Divination

- Elevated sight
- Cheat
- Sense lifeblood

Elevated sight

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You cast your eyes skyward, granting you sight from a higher vantage point. You project your vision to see through an invisible sensor which appears in a spot up to 120 feet above you. You can see through the sensor as if you were flying, granting a full 360 degree view from its location. The sensor moves with you, retaining its height in relation to you. You can use a bonus action to adjust the sensor’s height, but only to a maximum of 120 feet above you.
While looking through this sensor you are blind, though you can switch between seeing through the sensor or through your own eyes at any time during your turn.

Spell list: Cleric, Druid, Ranger, Warlock, Wizard

Cheat

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this spell could influence a game of poker, but not the result of a deck of many things.

Sense lifeblood

2nd-level divination (sangromancy)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

As part of casting this spell, you must expend two hit dice or the spell automatically fails. If you do, you can sense the lifeblood flowing within creatures you can see. For the duration of the spell, you can sense whether and how two or more creatures you can see are related biologically.

In addition, you know whether the creature’s current hit points are equal to or below half their maximum hit points and, when you deal damage to such a creature, you roll two additional dice to deal bonus damage. The dice rolled to determine this bonus damage are the same as the two you expended to cast this spell.

At Higher Levels. When you cast this spell with a 4th or 5th level spell slot, you can maintain concentration on this spell for up to 1 hour. When you cast this spell with a 6th level or higher spell slot, you can maintain concentration on this spell for up to 8 hours.