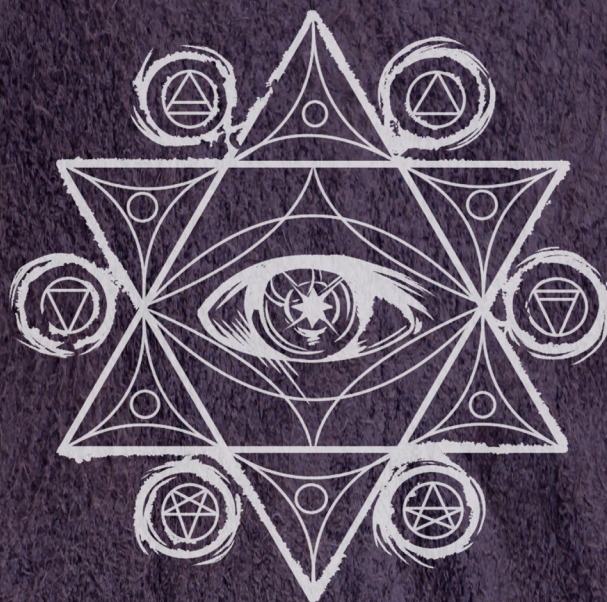




Et Libri de Divinatione C.



In interiore oculo non videt in imperio.



The Complete Book of Illustrated Divination

a supplement for Dungeons and Dragons 5e
The words of Galiion Perling translated by Phil Stone
Layout and Illustrations by Phil Stone



In interiore oculo non videt in imperio.



I had been travelling westward for weeks. Sometimes on foot, other times when I was lucky, on the back of a farmer's mule-pulled cart. But I had eventually landed at my destination just outside of the town of Appenfeld.

Walking through a field of grains towards a tree line separating opposing crops, I could make out the peaks of the temple roof that was to be my destination. This was a temple to the goddess Chauntea, and there was a man residing there to whom I needed to speak with.

A path led into the swath of tree line that enveloped the temple, there were no guards, no wandering priests, or no one person for that matter. The woods surrounding the temple stood still and silent, unmolested by human kind. I had always heard about these places where one is blanketed in silence and tranquility, an easy place to lay your head down for a spell and not wake from slumber for at least a hundred years.

And then a bell had rung, and it was as if every beast had awoke at once and resumed their duties as if nothing had ever stopped them. The bell's low and rhythmic bellow had vibrated my chest so that every organ within me pulsed in harmony.

The temple of Chauntea was a two-level structure of the simplest design. It was obviously constructed by human hands but lacked the usual canon of symbols and effigy to its patron god on the exterior. The only way one would recognize the temple for what it was, was the large heavily carved doors in which I had stood before prepared fully to knock on it with my fist. The carvings on the doors were subtle, yet told the story in full of the goddess and her deeds. Before I could pound on the doors to attract a host, the right door had swung softly open as if it weighed not an ounce. I was ushered in by two male monks without a word exchanged between us. Once the door was closed behind me, I went to walk into the temple further but was stopped abruptly by four strong hands attached to the robed monks. The foyer was deceptively immense, none would suspect such a grand entranceway from the appearance of the exterior of the temple. Flowers and vegetables grew up the walls, trickling water could be heard coming down the large sandstone walls, giving life to everything it touched on the way downward to the small gutter along the floor. It was an amazing sight that very few had ever seen. The air was different in that place. It was a spring time dampness that permeated your nostrils, giving you energy and hope.





The monk's hands went straight for the large satchel at my side, bringing me out of my awe and drawing my attention abruptly back to the matter at hand. I knew exactly what they were concerned about. It was the recent book I had acquired back in Eastbourne, they must have had felt its presence the moment I stepped into the tree line. The book was pure evil, I had been foolish to think I could just wander about with such an item on my person here. Especially one written by such a foul necromancer as Lire Goest.

I started to slowly pull the book from the satchel when the monks shoved it back in.

"Books can see as well," declared the monk to my right.

"We will keep your belongings in a safe place, please, undress, and we will summon you new clothes for the duration of your stay here."

How did they know I was staying? How was it that they knew I was even coming? I grew more confused as I undressed as instructed and was given a simple burlap robe in exchange. I started to ask how they knew, but it seemed they already knew my questions before I could utter them completely.

"You are here to see Gallion Perling, are you not?" The monk who handed me the robe asked.

"I am, but how did you..."

"Follow us, we will take you to him"

Gallion Perling was a simple farmer who tended the land surrounding the temple. He was also a lonely man. Gallion had lost his wife and two children to a goblin raid in the middle of the night years ago. He had fought them to the end, but could not save his family considering his best efforts at killing all of the foul beasts. After burying them, Gallion suppressed his anger and guilt, and put all of his energy into the crops.





Year after year, Gallion had a high yield for his efforts, but could only commemorate the record harvests with his lone mule who pulled the plow. It was a near isolated world that he lived in. Perling never visited the temple adjacent to his crops, instead, he chose to pray to Chauntea goddess of agriculture alone along the tree line every day when he was done for the day. He gave thanks to her for what he had even though so much had been taken from him, and Gallion never asked for anything in return from the goddess.

Gallion seldomly spoke, save for the times to get the old mule with the plow to budge. The beast of burden was getting old and Gallion feared that he would have to pull the plow himself one day, for he hated going into town to deal with the merchants. Someone would always remark on his late family and how they felt sorry for him. Gallion wanted none of that, he need not be reminded from strangers of his personal loss and mental hardship. He decided he would rather pull the plow himself until his back broke under the strain.

The accident happened one afternoon in the field as Perling was seeding the field with the mule. The beast began walking oddly and he realized that something had gotten stuck in one of its hind legs. Gallion went to remedy the problem by getting behind the mule and crouching down to get a hold of the affected hoof. A bird swooped down and pecked the mule on the head causing it to jerk and kick with its hind legs, catching Gallion square in the temple of his skull. Gallion flew back, but before his head hit the ground, he was already gone. Gallion Perling had died.

I must note here that the story I had originally heard from a colleague collector about Gallion's plight must surely have been exaggerated upon. It had been some years since the accident by the time the tale had reached my ears at my residence, so I was almost positive that it had been skewed and puffed up from the telling of it from town to town over those said years.

I had to know if it was true, what happened after the accident to Gallion Perling. Did he genuinely become resurrected by the goddess Chauntea herself, and had he been granted the sacred knowledge of Divinity by her? If it was true, I needed to document it straight from his lips. And if there were a diary of some kind that he had kept since then, I needed to scribe it for my own collection. His last known location according to the tales was this very temple, and I was about to meet him in just a few moments.





The monks leading me down the hallway of simple wooden doors stopped abruptly in front of one in particular. There were no markings on the doors, deeming who's room was who's, they just knew. The monk to my right knocked softly on the door and put his ear to the rough wood to listen. The door's latch and knob worked simultaneously and it slowly opened, yet there was no one there to perform the task. The monk at the door looked back at me sternly and motioned me to walk in.

There he sat on the edge of the bed. Gallion Perling in white simple robes with the mark of the Divine upon his forehead, just as the tales were told. It was the Third Eye presented to him from beyond death by the goddess Chauntea. He motioned me to sit next to him.

A short time went by as I recorded his story in my notebook. It was a short story to say the least. Nothing like the tales told by travelling bards, or loose tongues in taverns. Gallion Perling had died, that much was true, and he had in fact met the goddess Chauntea. He had also met his family who were with her, they had not aged, and they understood that he had done all he could during the attack in the night from the goblins. He spent more time talking about his family to me than he did the afterlife, or the goddess. There was not much to tell he informed me. The afterlife was not much different than the temple in which he resided. It was calming, free. Being there released all of one's earthly burdens so that one could truly feel freedom.

Perling recollected nothing about the knowledge being bestowed upon him. He awoke in the field bewildered. A few villagers happened to find his mule wandering about far from his home and they thought to bring it back to him, and that was how he was found. He doesn't remember talking to them, but remembers their astonished faces and the villagers constantly touching his forehead. They took him to the temple, and the monks took over from there. He was bathed, bandaged, and fed. He was given the room in the temple and permanent residence. He was also given a personal scribe.





My eyes lit up knowing that something had been documented, and judging by the look in Perling's eyes, he understood that that was what I had come for. From under the bed he procured a tome. And without saying a word, handed it to me.

"Take my story and tell it true," he began, "but most of all, even before my story, tell of the wonders of the goddess Chauntea and all that she bestows."

I took the book and held it close.

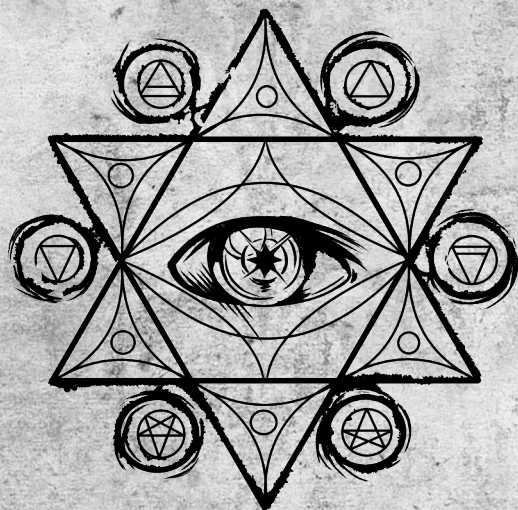
"Let those who use this knowledge understand from whence it came. Chauntea chose me to choose you to spread the wisdom of the gods, all I had to do was be patient. Keep the tome safe, use your inner judgement on those to whom you impart it with. Be wise, be humble, cause no harm to others."

I was led out immediately. My belongings returned and sent on my way before I could utter any other questions. The tome was placed in a separate satchel from Lire Goests'.

The tome that you hold in your hand now is the exact wording that my scribes and I copied from the original text of Gallion Perling. You have been chosen, go forth, and bring the light!"

Phil Stone





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Guidance

Divination

Level: Cantrip

Casting time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

True Strike

Divination

Level: Cantrip

Casting time: 1 Action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.





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Beast Bond

Divination

Level: 1

Casting time: 1 Action

Range: Touch

Components: V, S, M (a bit of fur wrapped in a cloth)

Duration: Concentration, up to 10 minutes

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.





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Comprehend Languages

(Ritual)

Divination

Level: 1

Casting time: 1 Action

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear.

You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.





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Detect Evil and Good

Divination

Level: 1

Casting time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.





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Detect Magic (Ritual)

Divination

Level: 1

Casting time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.





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Detect Poison and Disease

Divination

Level: 1

Casting time: 1 Action

Range: Self

Components: V, S, M (a yew leaf)

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.





Identify (Ritual)

Divination

Level: 1

Casting time: 1 Minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.





Hunter's Mark

Divination

Level: 1

Casting time: 1 Bonus Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry.

Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At higher level

When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours.

When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.





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Speak with Animals (Ritual)

Divination

Level: 1

Casting time: 1 Action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration.

The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.





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Augury (Ritual)

Divination

Level: 2

Casting time: 1 Minute

Range: Self

Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.





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Beast Sense (Ritual)

Divination

Level: 2

Casting time: 1 Action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.





Detect Thoughts

Divination

Level: 2

Casting time: 1 Action

Range: Self

Components: V, S, M (a copper piece)

Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures.

When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.





find Traps

Divination

Level: 2

Casting time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You sense the presence of any trap within range that is within line of sight.

A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.





Locate Animals or Plants (Ritual)

Divination

Level: 2

Casting time: 1 Action

Range: Self

Components: V, S, M (a bit of fur from a bloodhound)

Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Object

Divination

Level: 2

Casting time: 1 Action

Range: Self

Components: V, S, M (a forked twig)

Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close – within 30 feet – at least once.

Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.





Mind Spike

Divination

Level: 2

Casting time: 1 Action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 hour

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.





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See Invisibílity

Divination

Level: 2

Casting time: 1 Action

Range: Self

Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)

Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.





I wish, at times, that my eyes could forget some of the things that they have seen. It is a burden i bear gladly and with great reverence to the Goddess.





Clairvoyance

Divination

Level: 3

Casting time: 10 Minutes

Range: 1 mile

Components: V, S, M (a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)

Duration: Concentration, up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.





Tongues

Divination

Level: 3

Casting time: 1 Action

Range: Touch

Components: V, M (a small clay model of a ziggurat)

Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.





Arcane Eye

Divination

Level: 4

Casting time: 1 Action

Range: 30 feet

Components: V, S, M (a bit of bat fur)

Duration: Concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet.

The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.





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Divination (Ritual)

Divination

Level: 4

Casting time: 1 Action

Range: Self

Components: V, S, M (incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, which the spell consumes)

Duration: Instantaneous

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast this spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.





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Locate Creature

Divination

Level: 4

Casting time: 1 Action

Range: Self

Components: V, S, M (a bit of fur from a bloodhound)

Duration: Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close – within 30 feet – at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.





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Commune (Ritual)

Divination

Level: 5

Casting time: 1 Minute

Range: Self

Components: V, S, M (incense and a vial of holy or unholy water)

Duration: 1 minute

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.





One must prepare, for this spell moves with haste.
With only three possibilities to obtain the answers that
one seeks, the user must be positive of the questions
asked and if there is mindful preparation for the an-
swers they may yield.





Commune with Nature

(Ritual)

Divination

Level: 5

Casting time: 1 Minute

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory.

In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.





Like a flash of light, a brief glimpse of what the Goddess herself must know. Give praise for this knowledge, no matter how brief, and know that you are a part of everything.





Contact Other Plane

(Ritual)

Divination

Level: 5

Casting time: 1 Minute

Range: Self

Components: V

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane.

Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as yes, no, maybe, never, irrelevant, or unclear (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.





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Legend Lore

Divination

Level: 5

Casting time: 10 Minutes

Range: Self

Components: V, S, M (incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each)

Duration: Instantaneous

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips.





Learn the legend
Learn the lore
Learn what's true, will serve you more.
Tis axiom or it's folklore
To find it's worth, you must explore



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Telepathic Bond (Ritual)

Divination

Level: 5

Casting time: 1 Action

Range: 30 feet

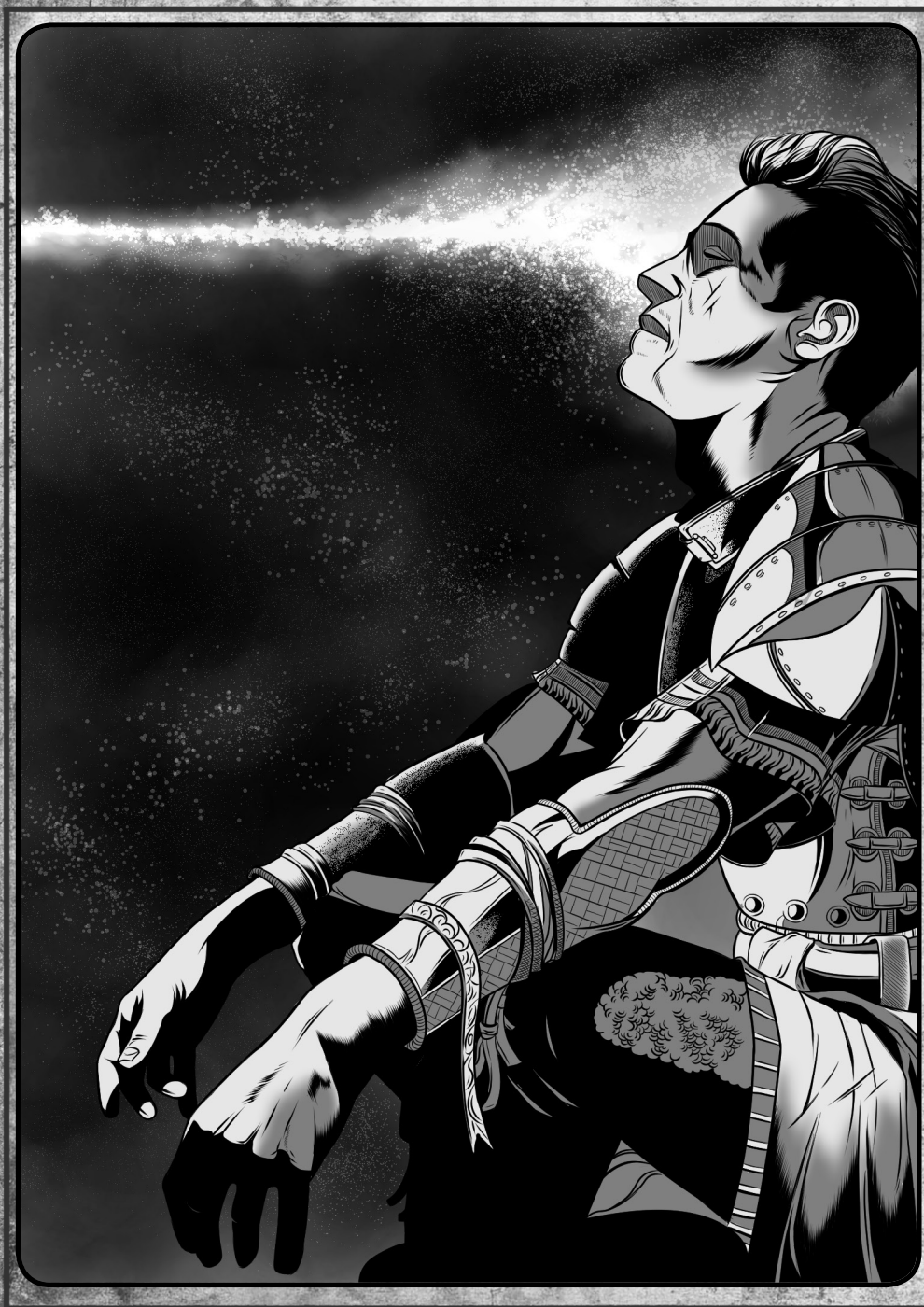
Components: V, S, M (pieces of eggshell from two different kinds of creatures)

Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.





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Scrying

Divination

Level: 5

Casting time: 10 Minutes

Range: Self

Components: V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

Duration: Concentration, up to 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.





Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5

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

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.





Find the Path

Divination

Level: 6

Casting time: 1 Minute

Range: Self

Components: V, S, M (a set of divinatory tools – such as bones, ivory sticks, cards, teeth, or carved runes – worth 100 gp and an object from the location you wish to find)

Duration: Concentration, up to 1 day

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as “a green dragon's lair”), the spell fails.

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.”





Be unambiguous or your path may not emerge, this is an age old struggle. Know that your safety is not secured. Hold fast, sometimes the shortest route is paved with the longest struggle.





True Seeing

Divination

Level: 6

Casting time: 1 Action

Range: Touch

Components: V, S, M (an ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron, and fat; and is consumed by the spell)

Duration: 1 hour

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.





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foresight

Divination

Level: 9

Casting time: 1 Minute

Range: Touch

Components: V; S, M (a hummingbird feather)

Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This spell immediately ends if you cast it again before its duration ends.





Knowing the future that lies directly before you with a single touch. Are you worthy of this gift and the advantages that it brings? This question I ask myself in earnest before I give it: Better to withhold it than regret giving it.





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