

# Due North



## Divination, Geometry

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: The caster

Saving Throw: None

This divination provides the caster with an unerring ability to determine which way is true north. The spell indicates polar north as opposed to magnetic north, should they differ, and operates in any environment or setting. If the caster happens to be in the southern hemisphere, the spell instead indicates true south-the caster can sense which pole is indicated.

Notes: Uncommon for diviners or geometers; otherwise very rare. Known to be in Prismal's Pocket Library, vol. I.