caster Level 5th (6th with Divination); MSB +5; MSD 16;	
Concentration +9	
Tradition none; CAB Int	
Spell Points 6	

Spheres

Death sphere - *Manipulate Undeath*

Destruction sphere - *Mana Siphon*

Divination sphere - *Greater Divining, Viewing*

Warp sphere - *Unseeing Teleport*

Death: medium range touch (150 ft); Ghost Strike: fatigue for 5 rounds, fort save dc 16 negates; Manipulate

Undeath: 2d8 damage, will save dc 16 half; Reanimate: create a zombie or skeleton with 10 HD for 5 minutes.

Destruction: close range touch (35 ft); Mana Siphon: 3d4 nonlethal +1d2 spell point drain, fort save dc 16.

Divination: long range (640 ft), Divine: *detect magic*; Viewing: create a sensor within range. perception check DC 26 to spot.

Warp: close range (35 ft), teleport yourself and up to a heavy load to a location within range.

SPECIAL ABILITIES

Insanity (Psychosis) All virulent sensors suffer from a form of madness, this one in particular has psychosis which not only changes its alignment to chaotic evil, but also forces it to make a Will Save DC 20 each day to prevent itself from needlessly killing off friends and enemies alike.

Insubstantial (Ex) This virulent sensor is made out of an eye-shaped mist and is effectively weightless. Virulent sensors being insubstantial are normally not hit or damaged by conventional means, but may still be attacked or even damaged by spells or abilities that do not target the virulent sensor, but rather affect everything in its area of effect. An insubstantial creature may still target itself however. Insubstantial creatures gain a size penalty to their Combat Maneuver Bonus (CMB) and may squeeze through openings as if they are up to three sizes smaller, but gain a size bonus to Combat Maneuver Defense (CMD) as if they are up to three sizes larger. In addition, insubstantial creatures gain DR 10/- and are not subject to precision damage or critical hits.

Mana Siphon is a *destructive blast* with a range of 35 ft, which upon successfully making a ranged touch attack, deals 3d6 nonlethal damage. In addition, the creature hit must make a fortitude save DC 16 or lose 1d2 spell points, granting the same number of spell points drained as temporary spell points to the virulent sensor for 1 round.

Naturally Stealthy (Su) The virulent sensor is particularly difficult to notice outside of combat and requires a perception check DC 25 to spot. The virulent sensor if it casts a spell, instantly becomes visible to all creatures within line of sight for 1 minute before disappearing again.

Spherecasting The creature uses sphere talents and abilities as it did before acquiring the virulent sensor template.

Sphere Specialization (Divination) The virulent sensor always acts in the surprise round and gains a +2 bonus to initiative. In addition, 7 times per day, as a standard action it can give itself a +2 insight bonus on all attack rolls, skill checks, ability checks, and saving throws for 1 round.

Undead Traits: Virulent sensors being undead gain the following traits:

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution.
- Darkvision 60 ft.
- Immunity Mind-Affecting Effects (charms, compulsions, moral effects, patterns, and phantasms).
- Immunity to death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, and energy drain. Immune to ability damage to its physical ability scores, as well as exhaustion and fatigue effects.
- Negative energy (such as with the death sphere manipulate undeath ability) can heal undead creatures. The fast healing special quality works regardless of the creature's intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk from death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by sphere abilities such as resuscitate which restore individuals to life, but advanced talents such as resurrection or greater resurrection and incantations or rituals whose level is 6th or higher work on undead and can return them back into the living creatures they were before becoming undead.
- Undead do not breathe, eat, or sleep.

ECOLOGY

Environment any dungeon

Organization solitary

Treasure none

Appendix

Insanity

Below are listed in the individual types of madness or insanity mentioned frequently throughout this handbook. All insanities have a DC that represents the insanity's strength. An insanity's DC indicates the Will save you need to roll in order to resist contracting the insanity when you are initially exposed to it, but also the DC you need to make to recover. Recovering from an insanity naturally is a lengthy process—once per week, you make a Will save against the insanity's current DC. If you succeed on this save, the insanity's DC is reduced by a number of points equal to your Charisma bonus (minimum of 1). You continue to suffer the full effects of the insanity until its DC is reduced to 0, at which point you are cured and the insanity vanishes completely.

The base *restore* ability from the life sphere has no effect on insanity, but when paired with the *restore mind* talent, it reduces the current DC of one insanity currently affecting a target by an amount equal to the caster's level. The advanced life talent *restore mind* and *body* immediately cures a target of all insanity. For more information on sanity and madness, refer to the *PATHFINDER GAMEMASTERY GUIDE*, page 250.

AMNESIA

Type insanity; **Save** Will DC 20

Onset immediate

Effect -4 penalty on Will saving throws and all skill checks; loss of memory (see below)

DESCRIPTION

A character suffering from amnesia cannot remember things; his name, his skills, and his past are all equal mysteries. He can build new memories, but any memories that existed before he became an amnesiac are suppressed.

Worse, the amnesiac loses all class abilities, feats, and skill ranks for as long as his amnesia lasts. He retains his base attack bonus, base saving throw bonuses, combat maneuver bonus, combat maneuver Defense, total experience points, and hit dice (and hit points), but everything else is gone until the amnesia is cured. If a character gains a class level while suffering from amnesia, he may use any abilities gained by that class level normally. If the class level he gained was of a class he already possess levels in, he gains the abilities of a 1st-level character of that class, even though he is technically of a higher level in that

class. If his amnesia is later cured, he regains all the full abilities of this class, including those gained from any levels taken while he was suffering from amnesia.

MANIA/PHOBIA

Type insanity; **Save** Will DC 14

Onset 1 day

Effect target is sickened (if manic) or shaken (if phobic) as long as the source of the mania or phobia is obvious; chance of becoming fascinated or frightened (see below)

DESCRIPTION

A mania is an irrational obsession with a (usually inappropriate) particular object or situation, while a phobia is an irrational fear of a (usually commonplace) object or situation. Additionally, if a manic or phobic character is directly confronted by his obsession (requiring a standard action), he must make a Will save against the insanity or become fascinated (if manic) or frightened (if phobic) by the object for 1d6 rounds.

MULTIPLE PERSONALITY DISORDER

Type insanity; **Save** Will DC 19

Onset 2d6 days

Effect -6 penalty on Will saving throws and Wisdom-based skill checks; multiple personalities (see below)

DESCRIPTION

This is a complicated disorder that manifests as 1 or more distinct and different personalities within the same body and mind. The number of additional personalities the victim manifests equals the DC of the insanity divided by 10 (round down, minimum of 1 additional personality). Should the insanity worsen in some way (such as by the save DC increasing), the number of additional personalities increases as well. Likewise, the number of additional personalities decreases as the sufferer recovers and the insanity's DC decreases. The GM should develop these additional personalities.

Every morning, and each time the afflicted character is rendered unconscious, he must make a Will save against his insanity's DC. Failure indicates that a different personality takes over. A character's memories and skills remain unchanged, but

the various personalities have no knowledge of each other and will deny, often violently, that these other personalities exist.

PARANOIA

Type insanity; **Save** Will DC 17

Onset 2d6 days

Effect -4 penalty on Will saves and Charisma-based skill checks; cannot receive benefit from or attempt the Aid Another action; cannot willingly accept aid (including healing) from another creature unless he makes a Will save against his insanity's DC

DESCRIPTION

The paranoid character is convinced that the world and all that dwell within it are out to get him. Paranoid characters are typically argumentative or introverted.

PSYCHOSIS

Type insanity; **Save** Will DC 20

Onset 3d6 days

Effect character becomes chaotic evil; gains +10 competence bonus on Bluff checks to hide insanity

DESCRIPTION

This complex insanity fills the victim with hate for the world. He may suppress his psychosis for a period of 1 day by making a Will save against the DC of his insanity, otherwise he cannot help but plot and plan the death and destruction of his friends and enemies alike. For the most part, the impact of psychosis must be roleplayed, although not all players find entertainment in roleplaying a lunatic who's trying to do in his friends. In such cases, the GM should assume control of the character whenever his psychosis is in control.

SCHIZOPHRENIA

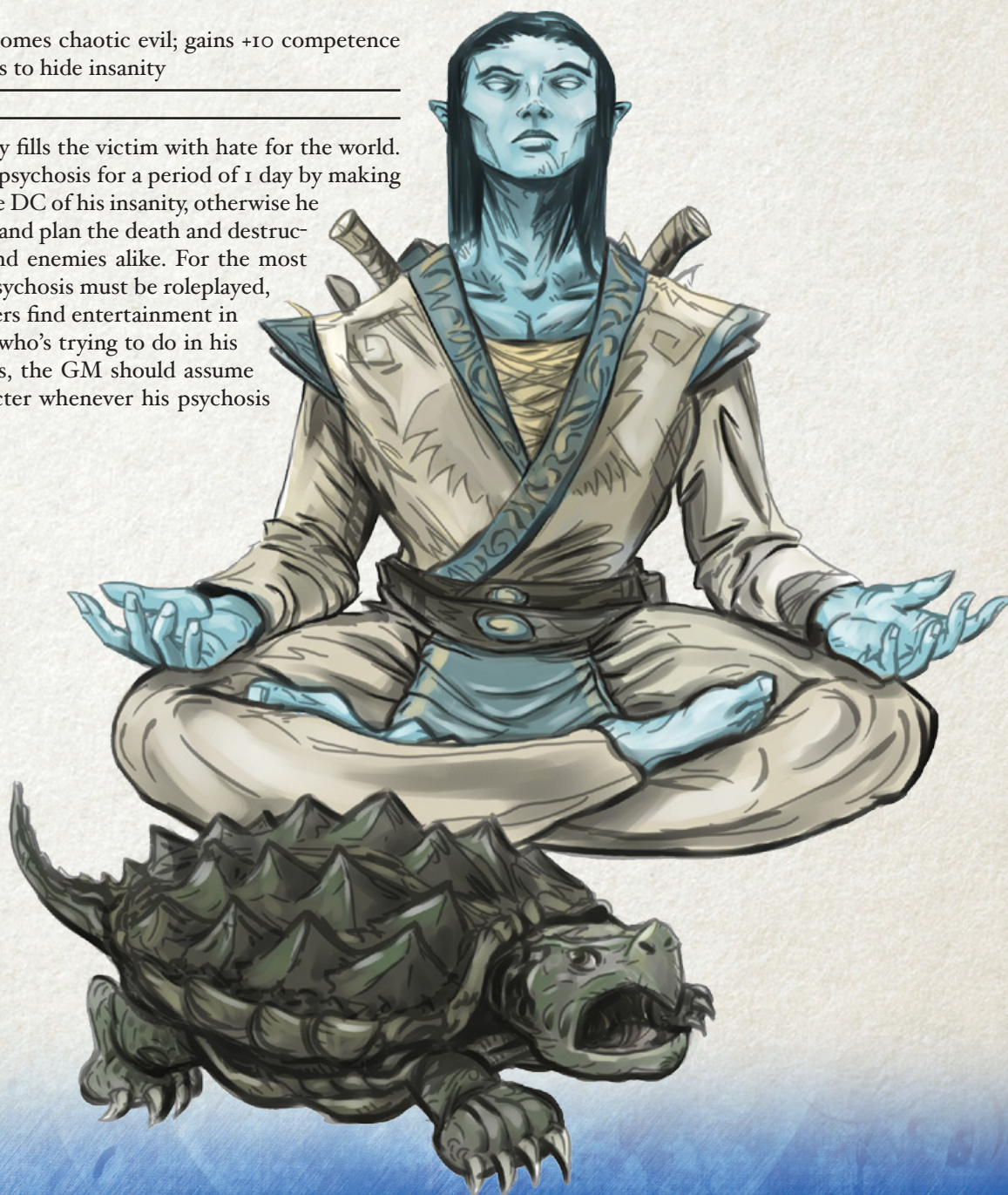
Type insanity; **Save** Will DC 16

Onset 1d6 days

Effect -4 penalty on all Wisdom and Charisma-based skill checks; cannot take 10 or take 20; chance of becoming confused (see below)

DESCRIPTION

A schizophrenic character has lost his grip on reality, and can no longer tell the difference between what is real and what is not. These constant hallucinations cause the schizophrenic to appear erratic, chaotic, and unpredictable to others; each time a schizophrenic character finds himself in a stressful situation (such as combat), he must make a Will save against his insanity's DC. Failure indicates that the character becomes confused for 1d6 rounds.



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