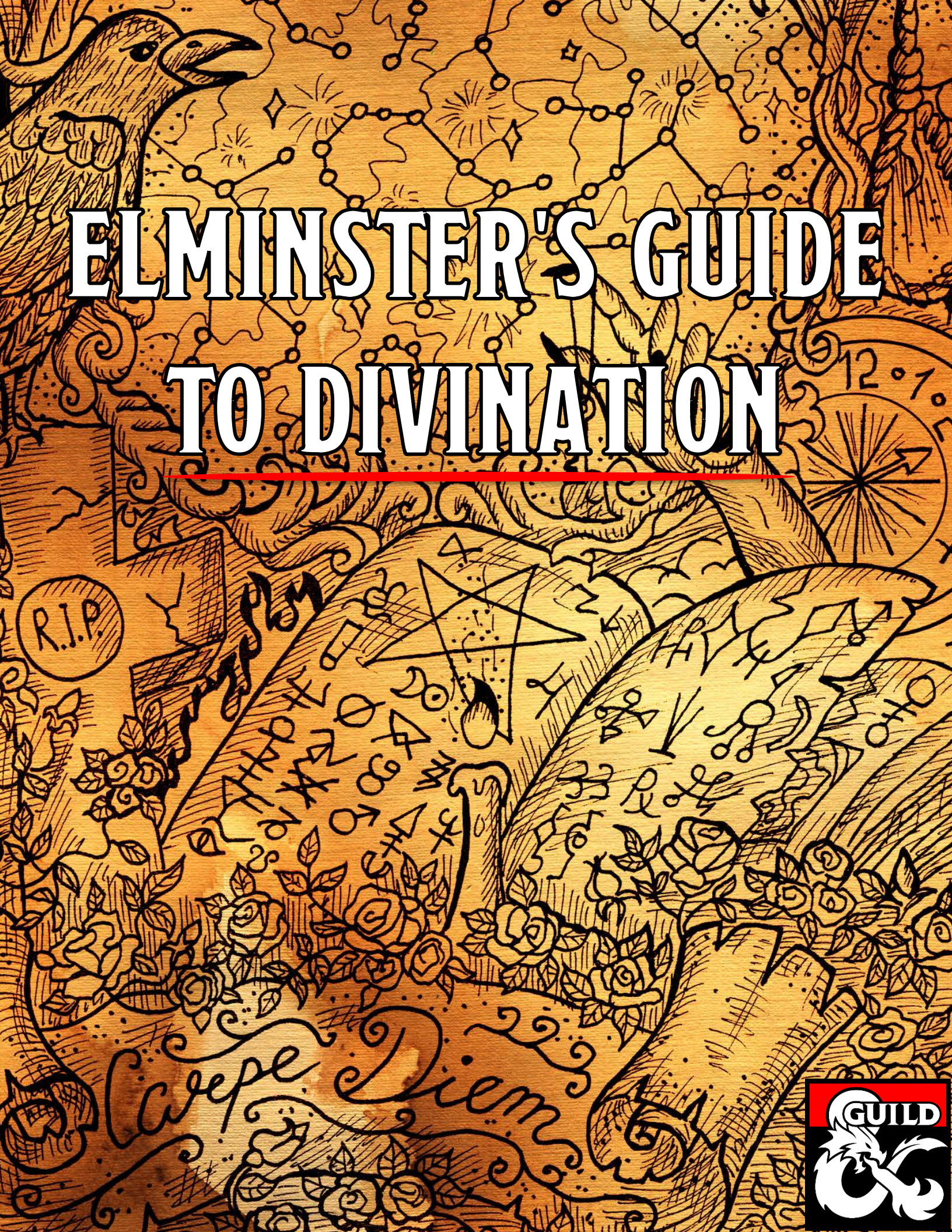

ELMINSTER'S GUIDE
TO DIVINATION
R.I.P.
Carpe Diem
GUILD

Producer: M.T. Black

Design & Editing: Heath Harris, Jeremy Forbing, M.T. Black, Scott Bean

Interior Artists: Dean Spencer, DM's Guild Creator Resources, Shutterstock

Art Direction & Layout: M.T. Black

Special Thanks: Benjamin Huffman

Editorial Assistants: Cody Spring, Chris Guy, Alan Tucker, David Brainard

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

Disclaimer: Knowing the future is a dangerous affair. The author will not be held responsible for any misadventures that occur due to the use of this product. Read on at thy own risk!

Elminster

Table of Contents

Elminster's Prolegomenon 4

Notes to Students of Divination 5

- Superior Divination Spells 5
- Divination Abilities 7
- Notable Seers 7

New Divination Spells 8

Spell Indexes 8
Spell Descriptions 11
- Adept Skill 11
- Analyze Portal 11
- Animal Spy 11
- Appraising Touch 12
- Arrow Mind 12
- Bat Sense 12
- Blessed Aim 12
- Bloodhound 12
- Brain Spider 13
- Breathsense 13
- Choose Future 13
- Circle Dance 13
- Critical Strike 14
- Dead Man's Tell 14
- Detect Dragonblood 15
- Dream Sight 15
- Echo Skull 15
- Embrace Destiny 15
- Empathy 16
- Eye of Power 16
- Far Hearing 16
- Far Realm Gaze 16
- Find the Gap 16
- Ghostharp 17
- Guided Shot 17
- Hindsight 17
- Instant Search 17
- Internal Compass 17
- Interplanar Telepathic Bond 18
- Know Faction 18
- Know Greatest Enemy 18
- Know Vulnerabilities 18
- Lair Divination 18
- Locate Animal 19
- Mindspeak 19
- Moment Reading 19
- Peer into the Feywild 19
- Predictive Focus 20
- Premonitory Vision 20
- Prescient Sense 20
- Probe Thoughts 21
- Read Object 21
- Remote Viewing 21
- See Hidden Doors 22
- Speechlink 22
- Tactical Precision 22
- Telepathic Aura 22
- Telepathic Link 22
- Treasure Scent 23
- Twisting Throw 23
- Wieldskill 23

Magic Items 24

- Beady Eye 24
- Cane of Detection 24
- Cat's Eye Marble 24
- Chalice of Detection 24
- Curtain of Spying 24
- Divan of Divination 24
- Leaf of Colors 24
- Lens of Far Seeing 25
- Libram of Identification 25
- Mirror of Seeing 25
- Nail of Pointing 25
- Nightcap of Vision 25
- Reading Mirror 25
- Rudder of Guidance 25

Scepter of Savras 26

Archetypes 27

Bard College 27
- College of the Fates 27

Divine Domain 28
- Prophecy Domain 28

Druid Circle 31
- Circle of Spirits 31

Otherworldly Patron 32
- The Foretold 32

Elminster's Prolegomenon

I will admit to ye, gentle reader, that I'm pleased with the reception afforded my little "Guide to Magic." Many wizards (and some would-be wizards) have written to tell me how useful they have found that tome to be. And indeed, other classes of spellcasters have done likewise.

Some commentators noted the remarkable potency of the lore contained within, and others have questioned the wisdom of making it so freely available. In case there is any doubt, let me speak plainly—I've naught but contempt for those who hide behind magic and use it to lord it over their fellow creatures. Too many wizards use their power to drive others to obey them. They are snakes, and my book was not intended for such as these.

It has always been my conviction that the real work of wizards is to make life more agreeable for all. Many share this principle, and such were the intended audience of my previous volume. To master the Art requires much time and practice, and so ye do well to consider thy goal. For what purpose will ye use thy power? If I have encouraged ye in any way to pursue justice, truth, and peace, then I am well satisfied with my labors.

The previous volume was not without its critics, and it is true that the editorial process introduced a few minor issues. Please rest assured that I have taken the matter up with my editors, and thoroughly impressed upon them the depth of my displeasure. I rather suspect they will be more careful in future.

One criticism did sting, however. A mage from Daggerford noted that she had felt "let down" because, while I had encouraged wizards to choose divination over evocation, the entire collection contained a mere eight divination spells.

It is only fair to make a minor correction at this point. It was the Fifth Blackstaff, and not myself, who was so full of praise for divination magic. And even accepting his opinion (which I do), one might logically argue that divination magic, being already so potent, had little need for additional spells.

But this would be disingenuous. The reason I included so few divination spells was due to simple oversight, and the blame lies with me (and, to a lesser extent, my pesky editors). This present volume seeks to make amends. I have scoured my library and assembled a potent collection of divination magic. I am not aware of a similar guide anywhere, and I am pleased to offer it to ye now. My chief end is to serve ye and to save ye trouble in pursuit of this excellent study.

And a final note to my critics, who are already sharpening their quills. They should consider that every day has its different shades and so one should not quibble over minor errors. As the old epigram says,

If the intent be worthy, the conduct true,

Some praise, despite petty faults, is due

Elminster Aumar

Notes to Students of Divination

With some difficulty, I have managed to persuade Isilfarrel Silmthalrial to supply the following notes on the practice of divination. For those of ye who are inexcusably ignorant, Isilfarrel is an elven high mage who resides in Evermeet. Amongst living seers, few equal him, and none surpass him. Ye would be wise to heed his advice.

Elminster

Foolish indeed are they who laugh at what they do not understand. The ancient and remarkable practice of divination was once universally venerated. I do not trouble myself much with fleeting thought and fashion, but it seems the study of this school of magic had fallen out of favor amongst mortal wizards until recently. This reflects poorly upon mortals, in my opinion.

I care little about the promotion of one school against another and feel no compulsion whatsoever to defend my own particular studies. However, at the request of an old friend to whom I owe a debt, I have put together this guide for students of divination. It is necessarily brief as my other duties are very demanding, and also because I can muster only a small amount of interest in the task.

Those reading this work should not trouble themselves by offering praise or criticism—I care nothing for either.

Isilfarrel Silmthalrial

Superior Divination Spells

Divination magic is the highest class of magic. It follows that all divination spells are, by definition, excellent and worthy of study. However, my sagacious friend has advised me that this guide will primarily find an audience amongst those embarking upon a life of adventuring. The following divination spells are especially useful to those who have taken up this career (and it was painful to pare the list down even this much). I have ranked these spells in order of potency.

Comprehend Languages. My adventuring days are well behind me, but I recall using this very handy ritual almost any time we went forth. You may come across carvings on the wall in a dead language, strange runes inscribed on a fell altar, or a note written in an unknown tongue—all of these secrets can be unlocked with this spell. It is a spell of the first level, available to wizards, warlocks, sorcerers, and bards.



Detect Evil & Good. This spell enables you to detect the presence of a nearby aberration, celestial, elemental, fey, fiend, or undead. Such power is beneficial if you suspect an ambush from a creature of that type. Also, note that fey creatures especially make a habit of disguising their true nature, so this is a perfect counterpoint to that practice. It is a spell of the first level, available to clerics and paladins.

Hunter's Mark. This spell is noteworthy because it is a rare example of a divination spell available only to rangers. Once cast, the ranger's weapons will unerringly seek out the most vulnerable areas of the target's body. Simple magic, but very useful in combat. It is a spell of the first level.

Identify. This spell, which can be cast as a ritual, is a staple for all wizards (and bards, I should add). With it you can determine what magical enchantment has been laid upon an item or a creature. You will use this spell often. It is a spell of the first level.

Detect Thoughts. This powerful spell enables you to read the surface thoughts of another creature. Not so useful if you are merely slaying goblins, but helpful indeed if you capture one and need to interrogate it. It is a spell of the second level, and may be cast by wizards, sorcerers, and bards.

Find Traps. Some have described this spell as somewhat crude, but the magical pattern underlying it is actually very sophisticated. Those who wish to have a long and prosperous adventuring career should avail themselves of this spell. It is a spell of the second level, available to clerics, druids, and rangers.

Arcane Eye. This is another divination spell that is a staple amongst wizards (who are the only ones able to cast it). Use this spell to scout out the location you are exploring. There is barely an excuse left for those who find themselves the victims of an ambush. This spell is of the fourth level.

Divination. Many creatures have offered up a prayer to the gods and waited in vain for an answer. This powerful spell ensures a cleric receives a response – and a truthful one at that. But beware. The gods work in ways mysterious, and it is rare for a mortal to receive the sort of answer for which they were hoping. This spell is of the fourth level.

Scrying. Secretly observe virtually any creature on the same plane as yourself. You don't even need to have met the target, although the spell is most useful if you have one of its possessions, or a lock of hair. It is a spell of remarkable potency, and open to considerable abuse. It is a spell of the fifth level, available to clerics, paladins, bards, druids, warlocks, and wizards.

True Seeing. This grants a creature you touch the ability to see in normal and magical darkness, see invisible things, detect illusions and shapeshifters, find secret doors, and see into the ethereal plane. It does not require concentration and lasts for a full hour. The utility of this spell should be evident to all. It may be cast by clerics, bards, sorcerers, warlocks, and wizards, and is a spell of the sixth rank.

Foresight. This superbly crafted spell bestows upon one of your allies the ability to see into the immediate future for eight whole hours. In practical terms, their every attempted action is performed with enormous facility. The subject becomes especially deadly in combat, able to anticipate an opponent's every move. This spell is of the ninth rank and is available to bards, druids, warlocks, and wizards.

I am also somewhat fond of Rary's Telepathic Bond. All members of thy party may be telepathically linked using this spell, which may be cast as a ritual. Most helpful when silence is required, and ye may also find it has some utility during delicate negotiations!

Elminster

Divination Abilities

Following are a few notes on those abilities which are available only to those wizards who choose to study the school of divination.

Portent

Portent is one of the most potent abilities a wizard can acquire and may be the reason many choose to study the school of divination in the first place. It essentially gives you a small amount of immediate precognition that enables you to adjust and so affect the future. It is useful at all times and in all situations. Divination wizards may initially use this ability twice between long rests.

Expert Divination

This ability allows you to regenerate magical energy when you cast divination spells. It very much depends on you having a good and practical selection of divination spells on hand.

The Third Eye

This ability provides you with a plethora of minor, useful skills. With it, you can see in the dark or the ethereal plane, read any language, or see any invisible creature.

Greater Portent

As with Portent above, but wizards of higher power can use this ability three times between rests.

Notable Seers

It is shameful to observe that divination wizards are so often neglected in the study of magical history. Following are some of the most important diviners known to history.

Alaundo

Alaundo the Seer is commonly agreed to be the greatest diviner ever to walk the Realms. Born in Calimshan, he spent most of his life as a hermit in the Dales, recording his predictions but sharing them with none. Foreseeing his own demise, he journeyed to Candlekeep and donated to nine volumes of his prophecies to the library there. His death passed almost unnoticed, but sages at Candlekeep realized the remarkable accuracy of his foretellings soon after. Today, he is celebrated as preeminent among all prophets in the history of Faerûn.

> *If diviners feel themselves neglected by history, it may be because so many have chosen to remain aloof from worldly affairs. This attitude appears to be changing.*
>
> *Elminster*

Augathra the Mad

A native of the famed magocracy of Netheril, Augathra was slowly driven to insanity by the dark visions she received from a young age. Her mortal life ended with transformation into a sharn, a hideous and bizarre aberration, and some believe she lives to this day. Her enduring legacy is the Roll of Years, which gives each year a name full of prophetic significance. The Roll ends in the year DR 1600, and it is believed by many that the world will come to an end in that year.

Nar'ysr

El Nar'ysr, whose name means "The Phoenix" in the tongue of Calimshan, is perhaps the most prolific seer who ever lived. Some claim he was even more powerful than Alaundo, and he left behind over 8,000 cryptic predictions. His warnings were collected in a book known as the Phoenix Prophecies, which is consulted by diviners to this day.

New Divination Spells

This chapter describes new spells for use in the worlds of DUNGEONS & DRAGONS. The chapter begins with the spell lists of the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

Spell Indexes

Bard Spells

Cantrips (0 Level)

Far Hearing

Ghostharp

Mindspeak

Peer into the Feywild

Remote Viewing

1st Level

Appraising Touch

Critical Strike

Empathy

Instant Search

Know Faction

Know Greatest Enemy

2nd Level

Tactical Precision

3rd Level

Moment Reading

4th Level

Premonitory Vision

Prescient Sense

Treasure Scent

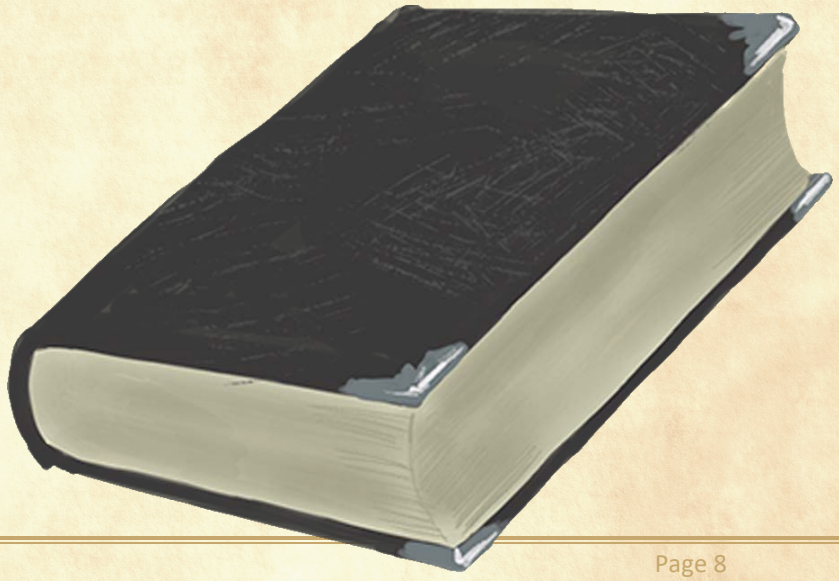
6th Level

Read Object

Cleric Spells

Cantrips (0 Level)

Far Realm Gaze



1st Level

Blessed Aim

Embrace Destiny

Empathy

Know Faction

3rd Level

Choose Future

Moment Reading

See Hidden Doors

Twisting Throw

4th Level

Lair Divination

Druid Spells

Cantrips (0 Level)

Detect Dragonblood

Far Hearing

Internal Compass

Mindspeak

Peer into the Feywild

1st Level

Dead Man's Tell

2nd Level

Animal Spy

Bat Sense

Breathsense

3rd Level

Locate Animal

4th Level

Premonitory Vision

Prescient Sense

5th Level

Echo Skull

Paladin Spells

1st Level

Blessed Aim

Know Greatest Enemy

3rd Level

Twisting Throw

Ranger Spells

1st Level

Bloodhound

Guided Shot

2nd Level

Animal Spy

Bat Sense

Breathsense

3rd Level

Find the Gap

Locate Animal

Twisting Throw

4th Level

Know Vulnerabilities

Premonitory Vision

Prescient Sense

5th Level

Echo Skull

Sorcerer Spells

Cantrips (0 Level)

Adept Skill

Detect Dragonblood

Far Hearing

Far Realm Gaze

Mindspeak

Remote Viewing

1st Level

Appraising Touch

Arrow Mind

Critical Strike

Dead Man's Tell

Guided Shot

Know Faction

Predictive Focus

Telepathic Link

Wieldskill

2nd Level

Analyze Portal

Animal Spy

3rd Level

Circle Dance

See Hidden Doors

Speechlink

4th Level

Know Vulnerabilities

Lair Divination

Premonitory Vision

Prescient Sense

Telepathic Aura

6th Level

Dream Sight

Probe Thoughts

Read Object

8th Level

Brain Spider

9th Level

Eye of Power

Hindsight

Interplanar Telepathic Bond

Warlock Spells

Cantrips (0 Level)

Far Hearing

Far Realm Gaze

Peer into the Feywild

1st Level

Arrow Mind

Critical Strike

4th Level

Know Vulnerabilities

Lair Divination

Wizard Spells

Cantrips (0 Level)

Adept Skill

Far Hearing

Far Realm Gaze

Peer into the Feywild

1st Level

Appraising Touch

Arrow Mind

Critical Strike

Dead Man's Tell

Embrace Destiny

Guided Shot

Know Faction

Wieldskill

2nd Level

Analyze Portal

Animal Spy

3rd Level

Circle Dance

See Hidden Doors

Speechlink

4th Level

Know Vulnerabilities

Lair Divination

Prescient Sense

Telepathic Aura

5th Level

Echo Skull

6th Level

Dream Sight

Probe Thoughts

Read Object

8th Level

Brain Spider

9th Level

Eye of Power

Hindsight

Interplanar Telepathic Bond



Spell Descriptions

Following are the spell descriptions, presented in alphabetical order.

Adept Skill

Divination cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Once before this spell ends, you can roll a die and add it to one ability check of your choice. You must roll this die before making the ability check.

If you do not already add your proficiency bonus to this ability check, the die rolled is a d4. If you are adding your proficiency bonus to the ability check, or if you are rolling an initiative check, you roll a different die depending on your proficiency bonus, as follows:

Proficiency Bonus	Adept Skill Die Rolled
+2	d4
+3	d6
+4	d8
+5	d10
+6	d12

When you use the die, this spell ends. For the duration of this spell, you do not benefit from any bonuses to your ability checks provided by other spells.

Analyze Portal

2nd-level divination (ritual)

Casting Time: 1 action
Components: V, S, M (a tuning fork)
Range: 60 feet
Duration: Concentration, up to 1 minute

You can see the outline of any magic portal within range. If you study a portal for 1 round, you can learn one of the following things:

- Any special key or command word required to activate the portal
- Any specific circumstance to activate the portal (a time of day for instance)
- Whether the portal is one-way or two-way
- Whether the portal is functioning correctly or not
- A glimpse of where the portal leads. The glimpse lasts for 1 second, and you can see about 20 feet beyond the portal

For every round you focus on the portal, you learn one more item.

> *Taking time to look where ye are going can save the lives of your friends and take the lives of your enemies.*
>
> *Elminster*

Animal Spy

2nd-level divination

Casting Time: 1 action
Components: V, S
Range: Touch
Duration: Concentration, up to 1 hour

You can borrow some of the senses of a beast you touch. During each of your turns, you can use a bonus action to see what the beast sees and hear what it hears until the start of your next turn, gaining the benefits of any special senses that beast may possess. During this time, you are deaf and blind with regard to your own senses.

This spell can only affect beasts with an Intelligence score of 3 or less. You don't gain any control over the beast or communication with it other than seeing and hearing through its senses. If

you cast this spell on a beast that is tied to another intelligent creature by a class feature or spell (such as a wizard's familiar or a ranger's animal companion), then that intelligent creature can make a Wisdom saving throw when you cast this spell. On a successful save, the spell fails. Whether you succeed or fail, the intelligent creature tied to the beast gains no special awareness of this spell of its effects.

Appraising Touch

1st-level divination

Casting Time: 1 action
Components: V, S
Range: Touch
Duration: Concentration, up to 1 hour

For the duration of the spell, you have advantage on Intelligence checks to determine the value of an item. You may appraise multiple items, but you must handle each item for at least 1 minute.

Arrow Mind

1st-level divination

Casting Time: 1 bonus action
Components: V, S, M (a flint arrowhead)
Range: Self
Duration: Concentration, up to 1 minute

For the duration, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls. When a hostile creature within 5 feet of you that you can see moves farther than 5 feet away from you, you can make an opportunity attack against that creature using a ranged a weapon.

Bat Sense

2nd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of fur from a bat's ear)
Duration: Concentration, up to 10 minutes

You touch a creature and grant it blindsight to 60-feet for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 10 minutes for each slot level above 2nd.

If there ever was a handy spell to have in your repertoire when trekking around in the Underdark, it is this one. It can foil invisibility and take away the element of surprise from creatures hiding in magical darkness!

Elminster

Blessed Aim

1st-level divination

Casting Time: 1 action
Components: V, S
Range: Self (50-foot radius)
Duration: Concentration, up to 1 minute

Choose a number of allies equal to your spellcasting modifier (minimum 1). For the duration, these allies may make ranged weapon attack and ranged spell attack rolls with advantage.

Bloodhound

1st-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 24 hours

When this spell is cast, you gain excellent tracking instincts. For the duration of the spell, you have advantage on Wisdom (Survival) checks to track other creatures, and on all Wisdom (Perception) checks related to smell.

In addition, if you lose a quarry due to changing conditions or some other nonmagical effect, you can

make another check with advantage to pick up the trail.

Brain Spider

8th-level divination (ritual)

Casting Time: 1 action
Components: V, S, M (a spider)
Range: 300 feet
Duration: Concentration, up to 10 minutes

You can eavesdrop on the thoughts of up to eight other creatures at once. The targets must each make an Intelligence saving throw. For the creatures that fail their saving throws, you can choose to perceive your choice of one of the following for 1 minute, making a new choice at the end of each minute:

- The surface thoughts of all creatures who failed their saving throw, in any order.
- Information from all eight creature's minds on one subject of your choice.
- Insight from one of the target creatures into its reasoning (if any), its emotional state, and information on either one subject of your choice of your choice or on something that looms large in its mind (such as something it worries over, loves, or hates).

For the duration, as an action on your turn, you can implant a suggestion in the mind of one of the creatures with whom you are connected, as per the *suggestion* spell. If a creature resists your suggestion, it is immune to any further attempts, but it is not freed from the *brain spider*.

Breathsense

2nd-level divination

Casting Time: 1 action
Range: Self (150-foot radius)
Components: V
Duration: Concentration, up to 10 minutes

You can detect the presence of all breathing creatures within 150 feet of you. The size of each creature and its general direction can be determined, but not its exact location. If the creature is in another room or behind total cover, its breath signature is muffled and you will detect it as one size smaller.

Choose Future

3rd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (two grains of sand and a rose petal)
Duration: 1 minute

You alter the luck of a creature you touch. The creature gains three d20 luck dice to use before the duration expires. The creature can roll a luck die after rolling a d20 for an attack roll, ability check, or saving throw, but before the Dungeon Master says whether the result was successful or not; the creature can choose which result to use. Only one luck die can be used per attack roll, ability check, or saving throw.

Circle Dance

3rd-level divination (ritual)

Casting Time: 1 action
Components: V, S
Range: Self
Duration: Instantaneous

While casting this spell you name one creature you know firsthand. You begin to slowly spin, as the spell takes hold you spin faster and faster, becoming a blur. When the spell ends you stop, pointing toward that creature. You also get a sense of the target's physical and emotional wellbeing (whether injured, sleepy, hungry, etc.). If the target is on a different plane, the spell fails.

If the target is unwilling to be located, they may make a Wisdom saving throw. On success, the spell fails.

Critical Strike

1st-level divination

Casting Time: 1 reaction, which you take in response to hitting a target with a melee weapon attack
Range: Self
Components: V
Duration: 1 round

When you cast this spell, it takes effect after you hit with the triggering attack but before you roll damage. Whenever you hit with a melee attack before the end of your next turn (including on the triggering attack), your weapon inflicts an extra die of its normal damage, and you score a critical hit on a roll of 19 or 20.

For example, if you rolled a 19 to hit an enemy with a longsword, you could cast *critical strike* as a reaction, and make the attack a critical hit. You would then roll an amount of slashing damage equal to 4d8 + your Strength modifier (the spell increases longsword damage from 1d8 to 2d8, and that is doubled again due to the critical hit).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the weapon damage increases by 1 die for every two slot levels above 1st.

Dead Man's Tell

1st-level divination (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, M (one part of a corpse, which must be flexible in some way)
Duration: Until dispelled

You imbue a body part taken from a corpse—such as a hand, finger, or head—with divinatory powers that cause it to react. Choose one of the categories of things it can detect and react to below. When something that falls within the chosen category comes within 30 feet of the body part that has become the *dead man's tell* item, it activates. You can choose one of the following categories of subjects to activate the item:

- ***Alignment***. Choose one of the following alignments: good, evil, lawful, or chaotic. The item activates when it is within 30 feet of a creature that has such an alignment.
- ***Consecration/Desecration***. The item activates when it is within 30 feet of a magically consecrated or desecrated place or object.
- ***Creature***. Select one or more types of creatures from the following list: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You can also choose one or more races of humanoids (such as humans or goblins). You can choose as many or as few of these types as you like. The item activates when it is within 30 feet of one of the chosen creature types.
- ***Disease***. The item activates when it is within 30 feet of an object or creature that carries a disease with which it can infect other creatures.
- ***Magic***. Choose magic items, spellcasting, scrying attempts, or general magical effects. The item activates when it is within 30 feet of one of the chosen effects.
- ***Poison***. The item activates when it is within 30 feet of poison or poisonous creatures,
- ***Secret Door***. The item activates when it is within 30 feet of a secret door.
- ***Trap***. The item activates when it is within 30 feet of a hidden trap or disguised pit or snare.

When activated, the *dead man's tell* item violently spasms for one round; a hand clenches, a finger jerks, jaws chatter and the like. The item does not indicate the power or location of the subject it has detected, merely its presence. After being activated, the spell ends, and the body part rapidly decays

(meaning the same body part cannot be used for this spell again).

Subjects are not detected by the *dead man's tell* item if they are separated from it by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt, or if an effect that prevents divination (such as a *nondetection* spell) protects them.

The same spellcaster cannot have multiple *dead man's tell* items affected by this spell at once. When you cast the *dead man's tell* spell again, any previous castings of this spell end immediately.

Detect Dragonblood

Divination cantrip

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S
Duration: 1 round

Until the end of your next turn, you know the location of any creature that has the dragon type within 60 feet of you that is not behind total cover. If you cast this spell again when you have already cast it within the last minute, and you detect a creature that has the dragon type within range, you must make a Wisdom saving throw against your spell save DC. On a failed save, you are frightened by the nearest dragon type creature you detected until the end of your next turn.

This cantrip is one of a group which offer powerful glimpses into the true nature of creatures around ye. If ye glimpse too often, however, the creatures might glimpse back, much to thy peril.

Elminster

Dream Sight

6th-level divination (ritual)

Casting Time: 1 action
Components: V, S, M (a silver orb)
Range: Self
Duration: Concentration, up to 1 hour

Your body falls into an enchanted slumber and your spirit ventures into the world. Your spirit is invisible and has a fly speed of 100'. You can move through creatures and objects as if they are difficult terrain. Your spirit cannot be paralyzed, petrified, grappled, or restrained. You can see and hear as if you were standing in the same location as your spirit. Your spirit cannot attack or cast spells, it can just observe. Creatures and spells that can detect invisible or ethereal creatures can see your spirit.

When the spell ends, your spirit returns to your body, and you wake up. If something attacks your body while your spirit is absent, the spell ends.

Echo Skull

5th-level divination

Casting Time: 1 action
Components: V, S, M (a tiny animal skull)
Range: Touch
Duration: 24 hours

You whisper to the animal skull, and it briefly flashes a brilliant blue. For the next 24 hours, you may use a bonus action to switch your spirit between your body and the skull. When your spirit is in the skull, you can see and hear as if you were standing where the skull lies. You and the skull must be on the same plane. When your spirit is in the skull, your body is unconscious. When your spirit returns to your body, you regain consciousness.

Embrace Destiny

1st-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You look into the future and see a murky vision of things to come. When you cast this spell, roll a d20 and record the number rolled. For the duration, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see or hear with the foretold roll. You must choose to do this before the affected roll is made. Once the foretold roll is used, it is lost, and the spell ends.

Empathy

1st-level divination

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

This spell enhances your ability to glean clues from a creature's body language, speech habits, and general mannerisms. For the duration, you gain advantage on Wisdom (Insight) checks to determine a creature's true intentions.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell's duration increases by 10 minutes for each slot level above 1st.

Eye of Power

9th-level divination

Casting Time: 1 action
Components: V, S, M (a beholder's eyestalk)
Range: 30 feet
Duration: Concentration, up to 1 hour

This spell functions like *arcane eye*, with a few key differences. You can cast any spell of third level or lower through the eye. The spell cannot have a range of Self, and the spell behaves as though it was cast from the location of the eye, rather than your location.

The eye is corporeal and visible. It has 50 hit points and an AC of 18. It uses the saving throw bonuses of the character that cast the spell.

It amuses me to use this against beholders. Alas, they do not see the irony.

Elminster

Far Hearing

Divination cantrip

Casting Time: 1 bonus action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 round

For a moment, you hear even distant whispers. Choose one point within range that you can see. Until the effect ends, you hear as if you were at that point instead of where you are.

Careful if ye scry into the Far Realm. Last time it took a tenday to get all the tentacles out of my beard.

Elminster

Far Realm Gaze

Divination cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

Until the end of your next turn, you know the location of any aberration within 60 feet of you that is not behind total cover. If you cast this spell again when you have already cast it within the last minute, you must make a Wisdom saving throw against your spell save DC. On a failed save, you take 2d6 psychic damage.

Find the Gap

3rd-level divination

Casting Time: 1 action

Components: V
Range: Self
Duration: Concentration, up to 1 minute

You see weak points in your opponent's armor. Choose one target. While the spell is in effect, any melee attack or ranged attack you make against that target ignores any armor and shield bonus to AC. If that target falls before the spell expires, you may choose another target.

Ghostharp

Divination cantrip

Casting Time: 1 action
Components: V
Range: Touch
Duration: 1 song

When you cast this spell, you hear all songs sung within 50 feet of your location within the last day. You can choose one song to be imprinted on an item. When you repeat a command word you choose during casting, the item replays the song. You cannot use the song to activate bardic abilities (like the Song of Rest or Countercharm). The item can only be imprinted with one song at a time.

Guided Shot

1st-level divination

Casting Time: 1 bonus action
Components: V, S
Range: Self
Duration: 1 round

Upon casting this spell, you no longer suffer disadvantage when attacking a target at long range with a ranged weapon. You also ignore the effects of any cover less than total cover. This spell does not affect ranged spell attacks.

Hindsight

9th-level divination

Casting Time: 1 hour
Components: V, S, M (a diamond worth 10,000 gp, which the spell consumes)
Range: Self (60-foot radius)
Duration: Instantaneous

Ghostly images recreate the events of the past, centered on the spot where you cast the spell. The amount of detail in the images depends on how much time you wish to see and hear. When you cast the spell, you must choose one unit of time to view.

- ***Days.*** You view the events of the last 20 days. You get detailed knowledge of the conversations, people, and events.
- ***Weeks.*** You see a summary of the events of the past 20 weeks. You will not hear and see everything that happens, but you will understand the gist of conversations and events. You will see important people and events in greater detail.
- ***Years.*** You see the noteworthy events of the past 20 years. Major participants and events, like executions, battles, and discoveries, will play out in greater detail.
- ***Centuries.*** You gain a general sense of the last 500 years. You will only see the most important events and most remarkable people.

Instant Search

1st-level divination

Casting Time: 1 bonus action
Components: V, S
Range: Self
Duration: 1 round

You may make either a Wisdom (Perception) or Intelligence (Investigation) check with advantage when searching a room.

Internal Compass

Divination cantrip

Casting Time: 1 bonus action
Range: 90 feet

Components: V, S
Duration: Concentration, up to 1 hour

Until this cantrip ends, you always know which way is north and cannot become lost except by magical means. If you make a Wisdom or Intelligence check to navigate natural terrain while this cantrip is in effect, you may choose to roll a d6 and add the number rolled to your result. If you do so, the spell ends immediately.

Interplanar Telepathic Bond

9th-level divination

Casting Time: 1 action
Components: V, S, M (a pair of linked platinum rings)
Range: Unlimited
Duration: 24 hours

This spell functions like *telepathy*, with the following exceptions. You and the target do not have to be on the same plane. If the target does not want to communicate with you, it must make a Wisdom saving throw. If they succeed, the spell fails. The target must have Intelligence of at least 3 and cannot be dead.

Know Faction

1st-level divination

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

After socially interacting with a creature for at least one minute, you can attempt to discern its faction affiliation. The target must make a Charisma saving throw. On a failed save, you learn its faction.

If the creature isn't affiliated with a faction, you glean one aspect of its alignment (Law, Chaos, Neutrality, Good, or Evil). You can continue to interact socially with the creature and gain one more piece of information for every minute, or you can interact with a different creature; each time, the target can attempt a Charisma saving throw, and on a successful save, you gain no information for that interaction.

Know Greatest Enemy

1st-level divination

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

Your eyes flash green, turning golden as you survey your opponents and perceive a shimmering green aura over the most powerful foe. Choose any number of creatures you can see within range. You instantly know which creature has the highest challenge rating. If multiple opponents are tied for the highest challenge rating, you become aware that all of them are equally powerful. This spell does not tell you the actual challenge rating of any creature, just which of the creatures is most powerful. It confers no other information.

Know Vulnerabilities

4th-level divination

Casting Time: 1 action
Components: V, S
Range: 60 feet
Duration: Instantaneous

Your target must make a Wisdom saving throw. If they fail, you learn any Damage Resistances, Damage Immunities, Condition Immunities, or Damage Vulnerabilities they have. You also learn if the creature has Legendary Resistance or Magic Resistance. If the target has any specific weaknesses (such as a Vampire Spawn's weakness to sunlight), then you learn those as well.

Lair Divination

4th-level divination

Casting Time: 1 action

Range: Self
Components: V, S, M (a handful of coins, incense, and the caster's holy symbol)
Duration: Instantaneous

You focus on a location that you know about on the same plane of existence, gaining insight into the relative strength of creatures guarding the area and the amount of treasure stored there. You do not gain any knowledge regarding the numbers of creatures or the exact amount of treasure.

However, the Dungeon Master will tell you the challenge rating of the strongest creature guarding the location and its type (e.g., construct, dragon, elemental, humanoid, or undead). In addition, you know if there is a magic item of each rarity (common, uncommon, rare, very rare, and legendary) at the location, and if there are multiple of each type, but not the exact number.

Locate Animal

3rd-level divination (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of fur, a scale, a feather, or another physical remnant from the type of beast you seek)
Duration: Concentration, up to 4 hours

You focus on a specific type of beast and learn its direction and distance if it is within 15 miles of you. If the beast is moving, you know the direction of its movement.

The spell can locate a specific beast known to you, or the nearest beast of the same kind (bear, tiger, or wolf), so long as you have seen such a beast up close—within 30 feet—at least once. If the beast 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 beast.

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

Mindspeak

Divination cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You send a telepathic message to one creature within range. The target (and only the target) receives the message as your voice whispering in their mind. They can send a telepathic message back in reply. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.

Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, but the creature must understand at least one language to communicate this way. If you cannot see or hear the target, you must be familiar with the target and know its approximate location with range. If the creature is not within range, the spell fails.

Moment Reading

3rd-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a set of bone dice marked with runes)
Duration: Instantaneous

You roll a set of bone dice marked with runes and learn something of immediate interest. The Dungeon Master will tell you in no more than two words something about the current situation. Some examples of replies could be "pit trap," "tough monster," or "double cross."

Peer into the Feywild

Divination cantrip

Casting Time: 1 action

Range: Self (60-foot radius)
Components: V, S
Duration: 1 round

Until the end of your next turn, you know the location of any fey within 60 feet of you that is not behind total cover. If you cast this spell again when you have already cast it within the last minute, and you detect any fey within range you must make a Wisdom saving throw against your spell save DC. On a failed save, you are charmed by the nearest fey creature you detect until the end of your next turn, believing it to be a friendly creature who means you no harm. This charmed effect ends immediately if a fey creature attacks you, tries to harm you with a spell, or forces you to make a saving throw.

Predictive Focus

1st-level divination

Casting Time: 1 bonus action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 hour

This spell enables you to understand one particular opponent, tracking their surface thoughts and body language to predict what they will do next. Until the spell ends, you deal an extra 1d6 psychic damage to the target whenever you hit it with an attack, and the target has disadvantage on opposed Charisma and Dexterity checks against you. 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 move your focus to a new creature. If you roll a Constitution saving throw to maintain your concentration on this spell due to taking damage, you have disadvantage on that saving throw if some of that damage was psychic.

At Higher Levels. 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.

Premonitory Vision

4th-level divination (ritual)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You perceive a series of images that show you future events. You ask a single question concerning a specific goal, event, or activity to occur within seven days. The DM offers a truthful reply. The reply might be a short phrase, an explanation of your own emotional reaction, or a description of a single image you saw.

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

After you cast this spell, unless you treat yourself with a special calming tincture that uses 25 gold pieces worth of ingredients, you have disadvantage on Wisdom, Dexterity, and Intelligence checks, and on Constitution saving throws to maintain concentration for 10 minutes.

If you cast the spell two or more times before finishing your next long rest, you receive increasingly confusing visions that muddle your mind. For each casting after the first, the duration of the negative effects for not imbibing a calming tincture increase by an additional (cumulative) 10 minutes, and there is a cumulative 25% chance that the information you perceive is random and possibly unrelated to the question you asked. The DM makes this roll in secret.

Prescient Sense

4th-level divination

Casting Time: 1 action
Range: Self
Components: V, S

Duration: Concentration, up to 1 hour

You extend your senses to perceive the near future. For the duration, you gain the following benefits:

- You have advantage on all Wisdom checks and initiative checks.
- Once per round, when you hit a creature that has not yet acted in this combat with an attack roll, your attack deals an extra 1d8 damage.
- If you are surprised, you can end this spell immediately to no longer be surprised.
- If you are attacked, you can use your reaction to end this spell immediately and give yourself a +5 to AC, including against the triggering attack, until the beginning of your next turn.
- If you roll a Dexterity save, you can use your reaction to end this spell immediately and give yourself advantage on that Dexterity save, and all other Dexterity saves until the beginning of your next turn.

Probe Thoughts

6th-level divination (ritual)

Casting Time: 1 action
Components: V, S
Range: 50 feet
Duration: Concentration, up to 10 minutes

Your target must make a Wisdom saving throw. If they fail, the target's mind opens itself to you. You gain access to all of its memories and knowledge, even things the target has buried deep in its subconscious. You may learn the answer to one question per round. Your question and the answer are conveyed telepathically, and you do not need to speak the same language. Creatures with an Intelligence less than 3 may only answer in mental pictures.

The target is not aware of the probe unless you wish it to be. If the target resists the probe successfully, they know that someone has tried to cast a spell on them, but not what the spell was nor who cast it.

Read Object

6th-level divination (ritual)

Casting Time: 10 minutes
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You can concentrate on an object you are touching, reading psychic impressions left on it by recent events. At the end of the time you spend casting this spell, you learn of any events within the past 24 hours that occurred within 30 feet of the object. You see, hear, and smell those events from the object's point of view, as if you had been there at the time.

You also see a mental image of the last creature that handled the object, also from the object's perspective, no matter how long ago the object was last held. The only information you receive about the creature is its appearance at that time (including a sense of its size), whether it was alone (although you can't see any other creatures that might have been there), and a one or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as "Enraged", "Extremely Agitated", "Relaxed", "Satisfied", "Utterly Emotionless", etc.). If the creature was not capable of emotion, or if its mental state was too alien for you to understand, the DM will tell you that instead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time the same way you would normally receive about the last creature who handled it.

Remote Viewing

Divination cantrip

Casting Time: 1 bonus action

Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 round

An image forms in your mind, revealing what you would see if you were standing some distance away. Choose one point within range that you can see. Until the effect ends, you perceive visually from that point instead of where you are. You determine line of sight from that point as well.

See Hidden Doors

3rd-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, M (a polished glass lens)
Duration: Concentration, up to 10 minutes

Once per minute for the duration, you can search a 50-foot section of wall while peering through a specially crafted lens. A faint glow will surround any secret doors along the section of wall you search.

Speechlink

3rd-0level divination

Casting Time: 1 action
Components: V, S
Range: Touch
Duration: 24 hours

You touch one willing ally. You and this ally can communicate verbally no matter how much distance is between you, as long as you are on the same plane. You will hear what your ally chooses to tell you, no matter the volume, and vice versa. You do not hear any other sounds from your ally's location. This spell works on any creature with an Intelligence of 3 or greater but does not bestow any ability to comprehend an unknown language. You or the ally can end the spell at any time.

Tactical Precision

2nd-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a toy soldier)
Duration: Concentration, up to 1 minute

When this spell is cast, you and up to six creatures you choose within range have greater insight into each other's actions.

When an ally affected by this spell makes a melee weapon attack against a creature that is within 5 feet of another ally affected this spell, they gain advantage on the attack roll and deal an extra 1d6 damage of that weapon's type if the attack hits.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus to hit increases by 1 and the weapon damage increases by 1d6 for every two slot levels above 2nd.

Telepathic Aura

4th-level divination

Casting Time: 1 action
Components: S, M (a quartz crystal)
Range: Self (100-foot radius)
Duration: Concentration, up to 10 minutes

You can communicate telepathically with every creature you consider an ally within range. This communication is one way, and understood by all your allies, whether you speak the same language or not. Anything you send is heard by all of your allies within range; you cannot send thoughts to some allies but not others.

Telepathic Link

1st-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You establish a telepathic link with one willing humanoid you touch. Until the spell ends, the link is active while you and the humanoid are within line of sight of each other. Creatures with Intelligence

scores of 2 or less aren't affected by this spell. You can communicate with the creature telepathically via this link. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. The creature can respond to you telepathically as well, but it must understand at least one language to communicate this way.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is 10 minutes for each slot level above 2nd. When you cast this spell using a spell slot of 4th level or higher, while you are linked, if either you or the creature you are linked to is surprised, and the other creature included in that same link is not, neither one of you is surprised.

Treasure Scent

4th-level divination

Casting Time: 1 action
Components: V, S
Range: Self (30-foot radius)
Duration: Concentration, up to 1 hour

You can smell any copper, silver, electrum, gold, platinum, or gems within 30 feet of you. If you are more than 5 feet away from the treasure, you only gain a sense of its direction. Once you are within 5 feet, you can determine what types of valuables (copper, gold, opals, etc.) are present, and the treasure's exact location. This spell is blocked by 1 inch of metal, 1 foot of stone, or 3 feet of earth or wood.

Twisting Throw

3rd-level divination

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a ranged weapon)
Duration: Concentration, up to 1 minute

You mentally sense the location of your foe, preparing to throw a weapon that will strike it no matter where it hides. The next time you make a thrown weapon attack before the spell ends, you do not make an attack roll. Instead, choose one creature you have seen in the past minute. Your weapon alters its path to move towards that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is not within range of both this spell and of your weapon, or if it is behind full cover, the spell fails. Otherwise, the target must make a Dexterity saving throw. On a failed save, the target takes the attack's normal damage plus an additional 1d4 damage, and you learn the target's current location. On a successful save, the target takes half damage from the attack and you don't learn its location.

At Higher Levels. If you use a spell slot of 4th-level or higher to cast this spell, the additional damage is increased by 1d4 for each spell level above 3rd.

Wieldskill

1st-level divination

Casting Time: 1 action
Components: V, S, M (a papyrus scroll)
Range: Self
Duration: Concentration, up to 10 minutes

You name one skill or tool found in the Player's Handbook. For the duration, you are proficient in that skill or tool. The spell does not provide you with any tools.

Often the subtlest spells are the most powerful.

Elminster

Magic Items

> A pleasant afternoon in my storeroom uncovered these items, which are of special interest to practitioners of divination. It is possible that I was responsible for designing one or two of them myself, though modesty prevents me expounding any further.
>
> Elminster

Beady Eye

Wondrous Item, rare (requires attunement)

This object is about half an inch in diameter and is made of colored glass. Speaking the command word enables you to see through the bead as if it were one of your eyes, so long as the bead remains within 60 feet of you. If the bead is rolled, you must make a successful DC 15 Constitution saving throw or become stunned from dizziness for 1d6 rounds. If the bead is destroyed, you must make a successful DC 15 Constitution saving throw or become blinded until you complete a long rest. If you look at a monster with a gaze attack through the bead, you are affected as if viewing the monster directly.

Cane of Detection

Wondrous Item, uncommon (requires attunement)

If you tap this walking cane on a wall, floor, or door, it will cause any traps built into those objects to glow faintly for one minute. Upon detecting a trap, the cane expends a charge. It has 3 charges, and it regains 1d3 expended charges daily at dawn.

Cat's Eye Marble

Wondrous Item, uncommon (requires attunement)

This object is about a quarter inch in diameter and is made of translucent glass with colored, concentric circles within an eye-like design. Speaking the command word grants you darkvision for four hours. You can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. The marble can't be used this way again until the next dawn.

Chalice of Detection

Wondrous Item, uncommon

This chalice is made of beautiful crystal. If it is filled with water and brought within 5 feet of poison, the water will turn a sickly green hue. Poisonous monsters, gasses, weapons, and traps all trigger this effect. The water remains green, even if the chalice is moved more than 5 feet away from the poison. The chalice must be emptied and refilled before it is reused. The chalice can't be used this way again until the next dawn.

Curtain of Spying

Wondrous Item, uncommon

This object appears to be a regular curtain from one side, about 9 feet tall and 6 feet across. When viewed from the other side, it is entirely transparent, making it an excellent one-way observation tool. If the curtain is placed on the ground with its transparent side up, a successful DC 15 Wisdom (Perception) check is required to see it.

Divan of Divination

Wondrous Item, rare

This is a long, low sofa without headrests or arms. It is often richly upholstered, and it can be any color or size. If you take a long rest on this divan, you can cast divination. In your dreams, you meet a god or a god's servant, and you may ask it a question, as per the spell. The divan can't be used this way again for five full days.

Leaf of Colors

Wondrous Item, rare (requires attunement)

This object appears to be an ordinary green leaf, freshly picked from a tree. You may command it to detect either a species of creature (such as goblins) or a type of creature (such as fiends or aberrations). If the leaf comes within 120 feet of the creature you specified, it turns yellow. If the leaf comes within 60 feet, it turns red. It returns to green once it is no longer within 120 feet of the creature. The leaf can only be attuned to detect one species or type of creature every 24 hours.

Lens of Far Seeing

Wondrous Item, uncommon

This is a round piece of glass, about 2 inches across, with a curved surface. Items seen through the lens are triple their normal size, provided they are more than 10 feet away. Items viewed through the lens that are less than 10 feet away appear distorted and unclear.

Libram of Identification

Wondrous Item, very rare

This is a large book with a wood and leather cover, and high-quality pages of beautifully illuminated parchment. This handy volume can be used to identify any magic item. You just look up the object type (for example, potions), and you will soon find an exact illustrated match for the item you wish to identify. The entry will even include all required command words to use the item. Once it has been used to identify an item, it can't be used this way again until the next dawn. If you try, you will just not find the object you wish to identify. The Libram can't identify curses.

Mirror of Seeing

Wondrous Item, very rare

This large mirror is at least 10 square feet in size and is hung on a wall. It has 3 charges. While looking into the mirror, you can expend 1 charge to cast scrying (save DC 15). While scrying with the mirror, you have truesight with a radius of 30 feet centered on the spell's sensor. The mirror regains all expended charges daily at dawn.

Nail of Pointing

Wondrous Item, rare (requires attunement)

This object appears to be a common carpentry nail. However, you can command the nail to point to any nonmagical object, and it will turn and point toward it for 10 minutes. There is no limit to the nail's range, but the object must be on the same plane of existence. The nail can only be used to point at inanimate, non-magical objects. It can't point to living, undead, or constructed creatures. The nail can't be used this way again until the next dawn.

Nightcap of Vision

Wondrous Item, rare (requires attunement)

Wearing this nightcap grants you darkvision. You can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Reading Mirror

Wondrous Item, uncommon (requires attunement)

While holding this hand mirror you can speak the command word, and for 1 hour you understand the literal meaning of any written language that you see in its reflection. It takes about 1 minute to read one page of text. The mirror doesn't decode secret messages hidden in text or a glyph, such as an arcane sigil, that isn't part of a written language. The mirror can't be used this way again until the next dawn.

Rudder of Guidance

Wondrous Item, very rare

This magical rudder will grow or shrink to fit the ship or boat when it is equipped. Once installed, the pilot of the vessel will always know, with perfect accuracy, the direction of any port they have previously visited.

Scepter of Savras

Weapon (quarterstaff), Artifact (requires attunement by spellcaster)

The Scepter of Savras is a five-foot-long bronze rod capped with a diamond on both ends. The diamond at the base of the scepter is 1 inch across and bears the sign of Savras. The diamond at the head of the staff is 3 inches in diameter and marked with the symbol of Azuth. The Scepter was supposed to be the final move in an epic rivalry between the two gods, but fate had other plans.

Azuth and Savras were lesser gods raised by Mystra to help her control magic in the Forgotten Realms. However, the two gods battled during the chaos of the Dawn Cataclysm, a massive war that saw gods torn to pieces and whole realms destroyed. Azuth, the Lord of Spells, sought to drain Savras's power and challenge Mystra herself. The Lord of Spells was able to defeat the All-Seeing One but lacked the power to destroy him entirely. Instead, Azuth imprisoned Savras in the scepter he created—an artifact originally meant to be a badge of office. Savras had just enough power to teleport his new prison to Toril where it was lost in the turmoil there.

Afterwards, the scepter passed from one mage to another, with many unknowingly aiding Savras in his quest to break free. Savras did not have the power to communicate directly with the scepter's wielders, but he could influence their dreams. Mages found themselves wandering Toril, seeking out places of power, but never really knowing why.

Millennia passed and Azuth was convinced to release Savras from the scepter in exchange for an oath of fealty. Perhaps because of the thousands of years Savras was trapped inside the scepter, much of his power stayed within that prison. Savras kept the scepter, giving it to his followers when it was needed to complete important quests. It has been lost and found several times since.

Random Properties. The Scepter of Savras has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Magic Weapon. Strikes as a +3 staff.

God of Divination. You can cast any divination spell. You do not need to have the spell memorized. You must expend a spell slot equal to the level of the spell you wish the scepter to cast.

Shroud. You may force any divination spell that targets you or includes you in its area of effect to fail.

Curse. The Scepter of Savras will force anyone attuned to it to see visions of the past, present, and future. These visions will be world-changing events, visions of daily life, beautiful visions of peace and life and nightmares given flesh, often all at once. Once per tenday the person attuned to the scepter must make a DC 15 wisdom save or gain one level of exhaustion. This level of exhaustion may only be removed with *lesser restoration*, *restoration*, *remove curse*, or *wish*.

Destroying the Scepter of Savras. To destroy the Scepter of Savras, you must imprison Azuth inside it. Doing so destroys the god as well as the scepter.

This potent artifact can be an incredible boon or a frightful bane. If ye can wield and harness its power, then ye are better than most. Though, if ye hear of Azuth about, then better be stepping in the other direction, or a terrible fate ye soon be seeing in your visions!

Elminster

Archetypes

The following new archetypes, focused on divination, are available to players.

Bard College

College of the Fates

The future casts its shadow on the present, just as the past does. You've learned to read and influence future events through the shadings of random chance, whether in the curl of a breaking wave or the turn of a friendly card. Like a professional gambler, you make a living based on your luck and skill at games of chance, but your goal is not wealth, nor even knowledge of the future, but mastery of destiny.

Bonus Proficiencies

When you join the College of the Fates at 3rd level, you gain proficiency with two gaming sets of your choice, and with two skills of your choice. If you wish, you may gain an additional gaming set proficiency in place of one of these skill proficiencies.

Gambler's Focus

At 3rd level, you can use a gaming set as a spellcasting focus for your bard spells, and your proficiency bonus is doubled for any ability check you make to use a gaming set with which you are proficient. In addition, you learn the *guidance* cantrip, and the *bless* spell. These spells are considered bard spells for you, but do not count against the numbers of bard spells you know.

Influence Fate

Also at 3rd level, whenever you make an ability check with a gaming set, as a bonus action, you can expend one of your uses of Bardic Inspiration to gain a luck point. The maximum number of luck points you can have at once is either 3 or your proficiency bonus (whichever is higher).

> *It is not only wizards who can master the art of divination.*
>
> Elminster

You can spend luck points in the following ways:

- Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the



die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.
- When a friendly creature who can see or hear you misses with a weapon attack, you can spend one luck point as a reaction. That creature can immediately use its reaction to make another weapon attack against the same target.

If more than one creature spends a luck point to influence the outcome of the same roll, the points cancel each other out; no additional dice are rolled. Whenever you spend two or more luck points on the same roll, the next time you cast a bard spell of 1st-level or higher before you finish a short or long rest, you must roll on the Wild Magic Surge table described under the Wild Magic Sorcerous Origin to create a random magical effect.

Read Auspices

At 6th level, you can use cards, dice, or other gaming implements to predict the most auspicious time and circumstances to attempt a future deed. As an action, expend one use of your Bardic Inspiration to choose a creature and make a DC 15 ability check to use a gaming set with which you are proficient. If you succeed, record the number rolled on the d20 for that check. Until the next time you finish a long rest, whenever the chosen creature makes an attack roll, saving throw, or ability check, if you can see or hear them, you can replace the number they roll with the foretelling roll number you recorded. Once you replace their roll with your foretelling roll, that foretelling roll is used up.

Once you attempt the ability check for this feature, whether you succeed or fail, you cannot do so again until the next time you finish a short or long rest.

Tilt the Odds

At 14th level, you can sometimes go beyond creating good or bad luck, lining up probabilities and coincidences to such an absurd degree that it seems like divine intervention. When an attack roll, ability check, or saving throw is about to be made with either advantage or disadvantage (but not both) by a creature you can see or hear, you can spend a luck point to cause three d20s to be rolled for that roll, instead of two. You choose which of the three d20s is used for the attack roll, ability check, or saving throw.

You can use this ability once. You regain all expended uses when you finish a short or long rest. When you reach 18th level, you can use this ability twice instead of just once.

The Lucky Feat

The luck points provided by this archetype are designed to work seamlessly with those provided by the Lucky feat. If a character with this Bardic College also has that feat, the luck points gained from it can be used in all the ways discussed under these archetype features. Those luck points also count towards the luck point maximum described under the Influence Fate feature.

Divine Domain

Prophecy Domain

This is the domain of fate, destiny, and prediction, but unlike most other domains it is not always granted by a god associated with the phenomena it represents. Any deity that wishes to have a more direct voice among mortals can choose to imbue a creature with the Prophecy domain.

While the power to foretell the future is great, it comes with a burden to bear as well. All prophets have an affliction that is married to their unique boon, a physical metaphor for the double-edged

nature of their oracular abilities. Older clerics of other domains often refer to this affliction as a "thorn," and speak of it with reverence, as well as a quiet relief that they were not the one to receive such a gift.

Prophecy Domain Spells

You gain these spells at the cleric levels listed.

Level	Spells
1st	*embrace destiny*, guiding bolt*
3rd	*detect thoughts, see invisibility*
5th	*bestow curse, clairvoyance*
7th	*arcane eye, divination*
9th	*commune, dream*

* New spell included in this book

Bonus Cantrips

Starting at 1st level, you receive constant and at times overwhelming insight from your prophetic gifts. You learn the *guidance* and *vicious mockery* cantrips. These count as cleric cantrips for you, but they do not count against the number of cleric cantrips you know. When you cast *vicious mockery*, instead of insults, you utter prophecies of punishment for the target's sins.

Bonus Proficiencies

At 1st level, you gain proficiency in the Insight and Religion skills and double your proficiency bonus when making ability checks with these skills.

Oracle's Burden

When you choose this domain at 1st level, you are granted preternatural insight, but at a difficult price. You have disadvantage on saving throws against exhaustion, and you must choose one of the following burdens, each of which includes both a hindrance and a blessing. If an Oracle's Burden option allows you to roll a die and add the result to a d20 roll, you can use this feature before or after the d20 roll is made, but it must be used before the DM declares whether the result is a success or a failure.

- ***Choked Voice***. You can never speak louder than a whisper. Except when you speak or sing as part of casting a spell or using a class feature, only creatures within 10 feet of you can hear your voice. When a creature you can see within 30 feet of you makes an attack, you can use your reaction to roll a d4, subtracting the result from the target's attack roll.
- ***Eyes Without Sight***. A milky film covers your eyes. You are permanently blinded. You also have blindsight to a distance of 30 feet.
- ***Debilitating Illness***. An incurable plague depletes your physical fortitude. Your hit point maximum decreases by 2 when you gain this feature, and decreases by 1 again whenever you gain a cleric level. Once during your turn, you can roll a d4 and add the result to your attack roll.
- ***Partial Paralysis***. Your lower limbs cannot move your body. You cannot walk, and unless you have some other means of movement (such as a mount), you can only move by crawling, using your other limbs to pull you along while prone. While crawling, you treat all terrain as difficult terrain (this usually means crawling 1 foot costs you 3 feet of movement). During your turn, when you take any action that is not the Attack action, you can immediately use your bonus action to choose one creature within 5 feet of you, allowing it to use its reaction to take the Attack action.

All magic has its price. For prophets such as these, that price is much steeper.

Elminster

- ***Thorn in the Flesh***. You have a supernatural wound that re-opens when you exert yourself. Your walking speed cannot be higher than 20 feet, and when you take the Dash action during your turn, at the end of that turn you take magical piercing damage equal to your cleric level; this piercing damage can't be reduced or prevented in any way. You add a bonus equal to your Wisdom modifier (minimum 1) to all Strength and Constitution saving throws.
- ***Venerable***. Your oracular visions only came with advanced old age. Work with your DM to choose a suitable age for your character. You have disadvantage on Strength checks, Dexterity checks, and Wisdom (Perception) checks. Once during your turn, when a creature rolls a saving throw against a spell you cast, you can roll a d4, subtracting the result from that creature's saving throw.
- ***Withered Hand***. One of your hands is withered. You have disadvantage on any weapon attacks made with that hand and cannot carry a shield with it. Whenever you roll a 1 on a damage die for a cleric spell, you can reroll the die. You must use the new roll, even if the new roll is a 1.

When you reach 3rd level in your cleric class, your deity will send you magical aid for your infirmity, allowing you to cast the *find steed* spell at will without using a spell slot.

Channel Divinity: Soothsaying

Starting at 2nd level, you can use your Channel Divinity to look into the near future and see the shape of things to come. You can use your Channel Divinity to cast *embrace destiny** without using a spell slot, changing the casting time to 1 bonus action for this casting. The duration of the spell changes to 1 hour for this casting, and the new duration does not require concentration.

Cryptic Advice

Starting at 6th level, as a bonus action you can give a piece of indirect yet insightful advice to a creature you share a language with. Once during the next hour, when that creature makes an attack roll, saving throw, or ability check, they can recall your cryptic advice, allowing them to reroll the die. They must choose to do this after they roll, but before the DM declares whether the result is a success or a failure. They must use the second result.

Once you have used this feature, you cannot use it again until you complete a short or long rest.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Prophetic Vision

Starting at 17th level, you exist in a constant state of precognitive awareness, though the price of your



most powerful flashes of insight is the weakening of your body. When you cast a spell with a casting time of 1 action, if it is a divination or enchantment spell, you can immediately spend a Hit Die (without regaining any hit points) to change the casting time to 1 bonus action for this casting.

In addition, whenever you cast the *guidance* cantrip, the range increases to 30 feet.

Druid Circle

Circle of Spirits

Druids of the Circle of Spirits learn how to summon and control fylgia, tiny spirits that exist in the cracks between the Feywild and the natural world. These druids bond with these spirits, making fast friends with the strange little creatures. Fylgia are naturally curious and very protective of their druid. They are especially useful for gathering information.

Summon Fylgia

At 2nd level, you manifest your fylgia. You learn the *find familiar* spell and can cast it as a ritual. This is a druid spell for you, but it doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar, or you can have it manifest in its fylgia form. As a fylgia, it is completely incorporeal and does not have statistics, as it counts as neither a creature nor an object.

In this form, the fylgia is naturally invisible to everyone except the druid who summoned it, but it can be revealed by magic that uncovers invisibility. To those who can see it, it has the spectral appearance of a small animal, and often the bigger the person, the smaller the fylgia.

While in its fylgia form, the fylgia has a fly speed of 100 feet, and it can move through solid objects, but this counts as moving through difficult terrain, though it cannot pass through force effects, like wall of force. It cannot be grappled, paralyzed, or restrained.

Borrow the Body

Your fylgia can temporarily possess any Tiny beast with an intelligence of 3 or less, inhabiting its body and controlling its actions. Your fylgia can possess the beast for up to 1 hour. While your fylgia possesses a beast, that beast is effectively your familiar, as per the *find familiar* spell. When you take the Attack action, you can forgo one of your own attacks to allow a beast possessed by your fylgia to make one attack of its own with its reaction.

If a creature possessed by your fylgia is killed, your fylgia survives, though it is violently launched into the spirit world. The fylgia finds this sudden transition terrifying and will run away and hide. When this occurs, you will not be able to use any of the fylgia special abilities or communicate with it in any way until the next time you finish a short or long rest.

Rally the Nest

At 6th level, as a bonus action, you can ask your fylgia to summon dozens of spirit creatures from its plane. At your command, they latch onto enemies that try to hide from you. Creatures within 30 feet of you cannot benefit from being invisible until the end of your next turn. Once you use this feature, you must complete a short or long rest before you use it again.

Scour the Soul

At 10th level, you can send you can send your fylgia to study the soul of your enemies. You may choose a number of enemies that you can see equal to or less than your spellcasting ability modifier. For each enemy, you immediately learn whether the creature has any damage immunities, resistances, vulnerabilities, or condition immunities, and what they are. You also learn whether it has all of its hit points (and if not, whether it has more or less than

half its hit point maximum), and whether it is currently subject to any conditions.

Once you use this feature, you must complete a long rest before you use it again.

Weaken the Flesh

At 14th level, you can send your fylgia to tear at your opponent's spirit, distracting it as its instincts say it is under attack, though it feels no pain. As a bonus action, you grant yourself and all your allies advantage on attack rolls against that target until the start of your next turn. You must be able to see the target.

Once you use this feature, you must complete a long rest before you use it again.

Otherworldly Patron

The Foretold

Your patron is a powerful being from the future. Little is known of the Foretold other than rumors of a great war near the end of time itself, with many sides vying for control of the outcome. These beings hold secrets about the destinies of individuals, called "the Fated Ones," who play important roles in shaping future events. Part of the Foretold's strategy is to help guide the destinies of the Fated Ones by bestowing them with knowledge, visions, and magic to aid them in achieving important milestones that profoundly influence the future.

As a Fated One, you have abstract visions that help guide you toward your destiny. Though you haven't seen or heard directly from your patron, you know there is incredible power behind the source of your visions—they help to establish a conduit providing you with insights and magical powers. You must fulfill your destiny by interpreting your visions and using your granted powers to the best of your abilities.

Foretold Expanded Spells

Level	Spells
1st	*empathy*, predictive focus**
2nd	*augury, locate object*
3rd	*choose future*, moment reading**
4th	*locate creature, prescient sense**
5th	*contact other plane, legend lore*

* New spell included in this book

Bonus Cantrips

At 1st level, you learn the *adept skill** and *guidance* cantrips. They are counted as warlock cantrips for you and don't count against the number of cantrips you know.

Foretold Inspiration

At 1st level, you gain the ability to tap into the conduit of power provided by your visions to help shape your destiny. When you finish a long rest, you gain a number of d6s equal to your Charisma modifier—these are your Foretold Inspiration dice. You can roll one of the d6s and add the result to one attack roll, saving throw, or ability check you make. You can wait until after you roll a d20, but before the DM tells you whether the roll succeeds or fails before deciding to use one of your Foretold Inspiration dice.

> Having met a small number of warlocks who claim to draw power from such an entity, I can tell ye they have strange ideas about their patron. One said she knew for a fact that the being with whom she had made a pact needed her to perform certain deeds, otherwise it would never exist! Another said he knew exactly who his patron was: It was himself, years from now, speeding him on the path to greater power!
>
> Elminster

Once a die is rolled, it is lost. The dice increase to d8s at 5th level, d10s at 10th level, and d12s at 15th level.

The bonus gained from this feature does not stack with Bardic Inspiration but does stack with *guidance* if you choose yourself as a target with that cantrip.

Retaliatory Strike

At 6th level, you gain an edge against those who seek to hinder your destiny by causing you harm; whenever a creature within 5 feet of you attacks you and deals damage, you can use your reaction to make a melee weapon attack against that creature. On a hit, you deal normal damage for the attack, and the creature has disadvantage on its saving throws against your warlock spells and features until the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier, regaining all expended uses when you finish a short or long rest.

Fated Repercussions

Beginning at 10th level, a creature that interferes with your destiny by causing you harm must face the consequences of their actions. When a creature within 60 feet of you that you can see hits you with an attack that deals damage, you can use your reaction to force it to make Wisdom saving throw against your warlock save DC. On a failed save, the creature takes psychic damage equal to your Charisma modifier + your warlock level, or half as much on a successful one.

You can use this feature a number of times equal to your Charisma modifier, regaining all uses at the end of a short or long rest.

Foretold Destiny

By 14th level, the power to fulfill your destiny through your connection to the Foretold is strong. When you hit a creature with an attack, you can use this feature to force the target to experience unsettling visions of its past, present, and future. In addition to the attack's normal damage, the creature takes 5d10 psychic damage, and it is paralyzed until the end of your next turn as it is totally captivated by its visions.

Once you use this feature, you can't use it again until you finish a long rest.

