



Wizard's Path

by Sam Kirschbaum

Each spell that the wizard casts comes from the core Pathfinder Role Playing Game spell list for Wizards.

Each indented paragraph has the wizard casting a single capitalized spell against a single target.

By using the level of the spell to index into the object being targeted, the partial answer is found.

Spell Name	Spell Level	Target	Target Index by Level	Target Index by Level+1
Grease	1	Sinkhole	S	I
Rainbow Pattern	4	Wraith	I	T
Dispel	3	Bulwark	L	W
Flaming Sphere	2	Beastmen	E	A
Transmute Rock to Mud	5	Cairns	N	S
Scorching Ray	2	Stag	T	A
Daylight	3	Jasmine	S	M
Cause Fear	1	Pixies	P	I
Daze Monster	2	Demon	E	M
Sleep	1	Lizards	L	I
Suggestion	3	Falcon	L	C

The first level of the puzzle gives the answer SILENTSPELL which refers to a metamagic Silent Spell that increases the level of a spell by 1 but allows the caster to avoid needing any somatic components.

By repeating the maze with the addition of this metamagic, the wizard is able to reach the end without disturbing the leprechaun.

By indexing into the same words as the first time but going 1 letter further, the final answer is revealed. Unfortunately for the wizard, the final answer is that IT WAS A MIMIC.

ANSWER:

IT WAS A MIMIC