Divination Spell List (DnD, Pathfinder & Planar Magic Inspired for Decennium Descent)

Theme: Prophecy, truth-seeking, fate-binding, foresight, planar awareness, and divine insight. The Divination school reveals, manipulates, or channels the hidden layers of reality, sometimes invoking aid from higher planes.

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🎓 Cantrips (Level 0) – 8 Spells Known

1. Foresight Flicker – Next enemy roll against you has Disadvantage.

2. Guiding Spark – Know true north or locate nearest magical presence.

3. Omen Whisper – Hear a vague message from beyond; DM gives cryptic tip.

4. Detect Emotion – Sense basic emotion of one creature (happy, afraid, angry, etc.).

5. Aura Glimpse – See magical auras briefly (10-ft radius).

6. Far Echo – Replay last 6 seconds of speech in location.

7. Predict Movement – Gain +1 to next DEX save or attack roll.

8. Soul Mark – Tag a creature for 1 minute; you know its direction if within 1 mile.

📕 Level 1 Spells – 8 Known

1. Identify – Reveal properties of magical item or effect.

2. Detect Magic – See magic within 30 ft (concentration).

3. True Sight (Lesser) – See invisible/hidden creatures for 1 minute.

4. Warning Ward – Trap glows if enemy enters; does no damage.

5. Scribe Destiny – Learn a creature’s greatest desire or fear (WIS save resists).

6. Mark Omen – Mark a creature; reroll 1 attack against them within 1 hour.

7. Clairaudience (Lesser) – Hear a distant known location for 1 minute.

8. Fate Coin – Once in next hour, flip coin to reroll any 1 die result.

📕 Level 2 Spells – 4 Known

1. Augury – Ask if action will lead to good/bad results (yes/no/unclear).

2. Divine Perception – See if target is under divine influence (blessed, cursed, possessed).

3. Clairvoyance – See or hear a location within 1 mile.

4. Vision Trap – Plant false sight into an enemy's mind; disorients and causes 2d6 psychic.

📕 Level 3 Spells – 4 Known

1. Eyes of the Divine – See through magical and mundane disguises.

2. Future Echo – Next round, choose initiative order for allies.

3. Reveal Weakness – Target's next saving throw is made with Disadvantage.

4. Planar Window – Open vision into another plane; detect native beings and effects.

📕 Level 4 Spells – 4 Known

1. Zone of Truth – 15-ft zone; creatures must save to lie.

2. Fate Reversal – Force a reroll of one attack, save, or check anywhere on battlefield.

3. Seal Vision – Block divination spells from affecting an area or creature.

4. Aspect of Insight – Gain advantage on all mental saves and +2 INT/WIS for 1 minute.

📕 Level 5 Spells – 4 Known

1. Planar Summons (Lesser) – Summon a celestial, elemental, or outsider (CR 5 or lower).

2. Prophetic Frenzy – Gain 3 premonitions: spend to negate hits, auto succeed saves, etc.

3. Vision of Ruin – Target sees future self's demise: WIS save or stunned 1 round + 5d6 psychic.

4. Woven Threads – Alter a creature’s recent memory (last 1 minute, WIS save resists).

📕 Level 6 Spells – 4 Known

1. True Seeing – See through all illusions, invisibility, and shapechanges.

2. Planar Binding (Minor) – Compel an extraplanar creature to serve you (up to CR 8).

3. Chrono Lock – Creature becomes frozen in time for 1 round (no save, 1 target only).

4. Eye of Judgement – Reveal and suppress one creature’s class features for 1 round (WIS save resists).

📕 Level 7 Spells – 4 Known

1. Mass Revelation – Reveal hidden traps, enemies, magic, and lies in 60-ft cone.

2. Planar Summons (Greater) – Summon two extraplanar allies (up to CR 8 each).

3. Premonition Shield – You or an ally takes no damage from next 2 attacks or spells.

4. Fate Echo – Copy one non-damaging spell cast in last 3 rounds.

📕 Level 8 Spells – 4 Known

1. Divine Intervention (Lesser) – Call on deity to cast a spell of 6th level or lower as free action.

2. Mind Ravel – Target suffers confusion and forgets last 5 minutes; WIS save resists.

3. Stitch Fate – Change one failed death save or auto-revive a dying target.

4. Seal of Banishment – Banish up to 3 extraplanar creatures (CHA save resists).

📕 Level 9 Spells – 8 Known

1. Divine Intervention (Greater) – Ask your god a single question or task; result is GM-determined miracle.

2. Summon Herald of the Planes – Call a unique CR 15+ celestial, elemental, or outsider to aid you.

3. Prophecy Fulfilled – Declare one creature’s next action: they must succeed INT save or do it.

4. Time Fracture – Enemies reroll all d20s at disadvantage for 1 minute.

5. Foresight (Perfect) – You cannot be surprised or critically hit for 1 hour; advantage on all saves.

6. Oracle of Eternity – Ask 3 yes/no questions and receive divine truth.

7. Soul Reflection – Target is forced to fight a version of themselves for 3 rounds.

8. Thread Severance – Instantly end 1 effect or condition, or cause death if creature fails CHA save and is under 25 HP.