

LOCATING WAYS

2. **Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
3. **Pathfinding I** — Caster learns the location(s) of any “path(s)” within 100'; gives the nearest point on path, but not the path's course.
4. **Guidance** — The caster is subtly directed (hints and clues) towards a specific destination (within 100'/lvl) by guidance from his deity. The exact form of the guidance may vary from deity to deity (e.g., a deity of water might leave hints in the rocks of a stream, etc.). For the duration of the spell, the caster must concentrate on following the guidance.
5. **Location I** — Gives the direction and distance to any specific object or place that the caster is familiar with **or** has had described in detail.
6. **Pathfinding III** — As *Pathfinding I*, except range is 300'.
8. **Location III** — As *Location I*, except range is 300'.
9. **Pathfinding V** — As *Pathfinding I*, except range is 500'.
10. **Location V** — As *Location I*, except range is 500'.
11. **Memory's Path** — Caster can remember an exact route he traveled; whether or not he was without one or more of his senses when he made his original journey (e.g., a 12th level caster could remember the course of 12 hours of a trip even if he had been blindfolded). To be effective, this spell must be cast within 1 month of the journey.
12. **Pathfinding X** — As *Pathfinding I*, except range is 1 mile.
13. **Divine Guidance** — As *Guidance*, except the form of the guidance is that of an animal companion sent by the deity. The caster can follow the animal to a specific destination. If more than 24 hours pass without the caster making progress towards the destination, the animal will leave.
15. **Finding I** — Caster can locate any 1 object he describes, if indeed it exists and is in range (e.g., caster could describe a type of mace he had never seen or heard of).
16. **Location X** — As *Location I*, except range is 1 mile.
17. **Pathfinding True** — As *Pathfinding I*, except range is 10 miles.
18. **Finding III** — As *Finding I*, except range is 300'.
20. **Lord Location** — As *Location I*, except range is 20 miles.
25. **Paths True** — As *Pathfinding I*, except range is 1 mile per level **and** exact route(s) within the range are ascertained.
30. **Location True** — As *Location I*, except range is 1 mi per level.
50. **Finding True** — As *Finding*, except range is 100' per level.

CLOSED CHANNELING 2.2.5

LOCATING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Guess	caster	—	self	I
☐ 3)	Pathfinding I	caster	—	100'	I
☐ 4)	Guidance	caster	10 min/lvl(C)	100'/lvl	E
☐ 5)	Location I	1 target	—	100'	P
☐ 6)	Pathfinding III	caster	—	300'	I
☐ 7)					
☐ 8)	Location III	1 target	—	300'	P
☐ 9)	Pathfinding V	caster	—	500'	I
☐ 10)	Location V	1 target	—	500'	P
☐ 11)	Memory's Path	caster	1 hr/lvl	self	U
☐ 12)	Pathfinding X	caster	—	1 mile	I
☐ 13)	Divine Guidance	caster	1 hr/lvl	1 mi/lvl	E
☐ 14)					
☐ 15)	Finding I	1 object	—	100'	P
☐ 16)	Location X	1 target	—	1 mile	P
☐ 17)	Pathfinding True	caster	—	10 mi	P
☐ 18)	Finding III	1 object	—	300'	P
☐ 19)					
☐ 20)	Lord Location	1 target	—	20 miles	P
☐ 25)	Paths True	1 mi R/lvl	—	1 mi/lvl	I
☐ 30)	Location True	1 target	—	1 mi/lvl	P
☐ 50)	Finding True	1 object	—	100'/lvl	P

SPECIAL NOTES

- 1) When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased (see Section 7.1.4).
- 2) A path is defined as either: a trodden path/way or a road/way/track made for a particular purpose. (See also Section 7.1.25).
- 3) When using any *Location* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description “unique” (i.e., no other item within range can possibly match the description).