

Detect Metals and Minerals



Divination, Province: Sand

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 turn + 2 rds./level

Area of Effect: 10-ft. x 5- or 20-ft./level path

Saving Throw: None

This spell allows the caster to divine the location of a single type of ore or mineral deposit per casting. The spell reveals the direction and distance to any such material within its area of effect, as well as the approximate amount of material present. The length of the path is 20 feet per caster level for common materials, 5 feet per level for precious metals or gems. Only one concentration of the material, if present, can be found each round that the spell is in force. (In general, larger concentrations will be noted first, and these may mask a smaller amount unless the caster spends extra time in his examination.)

The material components are a small magnet, a vial of weak acid, and a two-ounce lump of the desired material.

Notes: Common in arabian settings; very rare elsewhere.