

# Find Treasure



## Divination

Level: 4

Range: 60 yds. + 10 yds./level

Components: V. S. M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 10-ft. wide path

Saving Throw: None

This spell determines the direction of the nearest large mass of treasure (at least 5,000 coins or 50 gems) within range, but not its distance or its exact composition. Only valuable metals, gems, and jewelry are located; worthless metals and those magical items with no precious metals or gems in their construction are not detected. The caster can scan one 10-foot wide path to the limit of his effective range each round, so by standing still and turning in a slow circle over several rounds he can discover if there is any treasure within the spell's range.

The spell ignores all obstacles between the caster and treasure, even solid stone or iron, but the divination can be blocked by a thin coating of lead or by any magical ward effective against divination spells.

The material component is three hairs from a hunting hound.

Notes: Restricted to diviners; uncommon.