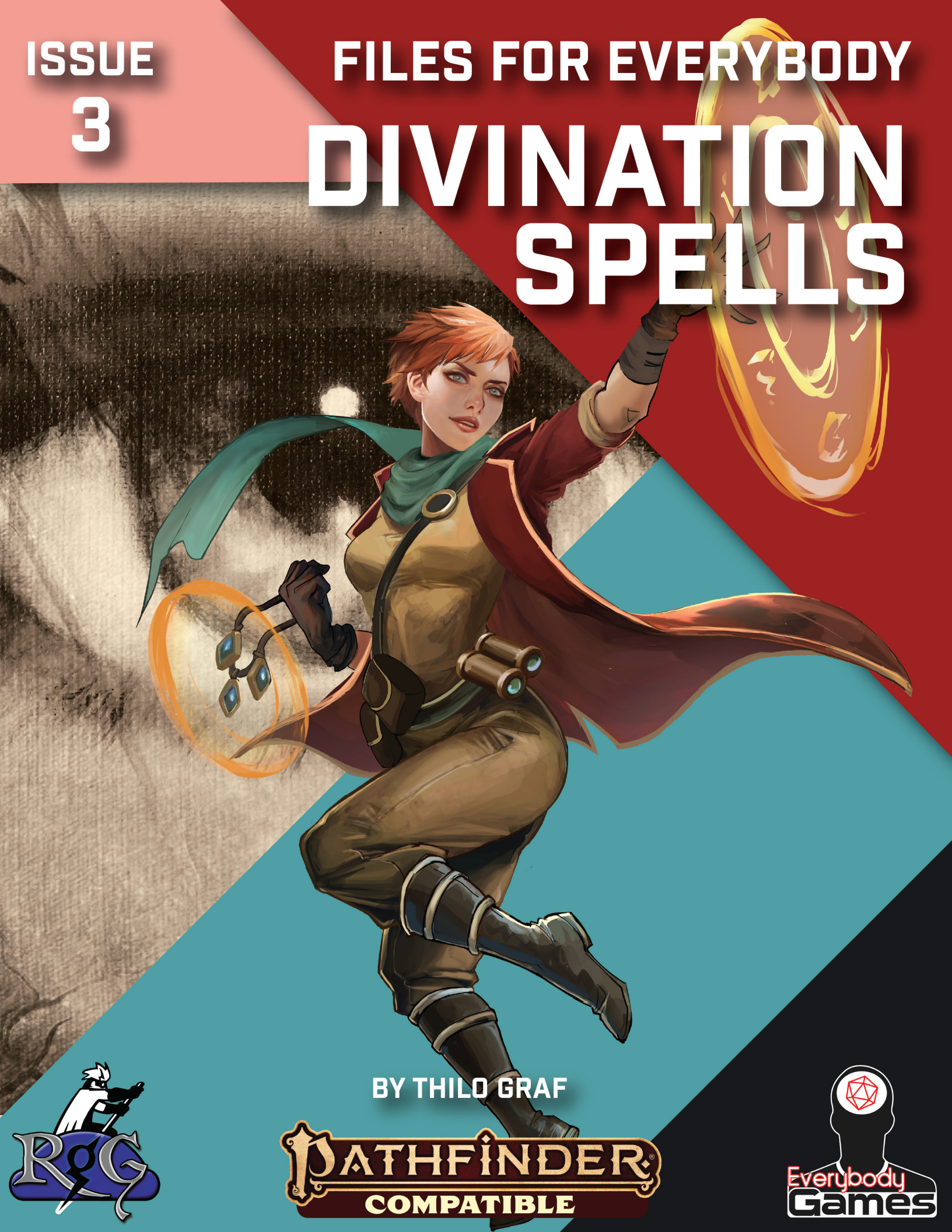
ISSUE 3

FILES FOR EVERYBODY

DIVINATION SPELLS



BY THILO GRAF

PATHFINDER COMPATIBLE

R&G

Everybody Games

FILES FOR EVERYBODY
DIVINATION SPELLS

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About Everybody Gaming

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about ***Pathfinder Roleplaying Game*** tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name ***Guidance***. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release ***Ultimate Occult*** and has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit **http://www.everybodygames.net**!

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Get Everyone Gaming!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to ***Files for Everybody***, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In ***Files for Everybody***, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each ***File***, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our ***Files for Everybody*** series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games

Spells for Who?

This product includes 5 all-new divination spells that allow spellcasters to divine information in new and exciting ways. Each of the spells in this product are Uncommon, so they're only available with GM approval. This isn't because the spells are particularly powerful or game-breaking; we simply want GMs to be able to choose whether or not they want these spells in their campaign.

Background

Divine spells, such as those described in this product, are especially appropriate for seers. The following background is appropriate for divine or occult spellcasters with an affinity for divination spells.

Seer Background

You've been gifted with prophecy for as long as you can remember, and your friends have family have turned to you for advice as a result. You may have been a soothsayer, an oracle, or a simple child wrought with eerie coincidences.

Choose two ability boosts. One must be Charisma or Wisdom, and one is a free ability boost.

You're trained in the Occultism skill and one Lore skill of your choice, which acts as the focus of most of your portents. You gain the Oddity Identification skill feat.

DIVINATION

Divination spells allow spellcasters to peer past reality, beyond the veil of the known, and into the realm of truths and half-truths. Those who practice divination magic are seldom able to achieve true prophecy, but their magic enables them to learn a modicum of truth in all matters they observe. The following new divination spells are of Uncommon rarity by default, so in order to learn these spells you must have GM approval, often in the form of unique tutelage or as treasure from a particularly ancient or esoteric source.

Combat Prescience — Spell 3

Uncommon Divination

Traditions arcane, occult

Cast ◆▶▶ somatic, material

Range touch; **Targets** 1 willing creature

Duration 1 minute or see below

You instill battle prescience into your target, allowing them to react almost instantly to events as they unfold on the battlefield. The target gains the fighter's Attack of Opportunity class feature. Once the target makes an Attack of Opportunity, the spell immediately ends.

If the target already has the Attack of Opportunity class feat or class feature, they gain one additional reaction each turn that they can only use to make an Attack of Opportunity. Once the target uses this additional Attack of Opportunity, the spell immediately ends.

Heightened (+1) Increase the number of times that the target can use Attack of Opportunity by 1. If the target already has the Attack of Opportunity class feat or class feature, increase the number of turns that they can use an additional Attack of Opportunity on before the spell ends by 1.

Detect Conjuration — Cantrip 1

Uncommon Cantrip Detection Divination

Traditions arcane, divine, occult, primal

Cast ◆▶▶ sonic, verbal

Area 30-foot emanation

Duration sustained, up to 10 minutes

You send out a pulse that registered the presence of creatures with the summoned trait or that have been called by a ritual (such as *planar ally* or *planar binding*), as well as any objects that have been created by an effect with the conjuration trait (such as by *creation*). You receive no information beyond the presence or absence of such creatures or objects. You can choose to ignore conjuration magic you're fully aware of, such as a creature summoned by you or your ally.

Heightened (4th) You pinpoint the highest-leveled creature or object within range that the spell detects. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Hypothetical Scenario — Spell 5

Uncommon Divination Fortune

Traditions arcane, occult

Cast ◆ material, somatic; **Requirements** 25 gp crystal ball focus

Range 30 feet; **Targets** 1 creature

When you cast the spell, choose one action that either you might take or one action that the target might take. This can be a basic action (such as Stride or Strike), a use of a skill (such as Earn Income), a use of a class feature or feat (such as Sudden Charge) or a general course of action (such as "attack only me" or "surrender"). If you chose an action you might take, you are granted a vision of the target's most likely response to your action, if any. If you chose an action the target might take, you are granted a vision of the circumstances that are most likely to get the target to take that action. If you chose a PC, the PC states what would most likely get their character to take the chosen action; otherwise the GM determines the conditions needed to make that action occur.

Information you gleam using this spell is accurate only in the precise moment that you obtain it, based on the current information you have, and is subject to change based on circumstances that occur after the spell is cast. For example, if the spell predicts that a creature will not attack you even if its affected by your *fireball* but it ends up critically failing its Reflex save, the fact that the creature was seriously wounded by your spell might make it change its mind and decide to attack you despite what your prediction said. The fact that you cast this spell's casting is always included in all initial predictions made.

Lore Delve — Spell 3

Uncommon Divination

Traditions divine, primal

Cast 10 minutes (material, somatic, verbal); **Requirements** 10 gp of incense

Range 500 feet

You delve into the collective unconsciousness possessed by all mortals in search of knowledge. When you cast the spell, you use the spell's verbal component to unambiguously ask one question in 25 words or less, then you attempt a spell attack roll. The DC for this spell attack roll is equal to the Recall Knowledge DC to answer your question, as determined by the GM. The spell's effects are determined by the result.

» **Critical Success** The GM provides you the answer to your question, as if you had succeeded on a check to Recall Knowledge about the topic. The information is provided to you as a series of images, sounds, smells, and similar sensory experiences that flash briefly in your mind before fading away.

» **Success** You are granted a vision of an individual within the spell's range with sufficient knowledge to answer your question. The vision is sufficient to give you the creature's name and general location, but not enough to teleport directly to that creature. If no such individual exists within the spell's range, your vision shows you only darkness.

» **Critical Failure** You are granted a vision of a horrible truth of the GM's choosing. This is typically a secret mortal minds were not meant to know that is vaguely related to your query. You are stupefied 1d6 for 24 hours (roll 1d6 to determine your stupefied value).

Heightened (5th) Increase the spell's range to 1 mile and the material requirement from 10 gp to 20 gp.

Heightened (7th) Increase the spell's range to planetary and the material requirement from 10 gp to 100 gp.

Mirror Sight — Spell 1

Uncommon | Divination | Scrying | Visual

Traditions arcane, occult

Cast ◆▶▶ somatic, material; **Requirements** a mirror worth 3 gp that has been crushed into a fine powder.

Range 10 feet; **Targets** you

Duration 1 minute

You hurl the material component towards a solid, vertical surface within 10 feet. Upon striking the surface, the powder coalesces into a mirror that occupies a single 5-foot square and is invisible to all creatures except the spell's targets. *See invisibility* and similar effects allow other creatures to perceive the mirror. Once the mirror has struck a target, it cannot be removed from the surface. The mirror has hardness 0 and 5 Hit Points and if reduced to 0 Hit Points, the mirror immediately shatters into sand, ending the spell.

Any creature that can see the mirror can use an Interact action to transfer their vision from their body into the mirror. While doing so, your body is blinded but you can effectively "see" from the mirror's location as if using your own two eyes. You retain all abilities and effects you possess that enhance or adjust your vision, but your other senses remain tethered to your body and cannot be used from the mirror. Because your vision is tethered to a wall-mounted mirror and is thusly immobile, you cannot Seek while your vision is transferred to the mirror. Returning your vision to your body is an Interact action.

Heightened (+1) You can target 1 additional willing creature with the spell, allowing them to see and Interact with the mirrors. Each mirror can only house one creature's senses at a time. The spell's range increases by 20 feet and you can create 1 additional mirror. You can deploy these additional mirror as soon as you cast the spell or stagger them afterwards. Placing additional mirrors requires an Interact action, and they can be deployed anywhere so long as all mirrors are within a distance equal to the spell's range of the first mirror. You can deploy a mirror while seeing out of a previously deployed mirror and you are immediately alerted when someone other than you using any of your mirrors.

Heightened (6th) While your vision is transferred to a mirror, when you cast a spell you can choose your body or the mirror your vision is in as the point of origin for the spell's effects. After casting a spell through a mirror in this manner, it immediately shatters into sand as if it were reduced to 0 Hit Points.

Heightened (7th) As the 6th-level version, but any creature you target with *mirror sight* can choose a mirror that their vision is transferred into as the point of origin for their spell's effects. After doing so, the mirror shatters normally.

Heightened (8th) As the 7th-level version, but mirrors created by the spell don't shatter after a creature uses them as the point of origin for their spell's effects.

Heightened (9th) As the 8th-level version, except instead of creating multiple mirrors you can place a single, continuous mirror on all surfaces in a 30-foot-radius sphere centered on you. This sphere has hardness 0 and 50 Hit Points, can house the senses of every creature targeted by the spell, and allows targets to see from every point on the mirror simultaneously. If the sphere is reduced to 0 Hit Points or a total of 9 spells are cast through the mirror by any combination of creatures that you targeted with *mirror sight*, the entirety of the sphere shatters into sand, ending the spell.

Heightened (10th) As the 9th-level version, except when you use the sphere version of the spell the radius is 60 feet, the spell's targets can cast any number of spells through the mirror without shattering it, and the mirror has 100 Hit Points.

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NEXT TIME!

In Issue 4 of Everybody Games' ***Files for Everybody***, Dustin Knight returns with a vengeance with a batch of fantastic new feats for characters who are trained or better in the Stealth skill!

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