

QUEST ETERNAL

Level 13 Diviner

The cover of this medium-sized book is covered in the marked constellations of an unfamiliar night sky. The stars change position when you're not looking at the book.

The longer you hold the book, the stickier its cover becomes.

Spells

7th—greater arcane sight, greater scrying, prismatic spray

6th—chain lightning, contingency, eyebite, legend lore, true seeing

5th—dominate person, fire snake, prying eyes, teleport, telepathic bond

4th—arcane eye, confusion, detect scrying, fear, ice storm, wall of fire

3rd—clairaudience/clairvoyance, dispel magic, displacement, greater magic weapon, hydraulic torrent, lightning bolt, seek thoughts, tongues

2nd—arcane lock, false life, fox's cunning, locate object, resist energy, scorching ray, see invisibility, touch of idiocy

1st—alarm, charm person, comprehend languages, color spray, detect secret doors, expeditious excavation, floating disk, protection from evil, shield, true strike, ventriloquism

Preparation Ritual

Travel Sage (Su) There is nothing like a magic book to enhance the memory. Unlike other boons, you do not spend this one. Until you prepare spells again, you are considered trained in Knowledge (geography). If you are already trained in Knowledge (geography), you gain a +2 circumstance bonus on those checks instead.