

## Find Person

### Divination

Level: 4

Range: Infinite

Casting Time: 1 rd.

Components: V, S, M

Duration: 1 turn/level

Area of Effect: 1 person

Saving Throw: None

This spell reveals a person's location as a compass direction (as well as "up" and "down") and most basic life readings: alive or dead. It reveals less information in two cases:

- If the person is on another plane of existence, the spell only reveals that the person is "outside."
- If the person is imprisoned, the spell reveals only that the person is "confined."

In both of these two special cases no direction or life reading is possible. The spell is never more accurate than this.

The caster must know the name of the person sought or have personally seen the individual at least once in order for the spell to function.

### Typical readings include:

- |                           |                  |
|---------------------------|------------------|
| 1. South-southwest, dead. | 4. North, alive. |
| 2. Outside.               | 5. Confined.     |
| 3. East, down, dead.      | 6. Up, alive.    |

The components of the spell are a rod or staff with a continual light spell cast upon it, and a garment of the person searched for or a personal article of sentimental value.

Notes: Uncommon for diviners; otherwise very rare. Known to be in Prismal's Pocket library, Vol. IV.