

Commune

Divination
Level: Adp 5, Clr 5
Components: V, S, M, DF, XP
Casting Time: 10 minutes
Range: Personal

Target: You
Duration: 1 round/level



You contact your deity-or agents thereof -and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.
Material Components: Holy (or unholy) water and incense.

Comprehend Languages

Divination
Level: Adp 1, Brd 1, Clr 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 10 min./level



You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.

Arcane Material Components: A pinch of soot and a few grains of salt.

Contact Other Plane (continued)

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.) Results of a Successful Contact: d% is rolled for the result shown on the table: True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly. Don't Know: The entity tells you that it doesn't know. Lie: The entity intentionally lies to you. Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane	DC 7/1 week	01-34	35-62	63-83	84-100
(appropriate)	(DC 7/1 week)	(01-68)	(69-75)	(76-98)	(99-100)
Positive/Negative Energy Plane	DC 8/1 week	01-39	40-65	66-86	87-100
Astral Plane	DC 9/1 week	01-44	45-67	68-88	89-100
Outer Plane, demideity	DC 10/2 weeks	01-49	50-70	71-91	92-100
Outer Plane, lesser deity	DC 12/3 weeks	01-60	61-75	76-95	96-100
Outer Plane, intermediate deity	DC 14/4 weeks	01-73	74-81	82-98	99-100
Outer Plane, greater deity	DC 16/5 weeks	01-88	89-90	91-99	100

Commune with Nature

Divination
Level: Animal 5, Drd 5, Rgr 4
Components: V, S
Casting Time: 10 minutes
Range: Personal

Target: You
Duration: Instantaneous



You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings-caves, caverns, and the like-the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Contact Other Plane

Divination
Level: Sor/Wiz 5
Components: V
Casting Time: 10 minutes
Range: Personal

Target: You
Duration: Concentration



You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.) You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question. Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Detect Animals or Plants

Divination
Level: Drd 1, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No



You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. 1st Round: Presence or absence of that kind of animal or plant in the area. 2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen. 3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location. Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Chaos □ 1 □ □ □ □ □

Divination
Level: Adp 1, Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil (continued)

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura	Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.
Faint	1 d6 rounds	[1] Except for undead and outsiders, which have their own entries on the table.
Moderate	1 d6 minutes	
Strong	1 d6x10 minutes	
Overwhelming	1 d6 days	

[2] Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Detect Law □ 1 □ □ □ □ □

Divination
Level: Adp 1, Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Evil □ 1 □ □ □ □ □

Divination
Level: Adp 1, Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)
Saving Throw: None
Spell Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

Creature/Object	Faint	Moderate	Strong	Overwhelming	1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the
Evil creature[1] (HD)	10 or lower	11-25	26-50	51 or higher	strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.
Undead (HD)	2 or lower	3-8	9-20	21 or higher	
Evil outsider (HD)	1 or lower	2-4	5-10	11 or higher	
Cleric of an evil deity [2] (class levels)	1	2-4	5-10	11 or higher	
Evil magic item or spell (caster level)	2nd or lower	3rd-8th	9th-20th	21st or higher	

Detect Good □ 1 □ □ □ □ □

Divination
Level: Adp 1, Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes, and similar beneficial items are not good.

Detect Magic □ 0 □ 0 □ 0 □ 0

Divination
Level: Adp 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.
2nd Round: Number of different magical auras and the power of the most potent aura.
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)
Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Detect Magic (continued)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

Detect Poison



Divination
Level: Asn 1, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature, one object, or a 5-ft. cube

Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Scrying



Divination
Level: Brd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 40 ft.
Area: 40-ft. -radius emanation centered on you

Duration: 24 hours
Saving Throw: None
Spell Resistance: No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area. If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Material Components: A small piece of mirror and a miniature brass hearing trumpet.

Detect Secret Doors



Divination
Level: Brd 1, Knowledge 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits



Divination
Level: Drd 1, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps. Detect snares and pits does detect certain natural hazards- quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of hazards. 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts



Divination [Mind-Affecting]
Level: Brd 2, Knowledge 2, Sor/Wiz 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; see text
Spell Resistance: No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher). 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting. 3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Undead

Divination
 Level: Clr 1, Pal 1, Sor/Wiz 1
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: 60 ft.
 Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)
 Saving Throw: None
 Spell Resistance: No

HD	Strength
<= 1	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength:

The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

Original Strength	Duration
Faint	1d6 rounds
Moderate	1d6 min
Strong	1d6x10 min
Overwhelming	1d6 days

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power. Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Discern Location

Divination
 Level: Clr 8, Knowledge 8, Sor/Wiz 8
 Components: V, S, DF
 Casting Time: 10 minutes
 Range: Unlimited

Target: One creature or object
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Find the Path

Divination
 Level: Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6
 Components: V, S, F
 Casting Time: 3 rounds
 Range: Personal or touch

Target: You or creature touched
 Duration: 10 min./level
 Saving Throw: None or Will negates (harmless)
 Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round. This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).
 Focus: A set of divination counters of the sort you favor.

Discern Lies

Divination
 Level: Clr 4, Pal 3
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

DC:
 Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: Concentration, up to 1 round/level
 Saving Throw: Will negates
 Spell Resistance: No

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Discern Location

Divination
 Level: Clr 8, Knowledge 8, Sor/Wiz 8
 Components: V, S, DF
 Casting Time: 10 minutes
 Range: Unlimited

Target: One creature or object
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Divination

Divination
 Level: Clr 4, Knowledge 4
 Components: V, S, M
 Casting Time: 10 minutes
 Range: Personal

Target: You
 Duration: Instantaneous

Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Material Components: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Find the Path

Divination
 Level: Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6
 Components: V, S, F
 Casting Time: 3 rounds
 Range: Personal or touch

Target: You or creature touched
 Duration: 10 min./level
 Saving Throw: None or Will negates (harmless)
 Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round. This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).
 Focus: A set of divination counters of the sort you favor.

Find Traps

Divination
 Level: Clr 2
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 1 min./level

You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect. Note that find traps grants no ability to disable the traps that you may find.

Foresight DC:

Divination
Level: Drd 9, Knowledge 9, Sor/Wiz 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal or touch

Target: See text
Duration: 10 min./level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC. When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.
Arcane Material Components: A hummingbird's feather.

Guidance DC:

Divination
Level: Adp 0, Clr 0, Drd 0
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 1 minute or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Identify

Divination
Level: Brd 1, Magic 2, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 hour
Range: Touch

Target: One touched object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any). Identify does not function when used on an artifact.
Arcane Material Components: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Know Direction

Divination
Level: Brd 0, Drd 0
Components: V, S
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Legend Lore

Divination
Level: Brd 4, Knowledge 7, Sor/Wiz 6
Components: V, S, M, F
Casting Time: See text
Range: Personal

Target: You
Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time). During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.
Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.
Material Components: Incense worth at least 250 gp.

Locate Creature

Divination
Level: Asn 4, Brd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

This spell functions like locate object, except this spell locates a known or familiar creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any. The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once. Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.
Material Components: A bit of fur from a bloodhound.

Locate Object

2 3 4 5 6 7 8

Divination
Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object fools it.

Moment of Prescience

9 10 11 12 13 14 15 16 17 18

Divination
Level: Luck 8, Sor/Wiz 8
Components: V, S
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends. You can't have more than one moment of prescience active on you at the same time.

Prying Eyes

19 20 21 22 23 24 25

Divination
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 minute
Range: One mile

Effect: Ten or more levitating eyes
Duration: 1 hour/level; see text (D)
Saving Throw: None
Spell Resistance: No

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions. While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch. When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well. In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears. If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event. The eyes exist for up to 1 hour per caster level or until they return to you. Dispel magic can destroy eyes. Roll separately for each eye caught

Prying Eyes (continued)

in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself. Material Components: A handful of crystal marbles.

Prying Eyes, Greater

26 27 28 29 30 31 32

Divination
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 minute
Range: One mile

Effect: Ten or more levitating eyes
Duration: 1 hour/level; see text (D)
Saving Throw: None
Spell Resistance: No

This spell functions like prying eyes, except that the eyes can see all things as they actually are, just as if they had true seeing with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a greater prying eye's maximum Spot modifier is +25 instead of +15.

Read Magic

33 34 35 36 37 38 39 40 41 42

Divination
Level: Adp 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 10 min./level

By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level). Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism.

Scrying DC: 3 5 4 4

Divination (Scrying)
 Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4
 Components: V, S, M/DF, F
 Casting Time: 1 hour
 Range: See text

Effect: Magical sensor
 Duration: 1 min./level
 Saving Throw: Will negates
 Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None[1]	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

If the save fails, you can see (but not hear) the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Scrying (continued)

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

[1] You must have some sort of connection to a creature you have no knowledge of.

Scrying, Greater DC: 6 7 7 7

Divination (Scrying)
 Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7
 Components: V, S
 Casting Time: 1 standard action
 Range: See text

Duration: 1 hour/level
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell functions like scrying, except as noted above. Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

See Invisibility 3 2

Divination
 Level: Adp 2, Brd 3, Sor/Wiz 2
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see. See invisibility can be made permanent with a permanency spell. Material Components: A pinch of talc and a small sprinkling of powdered silver.

Speak with Animals 3 1 1

Divination
 Level: Brd 3, Drd 1, Rgr 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 1 min./level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Plants 4 3 2

Divination
 Level: Brd 4, Drd 3, Rgr 2
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Status DC: **2**

Divination
Level: Clr 2
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: One living creature touched per three levels
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Stone Tell **6**

Divination
Level: Drd 6
Components: V, S, DF
Casting Time: 10 minutes
Range: Personal

Target: You
Duration: 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Telepathic Bond **5**

Divination
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting. Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency. Material Components: Pieces of eggshell from two different kinds of creatures.

Tongues DC: **2** **4** **3**

Divination
Level: Adp 3, Brd 2, Clr 4, Sor/Wiz 3
Components: V, M/DF
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way. Tongues can be made permanent with a permanency spell. Arcane Material Components: A small clay model of a zigurat, which shatters when the verbal component is pronounced.

True Seeing DC: **5** **7** **6**

Divination
Level: Adp 5, Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance. Material Components: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

True Strike **1**

Divination
Level: Asn 1, Sor/Wiz 1
Components: V, F
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target. Focus: A small wooden replica of an archery target.

Vision

Divination

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text



This spell functions like legend lore, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

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