

SEER SPELLS

Table 3: Seer Spells			
Level	Artifice	Divination	Word
0	Click! Detect Secret Doors Detect Snares and Pits	Detect Poison Detect Alignment Orient Self	Read Magic Whispers Write Magic
1	Identity I Jam Construct Mend I Tinker I	Deep Insight Detect Magic Scrye I True Strike I	Bless Water Command I Mage Scribe I Power Word: Tire
2	Mend II Tinker II Toughen Construct Trap Wisdom	Detect Emotion Living Library I Locate Object Status	Align Weapon Consecrate Righteous Aura Whispering Wind I
3	Construct Assembly I Energy Sink Machine Wisdom Tinker III	Arcane Sight I Scrye II See Invisible True Strike I, Snap	Power Word: Deafen Power Word: Distract Tongues I Wish I
4	Detect Traps Gremlin Wisdom Mantle of the Mundane Tinker IV	Detect Lies Locate Person Prying Eyes I True Strike II	Castigate I Mage Scribe II Power Word: Wither Whispering Wind II
5	Construct Assembly II Tinker I, Mass Wire Wisdom Spell Bind I	Living Library II Scrye III Sense Weakness True Seeing	Command II Power Word: Harm Power Word: Nauseate Telepathic Bond
6	Anti-Magic Field I Permanency Identify II Tinker II, Mass	Find the Path Hypercognition Status, Mass True Strike I, Mass	Power Word: Recall Purge Tongues II Wish II
7	Construct Assembly III Contingency Tinker III, Mass	Arcane Sight II Hindsight Scrye IV	Mage Scribe III Power Word: Anguish Power Word: Blind
8	Construct Mimicry Tinker IV, Mass Spell Bind II	Living Library III Pinpoint Prying Eyes II	Castigate II Library of Souls Power Word: Stun
9	Anti-Magic Field II Awaken Construct Construct Assembly IV	Mind Probe Scrye V True Strike II, Mass	Forced Conversion Power Word: Kill Wish III