

# Find the Path



touch



1 turn/level



The target can find the shortest, most direct physical route to a specified destination. The caster must have some knowledge about the location. Even knowing the name of a location (if it has a name) is enough for this spell to function.

The location must be on the same plane as the caster at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take.



BF 21

