

## Disrupt Detection

1st-level abjuration (*bard, sorcerer, warlock, wizard*)

**Casting Time:** 1 reaction (which you take to an object or creature is being targeted by a divination spell that you can see being cast)

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

As a reaction to a divination spell targeting a creature or object within range, you can deceptively alter the spell's result, changing one detected characteristic, such as a spell or effect's magic school, a god's influence or a spoken language. You can change any of these characteristics to any other characteristic from the same category, such as changing the detected school of magic from necromancy to divination, but you may not hide the characteristic.

## Broaden Spectrum

4th-level enchantment (*bard, sorcerer, warlock, wizard*)

**Casting Time:** 1 reaction (which you can take when a creature you can see casts a divination spell with an area of effect)

**Range:** 60 feet

**Components:** V, S, M ( a crystal looking glass worth at least 500 gold)

**Duration:** Instantaneous

As a reaction to a divination spell with an area of effect being cast, you enhance its search. The spell's area is increased by half of its range, to a maximum of 60 feet.

Spells such as *detect magic*, which have a range of "self" but have a spherical range count as spells with an area of effect.

## Detect Verbiage

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

**Casting Time:** 1 action (ritual)

**Range:** Self (30-foot sphere)

**Components:** V, S

**Duration:** Concentration, up to 10 Minutes

When you cast the spell, choose a language or a phrase within a certain language. For the duration, you sense the presence of any creatures currently speaking that language or phrase within 30 feet of you. Once you sense a creature this way, you continue to sense it, and can hear what it says until it leaves your range or remains silent for 6 seconds.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Detect Faith

2nd-level divination (*cleric, paladin, warlock*)

**Casting Time:** 1 Action (Ritual)

**Range:** Self (30-foot sphere)

**Components:** V, S

**Duration:** Concentration, up to 10 Minutes

For the duration, you sense the presence of divine influence or faith within 30 feet of you. If you sense faith in this way, you can use your action to see a faint aura around any visible creature or object in the area that believes in or has been blessed by a god, and you learn which god, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

