

Foresight



Divination

Level: 9

Range: 0

Components: V, S, M

Duration: 2d4 rds. + 1 rd./level

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

This spell grants the caster a powerful sixth sense in relation to himself or another. Although cast upon himself, the wizard can specify that he or another is the beneficiary of the spell. Once the spell is cast, the wizard receives instantaneous warnings of impending danger or harm to the object of the spell. Thus, if he were the object of the spell, the wizard would be warned in advance if a thief were about to attempt to backstab him, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting him with a spell or missile weapon. When the warnings are about him personally, the wizard cannot be surprised and always knows the direction from which any attack on him is made. In addition, the spell gives the wizard a general idea of what action he might take to best protect himself--duck, jump right, close his eyes, etc.--and gives him a defensive bonus of 2 to his Armor Class.

When another person is the object of the spell, the wizard receives warnings about that person. He must still communicate this to the other person to negate any surprise. Shouting a warning, yanking the person back, and even telepathically communicating through a crystal ball can all be accomplished before the trap is sprung, if the wizard does not hesitate. However, the object of the spell does not gain the defensive bonus to his Armor Class.

The material component for this spell is a hummingbird's feather.

Notes: Common spell (PHB).