

The Genius Guide to: DIVINATION MAGIC



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The saying “knowledge is power” is overused to the point of being cliché. But like most clichés, it has a nugget of truth to it. In a world of magic, where threats can be anything from mundane brigands to psionic half-dragon medusa priests of elder gods, it holds especially true. Divination spells allow characters to learn all manner of useful information: whether something is evil, the location of the special key, the presence and strength of magical auras, the presence of invisible creatures or items, and much more. And magic isn’t the only source of crucial information. Knowledge skills allow characters of all classes to have the knowhow to solve problems. At high levels, Knowledge skills themselves can seem almost magical, with characters possessing fine points on the most minutiae of details.

The product you hold in your hands (metaphorically speaking) grants all manner of new abilities to those who seek knowledge, whether through magic or mundane learning.

AGM’S GUIDE TO DIVINATION

Just about every GM has experienced the joy of weaving an intricate plot and the agony of having it all crash down in seconds due to a divination spell. Resorting to GM fiat (“Your spell fails!”) reduces the fun factor. Fortunately, you can do some things to avoid fiat rulings. Here are a few quick tips and tricks to help.

Advanced Planning: As GM, you likely already do some planning based on the abilities of the characters. For example, if your group has a sorcerer who flings fire-based spells, you might toss in fire immune creatures or give some key NPCs immunity through spells and items. Accounting for various divination effects is really no different.

Start by reviewing your players' character sheets and make note of any abilities they have to learn the details of your plot. Then simply factor that into your plans. You can do one of two things. Your first option is to give your villain some method of blocking the effect, such as the *nondetection* spell or the *amulet of proof against detection and location*. Your player characters use their abilities to defend themselves, and there's really no reason why your NPCs shouldn't also. Your second option is to require your players to have their PCs use divination spells and powers to move the plot forward. This is an especially handy tool when you know a character will use divination magic, rather than suspect. Just like a locked door or trapped hallway is added to allow the rogue to shine, rather than thwart the group, so too can this be used to allow the diviner to shine. And the best thing is that these two options aren't mutually exclusive—you can close some doors while opening others.

When planning for divination spells in advance, you have an opportunity to include a special "cool factor" that might not be present otherwise. Spells such as *divination* provide details; however, you can make those details a bit cryptic, forcing the players to think about the answer before acting on the details.

Don't forget, also, to talk to your players before the game. If you have a diviner in your group, shoot the player an e-mail and ask her how she might consider using some of her spells given the most recent events of the campaign. Sure, it's technically metagaming; but not all metagaming is actually a bad thing. In this case, a little bit of advance knowledge helps you make the game more fun for your players by using cryptic rhymes and vague clues.

On the Fly: Sometimes, all the planning is for naught. For whatever reason, your players do something you just didn't anticipate. The most important thing you can do when this happens is to resist the urge to blurt out an answer, especially if your first instinct is to declare the action fails. Take a deep breath and ponder the question as well as the possible answers. If necessary, it's fine to call a timeout. As long as it doesn't happen often, your players should understand; they can use the time to get a fresh beverage, another slice of pizza, or head to the bathroom. Use your time wisely—your pause should ideally last no longer than 5 minutes, and less is even better.

Read the spell description carefully since some divination spells (such as *commune*) allow for yes/no answers. Once you have the spell's details fresh in your mind, ponder an appropriate answer. Although answers in the form of a rhyme are often fun, it's more important to formulate an appropriate answer. Note, however, that you don't have to give the big reveal just because your player asked for it. If your player asks, "Who's the murderer?" you don't have to answer, "The mayor's bodyguard," even if that's the answer. Instead, provide clues that lead directly to the answer—but could also be misinterpreted to lead in other directions. For example, you might answer the previous question, "He of the golden hair and ancient dagger is the one you seek." As long as the mayor's bodyguard does in fact have golden hair and an ancient

dagger, your answer is accurate. Of course, it's entirely possible—even reasonable—for the bodyguard to dye his hair and never carry his ceremonial dagger in public.

MISTAKES, MISDIRECTION, AND LIES OF OMISSION

More than one option in this product allows a character to gain some level of information about the lies and deceptions of those around them. For those abilities to have any meaning, a consistent definition of lies and misdirection is required.

For purposes of this product, a lie is a statement that is factually untrue to the best knowledge of the creature creating it. If a creature makes a statement it believes to be true but, unbeknownst to the speaker, is incorrect, that does not qualify as a lie for a divination spell. Similarly, if a creature makes a statement that is technically true but likely to lead those hearing it to come to the wrong conclusion, it is not a lie. A statement of known falsehood is a lie even if it is told to save someone's feeling—telling a dying sorceress her children are safe to make her passing easier is a lie if the kids are in the Dread Lord's grip, even if the speaker means no harm in the telling.

Misdirection is a much broader category, where only intent matters. A creature might say something untrue and no set of spells can detect misdirection if the creature truly believes what it said. But half-truths and lies of omission do count as misdirection, as does nearly any use of the Bluff and Disguise skills. Magic that reveals misdirection is

much, much more powerful than magic that just sniffs out lies, and it is sometimes outlawed, even in good and lawful lands, because some consider it an unacceptable invasion of privacy. After all, diplomacy and social niceties, not to mention marital bliss, sometimes assume casual misdirection as part of day-to-day life.

None of the divinations presented in this book detail what specific statement is a lie or misdirection, or why misdirection is being attempted, or what the truth behind the deceptions are, unless the spell specifically says so. In general, such spells tell you if there is one or more lies in everything a character says in a round (6 seconds). Someone can say a lot in 6 seconds, so it can be very tricky to even know what claim in a line of conversation is untrue. So if the merchant tells you the candlestick is made of pure gold, and if he doesn't get at least 100 gp for it his children will starve, it's unlikely a divination can tell which thing is untrue (or if both are), if the merchant even has children, what the candlestick is worth, or why the merchant wants you to believe what he has said.

NEW SPELL LIST

The following list contains all the new spells in this book.

BARD SPELLS

2ND-LEVEL BARD SPELLS

Liar's Foil: Learn the last lie told by the target.

Secret Lore: Gain a +10 bonus on your next Knowledge check.

3RD-LEVEL BARD SPELLS

Deepest Fear: Learn your target's deepest fear and use it against him.

4TH-LEVEL BARD SPELLS

Bloodline: Determine ancestry of one target.

Reflection's Memory: See everything reflected in a puddle over the previous 24 hours.

Repressed Memories: Search the target's subconscious for information.

Speak with Object: Communicate with inanimate objects to learn their observations.

5TH-LEVEL BARD SPELL

6TH-LEVEL BARD SPELL

Zone of Candor: Learn if targets in an area are lying.



CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

Detect Disease: Determine if the target suffers from any diseases, including magical and supernatural diseases.

Find the Flaw: You sense flaws in your target's armor or natural armor.

2ND-LEVEL CLERIC SPELLS

Liar's Foil: Learn the last lie told by the target.
Secret Lore: Gain a +10 bonus on your next Knowledge check.

3RD-LEVEL CLERIC SPELLS

Bloodline: Determine ancestry of one target.
Speak with Object: Communicate with inanimate objects to learn their observations.

4TH-LEVEL CLERIC SPELL

Repressed Memories: Search the target's subconscious for information.

5TH-LEVEL CLERIC SPELL

Second Sight: A peek into the future grants you extra defenses.

7TH-LEVEL CLERIC SPELL

Zone of Candor: Learn if targets in an area are lying.

DRUID SPELLS

1ST-LEVEL DRUID SPELL

Find the Flaw: You sense flaws in your target's armor or natural armor.

3RD-LEVEL DRUID SPELLS

Eyes of the Praying Mantis: You take control of an insect and perceive the world through its senses.

Reflection's Memory: See everything reflected in a puddle over the previous 24 hours.

RANGER SPELLS

1ST-LEVEL RANGER SPELL

Find the Flaw: You sense flaws in your target's armor or natural armor.

2ND-LEVEL RANGER SPELL

Reflection's Memory: See everything reflected in a puddle over the previous 24 hours.

3RD-LEVEL RANGER SPELL

Eyes of the Praying Mantis: You take control of an insect and perceive the world through its senses.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Detect Disease: Determine if the target suffers from any diseases, including magical and supernatural diseases.

Liar's Foil: Learn the last lie told by the target.

SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELL

Find the Flaw: You sense flaws in your target's armor or natural armor.

2ND-LEVEL SORCERER/WIZARD SPELLS

Liar's Foil: Learn the last lie told by the target.
Secret Lore: Gain a +10 bonus on your next Knowledge check.

3RD-LEVEL SORCERER/WIZARD SPELLS

Bloodline: Determine ancestry of one target.
Deepest Fear: Learn your target's deepest fear and use it against it.

Speak with Object: Communicate with inanimate objects to learn their observations.

4TH-LEVEL SORCERER/WIZARD SPELL

Repressed Memories: Search the target's subconscious for information.

5TH-LEVEL SORCERER/WIZARD SPELLS

Second Sight: A peek into the future grants you extra defenses

NEW SPELLS

BLOODLINE

School divination; **Level** bard 4, cleric 3, sorcerer/wizard 3

Casting Time 1 hour

Components V, S, M (a twig from an oak tree and a drop of blood)

Range touch

Target 1 living creature

Duration instantaneous

Saving Throw no; **Spell Resistance** no

Upon completing the long ritual required for casting this spell, you discern whether the touched target is related to the owner of the blood used as a material component in the spell. You do not, however, learn how the two are related. If the target of the spell has a sorcerous bloodline, you also learn what that bloodline is.

DEEPEST FEAR

School divination; **Level** bard 3, sorcerer/wizard 3

Casting Time 10 minutes

Components V, S, M (crushed onyx worth 250 gp)

Range unlimited (see text)

Target one living creature

Duration instantaneous (see text)

Saving Throw Will negates; **Spell Resistance** yes

You probe the deepest memories of the target and unearth one of his worst fears. If the target is on another plane at the time the spell is cast, it fails. For up to one year after

casting, you can utilize this information in one of two ways. First, if you cast a spell with the fear descriptor on the target, the save DC against that single spell is increased by +4. Alternatively, you can gain a circumstance bonus equal to your caster level on one Bluff or Intimidate check against the target. You can use this knowledge only once per casting of *deepest fear*, after which it no longer has any special impact on the target. If you cast this spell on a creature for whom you have cast *deepest fear* within the past year, and you have not yet utilized the knowledge gained, the spell automatically fails.

DETECT DISEASE

School divination; **Level** cleric 1, paladin 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You determine whether a single creature suffers from any diseases (including magical and supernatural diseases such as lycanthropy) even if the creature has yet to exhibit any symptoms. With a DC 20 Wisdom check or DC 20 Heal check, you can determine the exact disease or diseases the subject suffers.



EYES OF THE PRAYING MANTIS

School divination; **Level** druid 3, ranger 3

Casting Time 1 standard action

Components V, M (a drop of honey)

Range touch

Target one vermin

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** no

You perceive the world through the senses of the target vermin. In addition, if the vermin has 1 HD or fewer, you gain limited control over it such that you can determine the general direction it travels any given round. You use your own sensory abilities, rather than the target's, to perceive the world. For example, if the area in which the target moves is completely dark, you can see only if you possess darkvision (or some other method of seeing in the dark).

FIND THE FLAW

School divination; **Level** cleric 1, druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You cause a soft glow to appear on the target that indicates locations where its armor or natural armor is weakened. While the spell is active, the target's armor or natural armor bonus is lessened by 1 point for every two caster levels (to a minimum of +0). If the target has both armor and natural armor bonuses, only one is reduced. The glow is visible to you and one ally for every three caster levels.

LIAR'S FOIL

School divination; **Level** bard 2, cleric 2, paladin 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target 1 living creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

Upon touching the target, you instantly become aware of the last lie the target told, as well as a general idea as to when the lie was told (a moment ago, yesterday, last year, and so on). You do not learn the motivation for the target's lie, nor the truth behind the lying statement.

REFLECTION'S MEMORY

School divination; **Level** bard 4, druid 3, ranger 2

Casting Time 1 standard action

Components V, S

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

Target one puddle of water

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

Upon casting this spell on a puddle, you quickly see everything it has reflected over the past 24 hours. Viewing the entire 24-hour period requires a full minute; you can, of course, stop viewing at any time. Events replayed in the puddle are displayed to you backward—the most recent events appear first traveling backward through time until the moment 24 hours ago. Although

the reflections potentially flicker across the puddle quickly, the magic of the spell enables you (and only you) to readily view events without penalty. To pick up any specific piece of information about the events revealed requires you to make a Perception check, with the same DC that would have been required to notice the detail if you had been present when it occurred (minimum DC 10).

REPRESSED MEMORIES

School divination; **Level** bard 4, cleric 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target one willing, living creature

Duration concentration (see description)

Saving Throw none; **Spell Resistance** no

You establish a link to the target's mind, probing its memories. Once per round you or an ally can ask the target a question; as long as the target is capable of hearing and understanding the question, you learn what the target knows or at one time knew about the subject into which you inquire. This allows you to access memories in a target's subconscious, gaining information the target had forgotten. If the target has no conscious memories relevant to the question, you can make a Perception check to see if you can find a relevant, subconscious memory. The DC of this check is the same as it would have been for you to notice the answer to the question if you had been present when a relevant event occurred (minimum DC 10).

SECOND SIGHT

School divination; **Level** cleric 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

Your sight shifts such that you see a few moments into the future. While the spell is active, you gain an insight bonus to your Armor Class equal to one-third your caster level; however, because you're seeing your enemies in the near future, your attack rolls take a -2 penalty.

SECRET LORE

School divination; **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 10 minutes

Components V, S

Range personal

Target you

Duration 1 hour/level or until discharged (see text)

Upon casting this spell, your mind opens to new knowledge. As long as the spell remains active, you gain a +10 insight bonus to the next Knowledge or Spellcraft check you make. Once the bonus is gained on one check, the spell discharges.

SPEAK WITH OBJECT

School divination; **Level** bard 4, cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

This spell functions like *speaking with plants* except you can instead speak with inanimate objects such as chairs, doors, and nonmagic weapons.

ZONE OF CANDOR

School divination; **Level** bard 6, cleric 7

Casting Time 1 standard action

Components V, S

Range close (25 ft. +5 ft./2 levels)

Area 20-ft.-radius emanation

Duration 1 min./level

This spell functions as *discern lies*, except for the duration and the fact that you concentrate on all creatures within the area simultaneously.



NEW OPTIONS

With a greater range of divination magic available to characters, it's natural some players will also want more divination-based character options. To help fill that gap, we present two new subdomains, a divination-based oracle mystery, and numerous new feats and options for the ultimate magic item for divination: the *crystal ball*.

NEW SUBDOMAINS

Using the rules for subdomains from the *APG*, we present two new divination-based subdomains below. These are Portents (subdomain of Rune) and Scrying (subdomain of Knowledge).

PORTENTS SUBDOMAIN

Associated Domain: Rune

Replacement Powers: The following granted powers replace the blast rune and spell rune powers of the Rune domain.

Read Portents (Su): You are skilled in reading the subtle signs and marks that fate leaves to warn the wise of the threats of the immediate future. When you know a given area or group is a threatening encounter (normally when you roll initiative at the beginning of a combat, though GMs might allow you to use this for other obvious encounters), as a swift action you can also attempt to determine the CR of the total threats arrayed against you. Your chance of successfully determining the encounter's CR is 50%, +5% per level. If your check fails by 20% or less, you learn a CR within 1–2 (higher or lower) of the encounter's true CR. You never know if the CR you perceive is accurate, or off by 1–2. If your attempt fails by 21% or more, you gain no information.

You can attempt to read portents only once per encounter. You learn the total CR of the encounter, including CR increase from traps or hidden forces, but gain no knowledge of what elements add to that CR. You do not gain the CRE of nearby threats not part of the same encounter, even if they could theoretically join the encounter under some circumstances. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Greater Portents (Su): At 8th level you can read greater portents, which allows you to see what preparations a creature can take against the greatest threats looming in its future. You can read the portents for a single creature, allowing it to reroll one roll it makes in the next 24 hours. The creature must decide to reroll prior to knowing the outcome of the first roll, and it must use the second roll even if it's worse than the first. You cannot use this ability on yourself. You can do this once per day at 8th level, and one additional time per day for every 4 levels beyond 8th.

SCRYING SUBDOMAIN

Associated Domain: Knowledge

Replacement Powers: The following granted powers replace the lore keeper power of the Knowledge domain.

Descry (Sp): You can attempt to learn about a person, place, or thing by meditating on a crystal, mirror, or still body of water. You must be familiar with the item you wish to descry, or be able to describe it in a way that accurately depicts it and leaves no doubt to its identity. The descry effort takes 2d6 minutes, at the end of which you gain information as if you had made an appropriate Knowledge check with a result

of 15 + your level + your Wisdom modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

NEW MYSTERY

One new mystery, omens, is presented below for oracles who wish to focus on precognition and fortune-telling.

OMENS

Class Skills: An oracle with the omens mystery adds Appraise, all Knowledge skills, and Speak Language to her list of class skills.

Bonus Spells: *identify* (2nd); *detect thoughts* (4th); *clairaudience/clairvoyance* (6th); *locate creature* (8th); *contact other plane* (10th); *legend lore* (12th); *arcane sight, greater* (14th); *moment of prescience* (16th); *foresight* (18th).

Revelations: An oracle with an omens mystery can choose from any of the following revelations.

Augurer (Sp): As a standard action you can create an *augury*. This acts as the spell, except for the reduced casting time and you have no need of material components or a focus. You can use this ability once per day, plus one additional time per day at 10th and 17th level. You must be at least 3rd level before selecting this revelation.

Cleromancer (Su): You can seek clues to the future of a creature in the arrangement of some instrument of fortune-telling, such as a deck of cards, rune tiles, knucklebones, dice, or marked sticks. A session of cleromancy is called a reading, and it takes ten minutes of uninterrupted calm with the for which creature you seek clues. The creature might

ask for a clue to achieve a specific goal ("how do I meet the woman of my dreams?" or "how can I gain greater wealth?"), or allow you to give a clue about a generally useful course of action. The chance you will find some useful advice is 50%, +2% per level. If you fail, you provide a cryptic phrase that can't be easily understood ("All roads lead to the same future" or "There is no fate but what you make"). Even a successful reading often produces a phrase that doesn't make sense until the right circumstances arise ("Seek the hanging tree" seems senseless until the target finds an inn with the sign of a tree, hanging from a single loose chain). You cannot give a second reading to a creature until the events hinted at by the clue from the first reading have come to pass.

It is incumbent on the GM to make this clue useful, without either destroying an element of the adventure or making it so vague the players feel they gain no benefit. One common way to do this is to give the players information that would be available with a good skill check but not automatically obtained. If an upcoming NPC elf druid with blond hair is a potential ally for the character gaining a reading, the result might suggest "Seek the aid of the sun-haired servant of nature." A GM can also decide to point the way to the next major encounter ("your fate can be found in the Howling Pass" or "Evil awaits you at the Dancing Rhino Inn, and defeating it moves you closer to your goal"). This can be particularly useful if a group of players has lost the thread of an adventure.

If a GM can't give useful clues about the question asked, he should try to provide a related bit of help. For example, if a character wants to know how to defeat a major foe, and the GM knows that adventure isn't going to take place for another 10 levels but the next adventure is a raid against slavers, he might have the reading result in "The stars shall not align to bring your foe's defeat for many moons, but to be ready for that moment you must seek the merchants of chained flesh."

Combat Prophet (Su): You can predict the ebb and flow of battle, and you use the knowledge to your advantage. First, you gain a bonus to all Initiative checks equal to one-fourth of your level. Second, once per day when you or an ally score a critical threat against a foe within 30 feet of you, as an immediate action you can cause the threat to automatically confirm as a critical hit. You can use this ability one additional time at 8th level, and again at 16th level.

Diviner (Sp): As a standard action you can create a *divination*. This acts as the spell, except for these things: reduced casting time, the answer is always 95% likely to be successful, and you have no need of material components. You can use this ability once per day, plus one additional time per day at 18th level. You must be at least 9th level before selecting this revelation.

Favorable Omens (Su): You can find and empower positive omens for an ally. As a standard action you can touch one ally, granting it a +1 luck bonus to all attack rolls, saving throws, skill checks, ability checks, and caster level checks for 1 round.

This bonus increases by +1 for every four full oracle levels you possess. No target can benefit from favorable omens more than once per day, and you cannot call on favorable omens for yourself.

Fortune Teller: You are skilled in the act of pretending to tell fortunes, in addition to truly having a gift of prescience. Bluff and Perform become class skills for you, and you add one-third your class level to all checks made with those skills.

Haruspex (Su): You can glimpse the immediate future in the internal organs of the recently deceased. When a creature with Hit Dice equal to at least half your level is killed while adjacent to you, you gain a bonus to all attack rolls, saving throws, and skill checks you make in the next round. The bonus is equal to one-third your level. At 10th level, once per day instead of this bonus you can receive the answer to a single yes/no question, as if you had cast *commune*.

Ill Omens (Su): You can find and empower ill omens upon a foe. As a standard action you can target one creature within 30 feet, inflicting a -1 penalty to all attack rolls, saving throws, skill checks, ability checks, and caster level checks it makes for 1 round. This penalty increases by 1 for every four full oracle levels you possess. No target can suffer ill omens more than once per day.

Necromancer (Su): You can speak to, and learn from, the spirits of the departed. This acts as the *speak with dead* spell, except you need only a fraction of the target's body (as its spirit speaks, the target's corpse doesn't even need a mouth), it works on creatures

that were turned into undead (as long as they are dead when you attempt it), and you require no divine focus. You can use this ability once per day. You must be at least 7th level before selecting this revelation.

Soothsayer (Su): Whenever speaking to a creature you can understand for at least 1 minute, you can make a Sense Motive check, opposed by the target's Bluff check, to know if it is lying. You do not learn the exact nature of the deception, only that the creature intentionally told you a falsehood in the past minute.

Final Revelation: Upon reaching 20th level, you become a master of omens. You always act in the surprise round of any combat you are in, and you are never flat-footed. You are rarely unprepared so you can add a circumstance bonus equal to your Wisdom modifier to all skill checks you make. Once per day you can cast *commune*, with a casting time of 1 minute and no material component or focus required.

NEW FEATS

The following feats grant new options to diviners as well as other characters who dedicate themselves to knowledge.

CUNNING BLOW

Your knowledge of anatomy makes your attacks more lethal.

Prerequisites: Knowledge 5 ranks, Skill Focus (Knowledge).

Benefits: Select one creature type for which you have at least 5 ranks in the Knowledge skill required to learn about the foe, and Skill Focus in the same Knowledge skill. When fighting creatures of the selected type, you gain +1d6 sneak attack damage. If you do not already

possess the sneak attack ability, you gain the ability as described under the rogue's class features.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new creature type.

EXPERT SCRYER

You are more adept at scrying than others.

Prerequisites: Spell Focus (divination), Spellcraft 5 ranks.

Benefits: If the subject of a spell you cast from the scrying subschool makes his save, you can try once more that day to establish a connection (if the spell is limited to once per day). If the subject saves a second time, you cannot attempt to scry on that subject again for another 24 hours. Also, your chances of successfully casting *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, or *message* through the scrying sensor increase to 8% per caster level.

FAVORED KNOWLEDGE

You're more knowledgeable about your favored enemies than other rangers.

Prerequisites: Knowledge 5 ranks, favored enemy class ability.

Benefit: Select one favored enemy for which you have at least 5 ranks in the Knowledge skill required to learn about the enemy. Your favored enemy bonus increases by +2.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new favored enemy.

HIDDEN SENSOR

Your scrying sensor is harder to spot and dispel than others.

Prerequisites: Caster level 5, Spell Focus (divination).

Benefits: When you successfully cast a spell from the scrying subschool, the DC of the Perception check to locate your sensor increases by 5; in addition, attempts to dispel your sensor take a -5 circumstance penalty.

Normal: A scrying sensor can be located with a DC 20 plus spell level Perception check, and it can be dispelled normally.

INVISIBLE SENSOR

Your scrying sensor is next to impossible to detect and difficult to dispel.

Prerequisites: Caster level 7, Hidden Sensor, Spell Focus (divination).

Benefits: When you successfully cast a spell from the scrying subschool, the sensor created by the spell is undetectable with a Perception check; *true seeing* is required to detect your sensors. In addition, attempts to dispel your sensor take a -10 circumstance penalty. This does not stack with the penalty from Hidden Sensor; it replaces it.

Normal: A scrying sensor can be located with a DC 20 plus spell level Perception check, and it can be dispelled normally.

LIVING SIEGE ENGINE

Your knowledge of construction makes it easier for you to break through objects.

Prerequisites: Knowledge (engineering) 5 ranks

Benefits: When attempting to break an object with a weapon for which you have the Weapon Focus feat, you ignore 5 points of hardness.

CREATURE TYPES AND THE KNOWLEDGE SKILL

The following Knowledge skills grant information about the listed creature types.

Skill Name	Creature Types
Arcana	Constructs, dragons, magical beasts
Dungeoneering	Aberrations, oozes
Local	Humanoids
Nature	Animals, fey, monstrous humanoids, plants, vermin
Planes	Outsiders
Religion	Undead

PIOUS PILGRIM

Your understanding of many religions makes those of an alignment similar to yours friendlier towards you than normal.

Prerequisites: Diplomacy 3 ranks, Knowledge (religion) 5 ranks.

Benefits: When dealing with a character that is a faithful member of a religion, and whose alignment is no more than one step from your own alignment, your knowledge of his religion and your innate sense of decorum can help you be seen as an ally by this person. You can make a Knowledge (religion) check, rather than a Diplomacy check, to determine the starting attitude for, and when attempting to improve the attitude of, the religious character.

SCRYING MASTER

Your scrying abilities punch through the defenses of your targets more easily.

Prerequisites: Expert Scryer, Spell Focus (divination), Spell Penetration, Spellcraft 8 ranks.

Benefits: Whenever you cast a spell from the scrying subschool, the save DC (if any) is increased by +1 and your caster level for determining all effects (including overcoming spell resistance) is also increased by +1. These bonuses stack with those gained from Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, and any other similar feats.

TINKER

Your knowledge of devices makes it easier for you to sabotage them.

Prerequisites: Disable Device 5 ranks, Knowledge (engineering) 5 ranks.

Benefits: When searching for traps, if you beat the Perception check DC by 5 or more, you innately have a deep understanding of how the trap functions, and you gain a +5 circumstance bonus on your Disable Device check to disable it.



NEW MAGIC ITEM

OPTIONS: CRYSTAL BALLS

No item is more intrinsically associated with a diviner than the *crystal ball*. And not surprisingly, the *Pathfinder Roleplaying Game Core Rulebook* has such a magic item. However, the item has its limits. For example, given the cost of the item, an NPC can't be expected to own one until very high levels. Even PCs might not be expected to own such an item until somewhere around 11th level. On the other hand, once a character acquires a *crystal ball* its abilities remain fixed, never offering her new options. New options to address both these issues are presented here.

NEW MAGIC ITEMS

LESSER CRYSTAL BALL

Aura moderate divination; **CL** 10th

Slot —; **Price** 25,200 gp; **Weight** 7 lbs.

DESCRIPTION

A *lesser crystal ball* functions like a standard *crystal ball* except that it can be used no more than 3 times per day, and the saving throw DC to resist its effects reduce by 2 after each use rather than 1. In addition, a *lesser crystal ball* cannot be enchanted with additional effects such as *see invisibility* or the new effects below.

A *lesser crystal ball* can be upgraded to a standard *crystal ball* through the normal magic item creation process by paying the difference in the cost between the two items (16,800 gp for a standard *crystal ball* with no special abilities).

CONSTRUCTION

Requirements: Craft Wondrous Item, *scrying*; **Cost** 12,600 gp

MINOR CRYSTAL BALL

Aura faint divination; **CL** 5th

Slot —; **Price** 6,000 gp; **Weight** 7 lbs.

DESCRIPTION

A *minor crystal ball* functions as a standard *crystal ball* but with the following limitations. First, it can be used only once per day. In addition, the *minor crystal ball* cannot be used to *scry* on other planes. Finally, the *minor crystal ball* requires a DC 14 Will save from the target to negate its effects.

CONSTRUCTION

Requirements: Craft Wondrous Items, *clairaudience/clairvoyance*; **Cost** 3,000 gp

NEW CRYSTAL BALL OPTIONS

The following options can be added to a standard *crystal ball*, similarly to how the *Pathfinder Roleplaying Game Core Rulebook* lists options such as *see invisibility* and *true seeing*. If any of these options are added to a *crystal ball*, that spell is one of the requirements in the crafting process.

Bestow Curse: Once per day, you can attempt to cast *bestow curse* upon the target through the *crystal ball*. The target receives a Will save (DC 14) to resist the effect. This ability can be used a total of three times. It adds 30,000 gp to the market value and can be added only to a standard *crystal ball*.

Detect Good/Evil/Law/Chaos: The creator adds the ability to detect the alignment of the target creature as well as any other creature within range of the scrying sensor. Any standard *crystal ball* can have no more than two effects: one each of the good/evil and law/chaos axis of the alignment chart. Each ability adds 6,000

gp to the market value and can be added to the *crystal ball* and *lesser crystal ball*. Both abilities can be added without additional overhead cost (see below).

Detect Magic: The creator can add the ability to *detect magic* through the *crystal ball* at any creature within range of the sensor. This ability adds 4,000 gp to the market value and can be added to the *crystal ball*, *lesser crystal ball* and *minor crystal ball*.

Detect Secret Doors: When using the *crystal ball* you can also sense any secret door within range, as with the *detect secret doors* spell. This ability adds 6,000 gp to the market value. This ability can be added to the standard, *lesser* and *minor crystal ball*.

Dispel Magic: Once per day, you can cast *dispel magic* on the target of your scrying sensor. Only the “targeted dispel” option is available. The target is aware his spell was dispelled, but is unaware of the exact reason. This ability adds 20,000 gp to the market value of the *crystal ball*. It cannot be added to the *lesser* or *minor crystal ball*.

COMBINING EFFECTS

It’s reasonable for a diviner to want multiple abilities on her *crystal ball*—such as having a single *crystal ball* capable of *see invisibility* and *dispel magic*. You can use these quick guidelines to provide you the means to do so.

First, calculate the market value of the standard abilities listed in the *Pathfinder Roleplaying Game Core Rulebook*. To do so, subtract the cost of the *crystal ball* with the ability from the price of the standard *crystal ball* (42,000 gp). For example, *see invisibility* adds 8,000 gp to the cost of the item.

Next, determine which ability is added to the item first. When crafting a brand new *crystal ball*, this is the most expensive ability; otherwise, it’s the ability already on the *crystal ball*. The market price of this “base” ability is either the price calculated in step 1 or the price listed above, depending on the source of the ability.

Finally, for all other abilities you wish to add to the *crystal ball*, increase the price by 50%. For example, if you wish to make a *crystal ball* with *see invisibility* and *dispel magic* using the steps above, you would pay a total of 74,000 gp: 42,000 gp for the standard *crystal ball*, 20,000 gp for *dispel magic* (the base ability, since it’s the most expensive option), and 12,000 gp for *see invisibility* (the cost of the ability increased by 50%).

CRYSTAL BALL ADORNMENT

It should come as no surprise that many diviners like to personalize their *crystal ball* with gems, gold etching, and other fancy decorative methods. Although some add these decorations for the sake of appearances, it’s also possible to gain additional powers through the combination of special gems and additional item crafting time. Incorporating any of the abilities listed below requires the Craft Wondrous Item feat as well as any feats or spells listed in the description of the ability. Adding these abilities does not trigger the increased cost of multiple effects described above under the “Combining Effects” section.

Diamonds: Long a status of wealth and power, adding diamonds to a *crystal ball* doubles the range of all visual perception

through the item, as though the Widen Spell feat were used. This option requires the creator to add at least 5,000 gp worth of diamonds and spend an additional 5,000 gp in rare reagents.

Moonstones and Amethysts: Adorning your *crystal ball* with these gems increases the DC of the Perception check to notice the sensor created while the item is in use, as though you had used the Hidden Sensor feat. Adding this ability requires 3,500 gp worth of amethysts, 3,500 gp worth of moonstones, and 3,000 gp worth of reagents.

Pearls and Rubies: Adding the right combination of these gemstones to a *crystal ball* increases the save DC of any effects by +1, as though the Heighten Spell feat were in use. Doing so requires 5,000 gp worth of rubies, 2,500 gp worth of pearls and another 2,500 worth of rare reagents.

Runic Etchings: These etchings of arcane symbols are dormant while the *crystal ball* is inactive, but glow with a faint blue light while the item is in use. These skittering runes grant you the ability to see in darkness, including magical darkness. Adding this ability requires 10,000 gp worth of rare inks and other special reagents.

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