

Approach Downwind

Transmutation [Air]

Level: Air 2, Clr 2, Drd 2, Rgr 1**Components:** V,S**Casting Time:** One Standard Action**Effect:** Variable radius centered on the point where you were standing when you cast the spell (see below.)**Duration:** 10 minutes per level**Saving Throw:** None**Spell Resistance:** No

You must be outdoors to cast this spell (this spell affects the prevailing, naturally occurring winds in the area, rather than creating magical winds.) You stand in a given spot, and cast the spell; the spot where the spell was cast serves as the center point to a radius which equals $\frac{1}{4}$ mile per caster level (maximum 1 mile radius at 4th level caster.)

The wind within the area of effect will always blow in such a way as to cause anyone (including the caster and his allies!) attempting to use the Scent ability within the spell's area to be treated as if he or she were attempting to detect creatures approaching downwind (i.e., anyone in the area using the Scent ability will be limited to a range of 15 feet, unless the smell is strong [30 ft.] or overwhelming [45 ft.]; for details, see MM pp. 314.)

This spell also has the additional effect of granting a bonus to Saving Throws, equal to +1 per caster level (maximum +4 at 4th level caster) vs. the Stench attacks of Ghosts, to all creatures within the spell's area of effect, friend and foe alike. When the spell's duration ends, the winds in the affected area return to normal.

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