

Teleport Trace

Level: Sorcerer/Elementalist 4, Cleric 4

Range: 5'

Duration: Instantaneous

Casting Time: 6

Area of Effect: Special

Saving Throw: None (See below)

Magic Resistance: No

This spell allows the caster to analyse the magical residue left after a *Teleport*, in order to find out where the subject went.

The residue becomes fainter over time; this spell must be used within 1 turn/level of the caster of *Teleport Trace* after the *Teleport*.

There is no save, unless the *Teleport* was done with an inherent ability rather than a spell (eg a demon's *Teleport* power), in which case a resistance roll must be made against the *Teleporter's* level.

The spell also works on *Pentagrams of Travel* and *Teleport Circles*. At 10th level, the caster gains the ability to use the spell to track *Plane Shift*, *Gate*, *Astral Spell* and so on.

Once the trace is established, if the caster possesses the ability or spells to follow, they may do so with pinpoint accuracy and no chance of failure or mishap.