

Locating Ways

Level	Spell	Area of Effect	Duration	Range	Type
1)	Orientation	caster	—	self	
2)	Guidance	caster	10 min/lvl (C)	100'/lvl	
3)	Tag I	1 target	10 min/lvl	100'	
4)	Location I	1 target	1 min/lvl	10'/lvl	
5)	Find Marked I	1 target	1 min/lvl	10'/lvl	
6)	Find Sanctum I	1 target	1 min/lvl	10'/lvl	
7)	Find Person I	1 target	1 min/lvl	10'/lvl	
8)	Tag II	1 target	1 hr/lvl	100'	
9)	Location II	1 target	1 min/lvl	100'/lvl	
10)	Find Marked II	1 target	1 min/lvl	100'/lvl	
11)	Find Sanctum II	1 target	1 min/lvl	100'/lvl	
12)	Find Person II	1 target	1 min/lvl	100'/lvl	
13)	Tag III	1 target	1 day/lvl	100'	
14)	Location III	1 target	1 min/lvl	500'/lvl	
15)	Find Marked III	1 target	1 min/lvl	500'/lvl	
16)	Find Sanctum III	1 target	1 min/lvl	500'/lvl	
17)	Find Person III	1 target	1 min/lvl	500'/lvl	
18)	Tag IV	1 target	1 month/lvl	100'	
19)	Location IV	1 target	1 hr/lvl	1000'/lvl	
20)	Divine Guidance	caster	1 hr/lvl	1 mil/lvl	
25)	Find Marked True	1 target	1 hr/lvl	1 mil/lvl	
30)	Find Sanctum True	1 target	1 hr/lvl	1 mil/lvl	
35)	Find Person True	1 target	1 hr/lvl	1 mil/lvl	
40)	Find Tag True	1 tag	1 day/lvl	100 mile/lvl	
50)	True Finding	1 target	1 day/lvl	100 mile/lvl	

1. Orientation – Caster knows which way is up and where the cardinal directions (north, east, south, and west) lie.

2. Guidance – Caster is subtly directed (by signs, hints and clues) towards a specific destination (within 100'/lvl) by guidance from the caster's deity. The exact form of the guidance may vary from deity to deity (e.g., a deity of water might leave hints in the rocks of a stream, etc.). For the duration of this spell, the caster must concentrate on following the guidance to perceive the clues.

3. Tag I – Caster places a distinctive "tag" on the aura of a person or item, which will qualify as a unique descriptive marker for purposes of *Location* (e.g., the caster could cast *Tag I* on a common coin and *Location* would be able to pick it out amongst all the various similar coins).

4. Location I – Gives the direction and distance to any specific object or place with which the caster is familiar or has had described in detail. The caster must have the dimensions of the object exact within 10% of actual size **and** know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.). Note that sometimes the caster must know more than two other attributes to make the item unique), although the *Tag* spells allow one to shortcut this process.

5. Find Marked I- Gives the direction and distance to a known person who has been marked with *Holy Mark*.

6. Find Sanctum I - Gives the direction and distance to any Holy or Sanctified place, shrine, church or safe haven of the casters faith.
7. Find Person I – As Locate I but gives the direction and distance to any specific person with which the caster is familiar or has had described in detail.
8. Tag II – As *Tag I*, except for duration.
9. Location III – As *Location I*, except range is 100'/lvl.
10. Find Marked II - As Find Marked I, but range is 100'/lvl.
11. Find Sanctum II - As Find Sanctum I, but range is 100'/lvl.
12. Find Person II – As Find Person I but range is 100'/lvl.
13. Tag III – As *Tag I*, except for duration.
14. Location III – As *Location I*, except range is 500'/lvl.
15. Find Marked II - As Find Marked I, but range is 100'/lvl.
16. Find Sanctum II - As Find Sanctum I, but range is 100'/lvl.
17. Find Person III – As Find Person I but range is 500'/lvl.
18. Tag IV – As *Tag I*, except for duration.
19. Location IV – As *Location I*, except range is 1000'/lvl.
20. Divine Guidance – As *Guidance*, except the form of the guidance is that of a spirit/vision/animal etc sent by the deity. The caster can follow the guide to a specific destination.
25. Find Marked True - As Find Marked I, but range is 1 mile/lvl.
30. Find Sanctum True - As Find Sanctum I, but range is 1 mile/lvl.
35. Find Person True – As Find Person I but range is 1 mile/lvl.
40. Find Tag True - As Locate I, but finds any tags within 100 mile/lvl.
50. True Finding – As Locate, Find Person, Find Marked, and Find Holy Sanctum but range is 100 miles/lvl.