

# Dead Man's Eyes

Divination

**Level:** Brd 2, Clr 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Effect:** See Text

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

## Description

The best method to gain information is to go straight to the source; when someone dies, though, trying to get information out of him becomes tricky. Wizards are an industrious bunch, however, and when one wants to know how someone died, this spell often allows the spellcaster to figure out what happened.

## Spell Effect

By peering into a dead person's eyes, the caster may see 1 minute / level preceding the corpse's death. The caster views the events in a compressed amount of time, 1 round for every minute of the corpse's past he envisions. A successful Concentration check against a DC of 15 will give near-perfect recall of the events; failure indicates fuzzy recall and partial details. Rolling a natural 1 gives the caster a mangled, inaccurate version of the events leading up to the corpse's demise.

The caster may dismiss the divination at any point. However, if he witnesses the victim's final moment and the victim died violently, the caster immediately suffers 2d6 points of subdual damage from the empathic resonance of the victim's death.

*Material components:* A 50 gp. gem placed over each eye of the corpse.

# Dead Man's Testimony

Divination

**Level:** Brd 6, Clr 6, Sor/Wiz 6

**Components:** V, S, XP

**Casting Time:** 1 Standard Action

**Range:** Touch

**Effect:** See Text

**Duration:** 1 round / level (D)

**Saving Throw:** See Text

**Spell Resistance:** No

## Description

Wizards are always trying to improve upon their predecessors' previous efforts, and this spell is no exception. With greater power, comes greater efficiency, sometimes even bordering upon perfection.

## Spell Effect

*As Dead Man's Eyes, with the following changes:*

<b>Concentration Check:</b>	<b>What Information Can Be Gained:</b>
<b>Natural 1</b>	See Original Spell
<b>2-14</b>	See Original Spell
<b>15</b>	See Original Spell
<b>25</b>	Caster also experiences the corpse's emotions; anger, fear, elation, hope, doubt, excitement, etc.
<b>50</b>	Caster also experiences the corpse's thoughts

There is no material component for the 6<sup>th</sup> level version; instead, the spell has an xp cost of 600 xp. The 6<sup>th</sup> level version of this spell allows a Will save to allow the caster to avoid the effects of subdual damage due to witnessing the moment of death (see original spell.) However, the subdual amount has changed:

<b>Caster Experiences:</b>	<b>Subdual Damage and DC:</b>
<b>Vision Only</b>	2d6 / Will Save DC 15
<b>Vision + Emotion</b>	4d6 / Will Save DC 30
<b>Vision + Emotion + Thoughts</b>	8d6 / Will Save DC 45

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