

POTION OF DIRECTION:

The effects of this potion last much longer than most potions, continuing for 12-48 (12d4) hours. Consumption of this potion enables a character to retrace his path over any solid terrain, in effect preventing the character from getting lost. If a maze spell is cast at a character under the influence of this potion, he reemerges from the maze after only 2-5 rounds. If the reversed form of a find the path spell is cast on such a character, the spell and the potion will cancel each other out; the potion will be neutralized, but the spell will not affect the character. This potion does not have the same effect as find the path, in that it will not provide clues to the shortest path to the desired location. Note that the user will only be able to retrace a path he travels from the moment the drink is consumed to the moment the drink wears off. Any distance covered before or after that won't be automatically recalled. Once the potion wears off, the enhanced memory one has for the terrain covered will be forgotten; one must rely on a map of the area to successfully retrace his/her path after the potion's effects have expired.

Item Level: 8th; Body Slot: – (held); Caster Level: 11th; Aura: Moderate (DC 16) Divination; Activation: Standard (manipulation)

Weight = 2 #

Value = 800 gp