

Find the Path

Divination, Reversible

Level: 7

Range: 0

Components: V, S, M

casting Time: 1 rd.

Duration; 1 turn/level

Area of Effect: The caster

Saving Throw: None

The caster can find the shortest, most direct physical route sought, be it the way into or out of a locale. The locale can be outdoors or underground, a trap, or even a maze spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow (or physical actions to take-for example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph). The spell ends when the destination is reached or when one turn per caster level has elapsed.

The spell frees the caster, and any with him, from a maze spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not his companions, and that, like the find traps spell, it does not predict or allow for the actions of creatures.

The material component is a torch or lantern whose flame will always point in the correct direction. If the flame is extinguished, the spell ends.

The reverse spell, lose the path, makes a creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course. The material component is a torch or lantern flame, which is extinguished as the spell is cast.

Notes: Restricted to diviners; uncommon.