

# Joy of Divination

## Introduction

This netbook offers some alternative rules for divination which replace the spells in the player's handbook. My intention is to make divination and counterdivination an interesting battle between two magic users instead of a fail/succeed kind of action. Let me know what of think of it.

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## Core Rule Concept

### Scry Checks

Each creature and place has a *divination target number (DTN)*, a lot like an AC value actually. Spell casters have to beat this number with their scry check to see what is going on at said location. The DTN can be raised by various spells and those who are aware of being scried can make an active defense, replacing the basic DTN with a scry check of their own. Some creatures have special defences against scrying or ways to spy on others.

The DTN is 5 + any ranks in the *scry* skill. It is modified by the following factors:

Caster knows target	+0
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Caster is acquainted with target	+2
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Caster has seen target or a picture of it	+4
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Caster does not know target	+6
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at all	
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Caster does not know approximate location	+4
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Lead Wall, per inch	+2
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Stone Wall, per foot	+2
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Other Plane	+5
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### Detecting Scrying

Creatures with ranks in the *scry* skill are allowed to make an opposed *scry* check against the *scry roll* made for the divination attempt. This check is usually done in secret by the DM. If it succeeds, the target is aware of the scrying and may make *another* check to replace his original DTN.

### Types of Divination

There are several types of divination, which are affected by different rules.

**1. Occult Spies:** These spells create (often invisible) entities that move away from the caster and scout the area for him. Alternatively, they might create this spy tied to an immutable location (e.g. skull scrying as found in *Joy of Necromancy*). These spells remain unchanged but the target may make a check to detect scrying.

**2. Detection Spells:** These spells detect the presence of certain things within a radius (e.g. *detect magic*). They are only modified by the intervening material and the strength of the source. Targets may detect the divination attempt.

**3. Full-Scale Scrying:** These spells allow remote sensing of a location without sending out any kind of spy device etc. They need a scry check to succeed and the target has a chance to detect the scrying. *Locate* spells also belong to this category.

## Extraordinary Abilities

## Divinatory Abilities

Those creatures that have any divinatory ability (e.g. *detect good*) but no *scry* skill, substitute their level or HD plus their charisma/wisdom modifier (choose) for the check. The same rule applies to paladins and other characters with detection abilities.

## Feats

### Scry Shield

The character has learned how to avoid scrying and is thus harder to detect. Alternatively, he has developed mental powers that mislead scrying attempts.

**Prerequisite:** 6 ranks of *scry*.

**Benefit:** The character gets a +4 circumstance bonus to his DTN.

**Special:** This feat may be taken multiple times.

### Subtle Scrying

The character is very good at staying hidden while using scrying magics.

**Prerequisite:** 6 ranks of *scry*.

**Benefit:** The difficulty to detect the scrying is increased by 5.

**Special:** This feat may be taken multiple times.

## Spells

The spells with the short descriptions are spells from the PHB which have been altered by these rules.

### Detect Scrying

In order to see who is scrying you, the normal procedure for a *full-scale scrying* has to be performed.

### Discern Location

This spell works exactly as described in the description and is not subject to the new rules.

## Locate Object/Creature

A polymorph spell grants a +15 circumstance bonus to DTS.

## Mental Wall

Abjuration

**Level:** Wizard 3, Cleric 2, Druid 3

**Components:** V, S

**Casting Time:** 1 action

**Target:** Self

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

The character creates a mental wall around himself that protects him from divination spells. His DTN is increased by 5 points per caster level. This is a deflection bonus.

## Minor Protection from Divination

Abjuration

**Level:** Wizard 1, Cleric 1, Druid 1

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 feet + 10 ft./level)

**Target:** 1 creature or item

**Duration:** 1h/level

**Saving Throw:** Will (harmless)

**Spell Resistance:** No

The character or item affected by this spell is harder to detect, granting a +4 circumstance bonus to DTN.

## Nondetection

This spell grants a +1 circumstance bonus per caster level to the DTN (max. 20).

## Redirect Divination

Abjuration

**Level:** Bard 5, Wizard 5, Cleric 5, Druid 5

**Components:** V, S, M

**Casting Time:** 1 minute  
**Range:** Medium (100 feet + 10 ft./level)  
**Area:** one room or outdoor location with a maximum 10 feet radius  
**Duration:** 1h/level  
**Saving Throw:** Will (harmless)  
**Spell Resistance:** No

If the area affected by this spell is subject to a successful scrying, this spell redirects the divination target to another place within 10 miles/caster level, if the *scry* check was not at least 5 points higher than the DTN. To the caster of the divination spell it will appear as if the new location was the one he originally targeted.

The caster of *redirect divination* has to know the new target very well, having been there at least 4 hours.

### Wreck Mental Wall

Evocation  
**Level:** Bard 4, Wizard 4, Cleric 4  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Area:** 1 mile/level  
**Target:** 1 creature or item  
**Duration:** Instantaneous  
**Saving Throw:** Will  
**Spell Resistance:** Yes

This spell was designed to break down defences against divination magic. All affected targets within range will lose any deflection bonus to DTN they have.