

DEEP MAGIC

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COMBAT DIVINATION

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Combat Divination



In societies dominated by martial traditions, magic may be disdained or looked down upon as a tool for only those who are too weak or too cowardly to fight their enemies with flesh and steel. The combat divination tradition of arcana is the exception; martial societies prize this magic above other types because it has direct applications in the confusing, frightening, close-range combat they favor.

Combat divination enhances a warrior's ability to anticipate foes' actions and react to enemy intentions even before an attack or an ambush takes place. Battle seers learn to notice subtle queues that others miss, heed premonitions, and trust their lives to their honed intuition.

Most spells of the combat divination tradition are cast as reactions or as bonus actions, often swinging the balance of battle before the first blow has even been struck.

Feats

These feats are available to all characters. Even if feats aren't in general use in your campaign, your GM can allow these as an exception to introduce combat divination magic.

ARCANE PRESCIENCE

Prerequisite: Proficiency with Arcana

As part of your reaction, you can make an Intelligence (Arcana) check to discern the identity of a spell you see being cast. The DC for the check = 10 + the spell's level. If the check succeeds, you or one ally of your choosing have advantage on the saving throw against that casting of the spell. After identifying the spell, you can move up to 10 feet or half your speed, whichever is less.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain expended uses after you finish a short or long rest.

CLAIRVOYANT WARRIOR

You have a mystical connection to the ebb and flow of combat and can anticipate and even influence the actions of nearby combatants.

You learn one 1st-level spell of your choice from the divination school of magic. The spell must have a casting time of 1 reaction or 1 bonus action. Choose Intelligence, Wisdom, or Charisma to be your spellcasting ability for this spell. You can cast the spell a number of times equal to your spellcasting ability modifier (minimum of 1). You regain expended castings after finishing a long rest.

This feat can be taken more than once. Choose a different spell each time the feat is taken.

Sorcerous Origin: Farseer

Your magic comes from a god of prophecy and prognostication who imbued a sliver of its power in your ancestry. Farseers can trace their power through the generations to a single, powerful ancestor whose divine gift gave them access to the webs of fate. Others are plagued by visions and omens with no knowledge of their august lineage. These unfortunate men and women may be driven to madness and ostracized by their uncontrolled, forbidden knowledge. Regardless, the touch of the divine has forever changed you and the skeins of fate unravel in your view.

Except as noted below, farseers function as sorcerers and use the sorcerer spell list.

BLOOD OF THE SEER

When you choose this origin at 1st level, the blood of your ancestors signals your destiny. You become proficient in the skills Insight and History. Your preternatural sense of what is to come also allows you to sense imminent danger, so you make initiative checks with advantage.

QUICKENING

Starting at 1st level, you can take the Dodge action as a bonus action on your turn. You can do this a number of times equal to your Constitution modifier (minimum of 1). You regain expended uses after finishing a long or short rest.

COMMUNE WITH THE UNKNOWN

Upon reaching 6th level, your prophetic insight allows you to commune with otherworldly powers. By focusing all your attention on a single yes-or-no question for 1 minute, you can pose that question to the powers beyond. The entity that responds to your

Combat Divination At Your Table

In practical terms, the only way to implement divination in combat is for the GM to tell players what their foes intend to do. By relying heavily on characters' use of reactions—a limited resource with many important uses—players can experience a (very limited) sense of precognition when they interrupt a foe's turn to alter the outcome of the foe's action or boost their defense against it.

Instead of thinking about this as characters reacting to things that are already happening, think of it as characters acting a split second before the foe, thanks to their magical training.

When implementing these new spells and class features, remember that reactions are used only on someone else's turn, never on the reacting character's turn; bonus actions are used only on the acting character's turn, never on someone else's turn; and that a character can take only one bonus action per turn and only one reaction per round unless a spell or ability specifically allows more. If a spell is cast as a bonus action, that character can also use their action to cast a cantrip but not to cast another spell of level 1 or higher.

question has vast knowledge of everything that has happened and of everything that is likely to happen. It isn't omniscient, however; it can predict the future only in terms of what may happen, not what's certain to happen. Questions about the future must be phrased in terms of what's possible or plausible to avoid nonanswers. You must finish a short or long rest before communing with the unknown again.

TIME SLIP

Beginning at 14th level, the skeins of time enshroud your body, distorting the fabric of reality around you. As an action you can expend 3 sorcery points to step out of sync with probable futures. You can be seen only as an indistinct, shimmery outline. Attacks against you are made with disadvantage and you have resistance against nonmagical bludgeoning, piercing, and slashing damage. Additionally, you can move through other creatures and solid objects as if they were difficult terrain. If you end your turn inside a solid object, you take 5 (1d10) force damage.

The effect lasts for up to 1 minute, provided you maintain concentration on it as on a spell.



SHARING THE DREAM

At 18th level, visions of likely futures constantly weave across your consciousness. You can share that foreknowledge with your companions. As an action, you can grant up to five creatures (which can include yourself) advantage on attack rolls or saving throws (each creature chooses for itself) for up to 1 minute, provided you maintain concentration on this effect as on a spell. You must expend 2 sorcery points per affected creature to trigger this effect.

Warlock Patron: The Sibyl

You have made a pact with the Sibyl, a divine being associated with prophecy, knowledge, and fate. Your patron guides you through visions, portents, and periods of ecstatic clarity to act on its behalf and to further its stratagems. Your relationship to your patron is different from that of its clergy. You are not asked for faith, worship, or adulation; instead, you serve solely through your action and influence in the world. Because of that, you might have a strained relationship with the deity's most dedicated priests and other zealots.

Except as noted below, you function as a warlock and use the warlock spell list.

EXPANDED SPELL LIST

The Sibyl lets you choose from an expanded list of spells when you learn a warlock spell. You can choose any combat divination magic spell when you learn a new spell. Additionally, the following spells are added to the warlock spell list for you.

SPELL LEVEL	Spells
1st	<i>alarm, seer's reaction</i>
2nd	<i>augury, blindness/deafness</i>
3rd	<i>bestow curse, clairvoyance</i>
4th	<i>confusion, divination</i>
5th	<i>eidetic memory*, Hod's gift*</i>

* see *Midgard Heroes Handbook*

TOUCHED BY THE SYBIL

At 1st level, you are driven to ecstatic gibbering and utterances through your connection to your patron. Your prophetic commentary, startling insights, and frenetic appearance is unsettling, distracting, and psychically damaging to your target. Although the manifestation is different, this functions identically to the *vicious mockery* cantrip.

Additionally, you are proficient at Performance. Your proficiency bonus is doubled for ability checks you make using Performance.

DISASTROUS PROGNOSTICATION

Starting at 6th level, you can direct your patron to infiltrate and overwhelm your target's psyche with prophetic knowledge of failures from the target's immediate future. As an action, target a creature that can see and hear you within 60 feet. It must make a successful Charisma saving throw or be stunned until the end of your next turn.

After using this feature, you can't use it again until you finish a short or long rest.

WHISPERED WARNINGS

Starting at 10th level, the sibylline voices in your mind become clearer and more focused. The voices bolster your mindfulness of your surroundings and grant you a preternatural awareness of creatures that mean you harm. While wearing light or no armor, you can add your Charisma modifier (minimum of 1) to your armor class.

PIERCE THE VEIL

Starting at 14th level, when you inflict psychic damage to a target, you can also inundate it with frenetic and discordant voices of doom. The awful truths revealed to the target cause $8d10$ psychic damage and it is confused (as the spell) until the end of its next turn.

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

THE SIBYL AND YOUR PACT BOONS

Pact of the Blade. Your weapon is usually, but not always, the weapon favored by your patron. When you create or summon your pact weapon, you can choose whether it does its standard damage type or psychic damage.

Pact of the Chain. Your patron grants you a special familiar, a giant moth (see *Creature Codex*), to aid you.

Pact of the Tome. Your tome is an illuminated manuscript with depictions of ancestral prophets foretelling events to come. As your adventuring career progresses, new illuminations appear in the book's pages, displaying your notable actions in the service of your patron. While this book is on your person, your passive Perception score is increased by 1 when being matched against enemy Stealth check results.

Martial Tradition: Prescient Knight

The prescient knight is the culmination of long years of study, practice, and dedication to the craft of combat divination by those seeking the ultimate martial expression of that art. Their ability to meld martial prowess with combat divination makes them a formidable force on the field of battle.

Except as noted below, prescient knights function as fighters.

BONUS PROFICIENCY

When you choose this archetype, you become proficient in the Arcana skill.

REACTIVE ECHO

When choosing this archetype, your ability to anticipate the actions of your foes allows you to take a second reaction during a round in which you use your Action Surge.

SPELLCASTING

At 3rd level, you gain the ability to cast spells.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional cantrip of your choice from the wizard spell list at 10th level.

Spell Slots. The Prescient Knight Spellcasting table indicates how many spell slots you have available for casting spells. You regain used spell slots upon completing a long rest.

FIGHTER LEVEL	Cantrips Known	Spells Known	1	2	3	4
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spells Known of 1st level and Higher. The Prescient Knight Spellcasting table shows how many spells are known at 1st level and higher. When choosing this martial tradition, you learn three 1st-level spells. You are limited in your selection to wizard spells of the divination and abjuration schools. Additionally, you can choose any divination spell with a casting time of 1 reaction or 1 bonus action, whether or not it's on the wizard spell list. You learn additional spells as you progress; newly learned spells have the same school and list restrictions as your original spells.

Whenever you gain a level, you can replace one spell you know with another from among those spells you can know.

Spellcasting Ability. Intelligence is your spellcasting ability. Use your Intelligence modifier when making an attack roll with a spell and when determining your spell saving throw DC.

MARTIAL CASTER

At 3rd level you can cast spells having a somatic component while you are wielding a weapon and/or shield, provided you are proficient with those items.

CONSTANT VIGILANCE

Beginning at 7th level, you have a preternatural awareness of your surroundings in times of duress. If you are surprised but not incapacitated at the start of combat, you can use your Action Surge to negate surprise for yourself and take a normal turn plus one additional action (for the Action Surge) in the first round of combat. Additionally, using your Action Surge this way allows you to give sufficient warning to your allies who are within 15 feet of you so they can also start taking reactions after your turn.

EVASION

At 10th level, your foreknowledge of events to come allows you to position yourself in the most advantageous manner. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and half damage if you fail.

ANTICIPATORY STRIKE

At 15th level, your connection to threads of fate strengthens, providing greater insight into the movements and actions of your opponents. When you use an Action Surge, you have advantage on attack rolls and a +2 bonus to your AC until the end of your next turn.

ACTION FREE OF THOUGHT

At 18th level, your martial mastery of combat divination is such that you are able to react to your opponent without conscious thought and with minimal physical effort. During combat, you can take one reaction every turn instead of one per round.

Combat Divination Spell List

1ST LEVEL

- Alter Arrow's Fortune*
- Anticipate Weakness*
- Foretell Distraction*
- Insightful Maneuver*
- Litany of Sure Steel*
- Seers Reaction*
- Slippery Fingers*
- Twist the Skein*

2ND LEVEL

- Anticipate Attack*
- Avoid Grievous Injury*
- Distraction Cascade*
- Distracting Divination*
- Heartstrike*
- Soothsayer's Shield*

3RD LEVEL

- Anticipate Arcana*
- Scry Ambush*
- Sidestep Arrow*
- Targeting Foreknowledge*

4TH LEVEL

- Energy Foreknowledge*

Combat Divination Spells

ALTER ARROW'S FORTUNE

1st-level divination (bard, cleric, druid, ranger, sorcerer, wizard)

CASTING TIME: 1 reaction, when an enemy makes a ranged attack that hits

RANGE: 100 feet

COMPONENTS: S

DURATION: Instantaneous

You clap your hands, setting off a chain of tiny events that culminate in throwing off an enemy's aim. When an enemy makes a ranged attack (weapon or spell) that hits one of your allies, this spell causes the enemy to repeat the attack roll unless the enemy makes a successful Charisma saving throw. The attack is resolved using the lower of the two rolls (effectively giving the enemy disadvantage on the attack).

ANTICIPATE ATTACK

2nd-level divination; (bard, cleric, druid, paladin, ranger, sorcerer, wizard)

CASTING TIME: 1 reaction, when you are attacked but before the attack roll is made

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

In a flash of foreknowledge, you spot an oncoming attack with enough time to avoid it. Upon casting this

spell, you can move up to half your speed without triggering opportunity attacks. The attack still occurs but misses automatically if you are no longer within the attack's range, are impossible for the attack to hit, or can't be targeted by that attack in your new position. If none of those apply but the situation has changed—you've moved into a position with cover, for example—then the attack is made under those new conditions.

ANTICIPATE ARCANA

3rd-level divination (bard, cleric, paladin, sorcerer, warlock, wizard)

CASTING TIME: 1 reaction, when an enemy you can see casts a spell

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

Your foresight gives you an instant to ready your defenses against a magical attack. When you cast *anticipate arcana*, you have advantage on saving throws against spells and other magical effects until the start of your next turn.

ANTICIPATE WEAKNESS

1st-level divination (bard, cleric, druid, ranger, sorcerer, wizard)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

With a quick glance into the future, you pinpoint where a gap is about to open in your foe's defense and then you strike. Upon casting *anticipate weakness*, you have advantage on attack rolls until the end of your turn.

AVOID GRIEVOUS INJURY

2nd-level divination (bard, cleric, druid, sorcerer, warlock, wizard)

CASTING TIME: 1 reaction, when you are struck by a critical hit

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

You cast this spell when a foe strikes you with a critical hit but before damage dice are rolled. The critical hit against you becomes a normal hit.

DISTRACTION CASCADE

2nd-level divination (bard, cleric, druid, ranger, sorcerer, warlock, wizard)

CASTING TIME: 1 reaction, when an ally declares an attack against an enemy you can see

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

With a flash of foresight, you throw a foe off balance. Target one creature you can see that your ally has just declared as the target of an attack. Unless that creature makes a successful Charisma saving throw, attacks against it are made with advantage until the end of this turn.

DISTRACTING DIVINATION

2nd-level divination (bard, cleric, sorcerer, warlock, wizard)

CASTING TIME: 1 reaction, when an enemy attempts to cast a spell

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

Foresight tells you when and how to be just distracting enough to foil an enemy spellcaster. When an adjacent enemy attempts to cast a spell, make a melee spell attack against that enemy. If it hits, the enemy's spell fails and has no effect; the enemy's action is used up but the spell slot isn't expended.

ENERGY FOREKNOWLEDGE

4th-level divination (bard, cleric, druid, sorcerer, wizard)

CASTING TIME: 1 reaction, when you are the target of a spell that does cold, fire, force, lightning, necrotic, psychic, radiant, or thunder damage

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

When you cast *energy foreknowledge*, you gain resistance to every type of energy listed above that's done by the spell hitting you. This resistance lasts until the end of your next turn.

AT HIGHER LEVELS: When *energy foreknowledge* is cast with a spell slot of 5th level or higher, you can include one additional ally in its effect for each slot level above 4th. Affected allies must be within 15 feet of you.

FORETELL DISTRACTION

1st-level divination (bard, cleric, ranger, sorcerer, warlock, wizard)

CASTING TIME: 1 bonus action

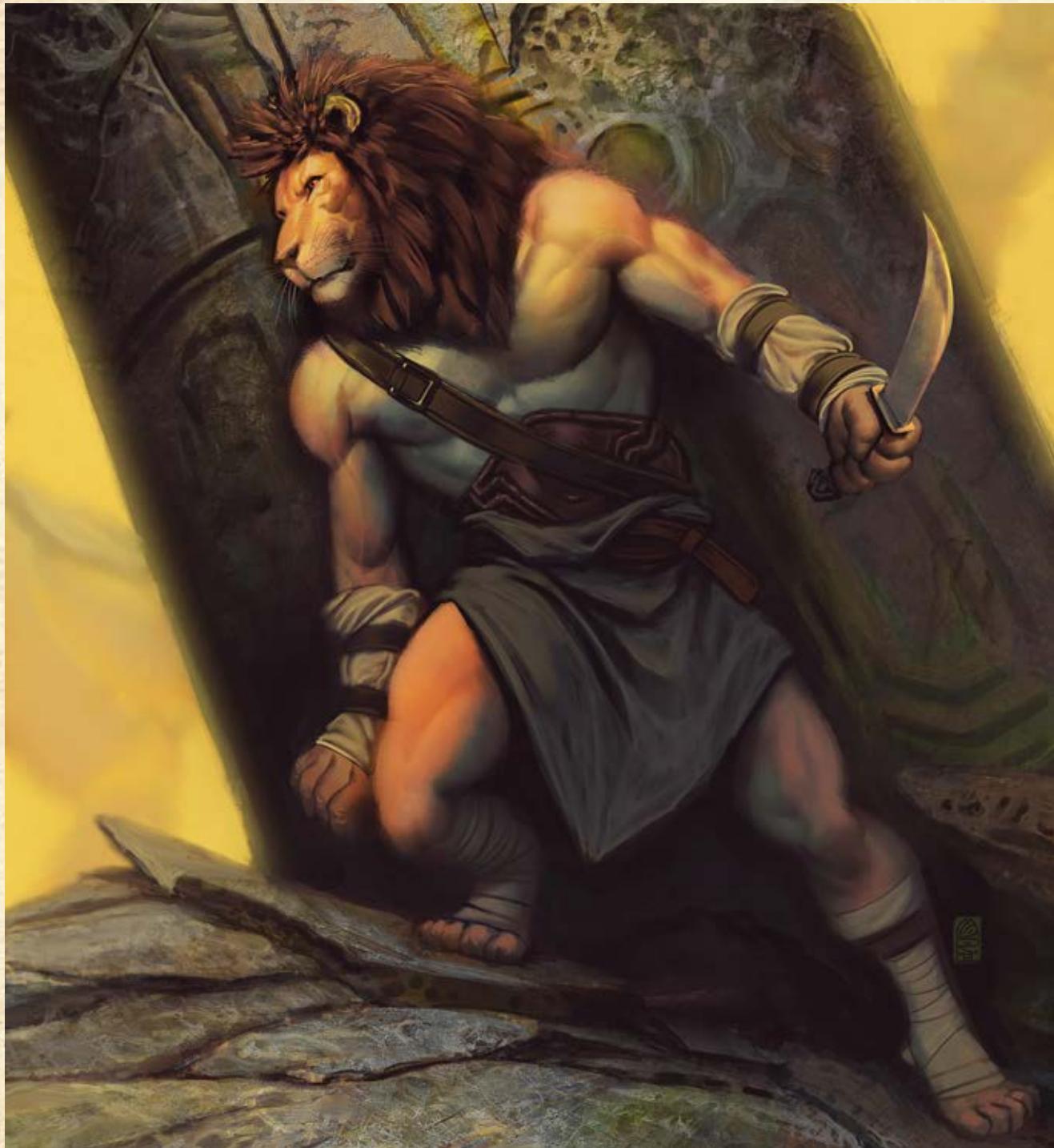
RANGE: Self

COMPONENTS: S

DURATION: Instantaneous

Thanks to your foreknowledge, you know just when your foe will take his or her eyes off you. Casting this spell has the same effect as making a successful Dexterity (Stealth) check, provided cover

or concealment is accessible within 10 feet of you. It doesn't matter whether enemies can see you when you cast the spell; they glance away at just the right moment. You can move up to 10 feet as part of casting the spell, provided you're able to move (not restrained or grappled or reduced to a speed less than 10 for any other reason). This doesn't count as part of your normal movement. After the spell is cast, you must be in a position where you can remain hidden: a lightly obscured space, for example, or a space where you have total cover. Otherwise, enemies see you again immediately and you're not hidden.



HEARTSTRIKE

2nd-level divination (druid, ranger)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, S, M (an arrow, bolt, or other missile)

DURATION: Instantaneous

The spirits of ancient archers carry your missiles straight to their targets. You have advantage on ranged weapon attacks until the start of your next turn, and you can ignore penalties for half cover, three-quarters cover, and light obscuration when making those attacks.

INSIGHTFUL MANEUVER

1st-level divination (cleric, paladin, ranger, sorcerer, warlock, wizard)

CASTING TIME: 1 bonus action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

With a flash of insight, you know how to take advantage of your foe's vulnerabilities. Until the end of your turn, the target has vulnerability to one type of damage (your choice).

Additionally, if the target has any other vulnerabilities, you learn them.

LITANY OF SURE HANDS

1st-level divination (paladin)

CASTING TIME: 1 bonus action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: 1 minute

This litany allows the recipient to perform clumsy tasks with speed and alacrity. The target of the litany ignores the loading property of weapons and can drink a potion as a bonus action for the duration of the spell.

SCRY AMBUSH

3rd-level divination (bard, cleric, druid, ranger, sorcerer, warlock, wizard)

CASTING TIME: 1 reaction, taken at the start of an enemy's turn

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

You foresee your foe's attack a split second before it begins. When you cast this spell, a number of your allies equal to your spellcasting ability modifier (minimum of 1) + your proficiency bonus are not surprised. If you yourself were surprised, you must make a spellcasting check at the moment your reaction should be triggered. The DC equals the initiative number of the current turn. If the spellcasting check fails, you remain surprised and can't use a reaction to cast the spell until after your turn. If the check succeeds, you can take a reaction to cast the spell but you must be one of its targets.



SEER'S REACTION

1st-level divination (bard, cleric, druid, ranger, sorcerer, wizard)

CASTING TIME: 1 reaction, at the start of any other creature's turn

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

Your foreknowledge allows you to act before others because you knew this was going to happen. When you cast this spell, reroll your Dexterity check for initiative with a +5 bonus. Your initiative equals the higher of the two results. If that number is higher than the current initiative number, take your turn immediately but switch to the higher number next round.

SIDESTEP ARROW

3rd-level divination (bard, cleric, druid, ranger, sorcerer, warlock, wizard)

CASTING TIME: 1 reaction, when an enemy targets you with a ranged attack

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

With a few perfectly timed steps, you maneuver a foe between you and danger. You can cast this spell when a foe targets you with a ranged attack but before the attack roll is made, the spell is cast, etc. At least one other foe must be within 10 feet of you when you cast *sidestep arrow*. As part of casting the spell, you can move up to 15 feet to place an enemy between you and the attacker, in the direct line of attack. You must be able to move (not restrained or grappled or reduced to speed 0 for any other reason). This move does not provoke opportunity attacks. After you've moved, the ranged attack is resolved with the intervening foe as the target instead of you.

SLIPPERY FINGERS

1st-level divination (bard, cleric, druid, sorcerer, warlock, wizard)

CASTING TIME: 1 bonus action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

You set a series of small events in motion that cause the targeted creature to drop one nonmagical item of your choice that it's currently holding unless it makes a successful Charisma saving throw. This spell can't cause magic items to be dropped.

SOOTHSAYER'S SHIELD

2nd-level divination (bard, cleric, druid, ranger)

CASTING TIME: 1 reaction, when you are hit by an attack

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

This spell can be cast when you are hit by an enemy's attack. Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack.

TARGETING FOREKNOWLEDGE

3rd-level divination (bard, cleric, druid, ranger, sorcerer, wizard)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: Instantaneous

Twisting the knife, slapping with the butt of the spear, cutting again as you recover from a lunge, and countless other double-strike maneuvers are skillful ways to get more from your weapon. By casting this spell as a bonus action after making a successful melee weapon attack, you inflict an additional 2d6 damage of the weapon's type to the target. If your attack roll was a natural 19, the attack becomes a critical hit and you also add the weapon's basic damage die or dice (the normal damage boost for a critical hit) to the 2d6 bonus damage, along with any other special result you would normally cause with a critical hit.

TWIST THE SKEIN

1st-level divination; (cleric, warlock)

CASTING TIME: 1 reaction, when a creature makes a successful or unsuccessful attack roll, saving throw, or skill check

RANGE: 30 feet

COMPONENTS: S

DURATION: Instantaneous

You tweak a strand of a creature's fate as it makes an attack roll, saving throw, or skill check. Roll 1d20 – 10 to produce a number from 10 to –9. Add that number to the creature's roll, increasing or decreasing the result accordingly. This adjustment can turn a failure into a success or vice versa, or it may not change the outcome at all. The target must use the modified result regardless of whether it's better or worse than the original.

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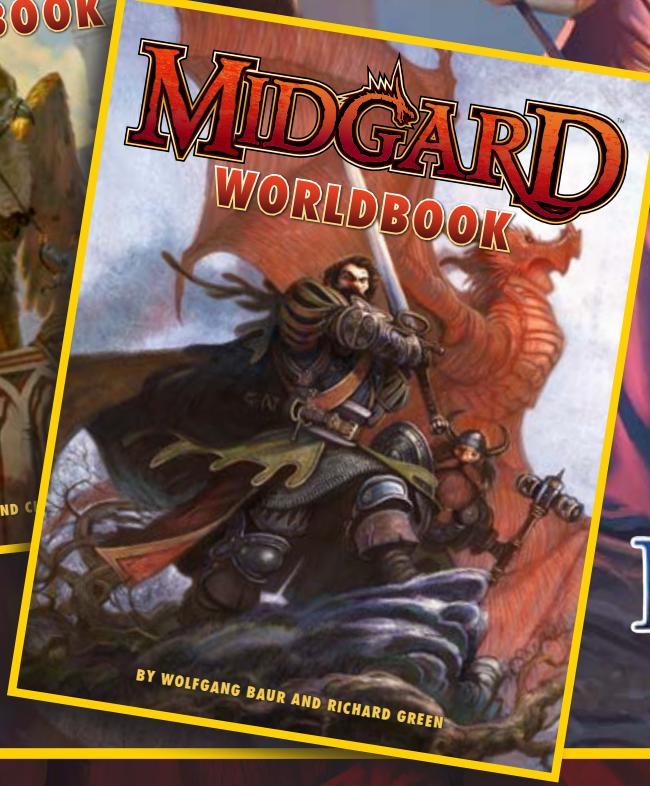
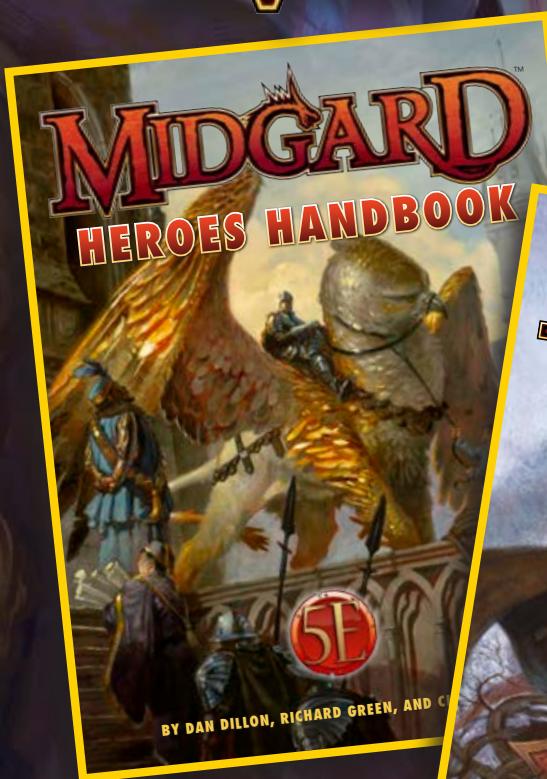
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