

# The “World of Hurt” Missing Person Spread

An intentional absence (Ran away or is in hiding)	Escaping Something	Yes or No (See Table)	Wands = Soon Sword = Weeks Cups = Months Coins = Years
Coaxed, coerced or captured (Lured away, kidnapped or jailed)	Taken	Yes or No (See Table)	Wands = Soon Sword = Weeks Cups = Months Coins = Years
Mentally feeble or disoriented (Incompetent, not of sound mind)	Dazed and Confused	Yes or No (See Table)	Wands = Soon Sword = Weeks Cups = Months Coins = Years
Physically ill or injured (Infirmity or accident)	Disabled or Confined	Yes or No (See Table)	Wands = Soon Sword = Weeks Cups = Months Coins = Years
Buried, Drowned, Burned or Dumped (Foul play and concealment)	Deceased	Yes or No (See Table)	Wands = Soon Sword = Weeks Cups = Months Coins = Years
	Significator Bins	Will Find?	Timeframe

Separate court and minor cards from the deck. Choose a court card type (but not suit) as Significator, shuffle courts and deal top-down into the Significator Bins until the first card of that type appears. The suit and type of the random court card will suggest a location. Shuffle minors and deal two cards into the other positions of that row. Use the table to determine the likelihood of finding the individual (Yes, No or Maybe), and observe the suit and number of the Timeframe card to show when that may happen, if at all. Reversals are not used.

### Yes-Leaning Cards

Empress ▽  
Emperor △  
Chariot ▽  
Strength △  
Wheel of Fortune △  
Star △  
Sun △  
World ▽

Ace of Wands △  
2 of Wands △  
3 of Wands △  
4 of Wands △  
6 of Wands △  
Queen of Wands △  
King of Wands △

Ace of Cups ▽  
2 of Cups ▽  
3 of Cups ▽  
6 of Cups ▽  
9 of Cups ▽  
10 of Cups ▽  
Page of Cups ▽  
Queen of Cups ▽  
King of Cups ▽

6 of Swords △

Ace of Pentacles ▽  
3 of Pentacles ▽  
6 of Pentacles ▽  
9 of Pentacles ▽  
10 of Pentacles ▽  
Queen of Pentacles ▽  
King of Pentacles ▽

### Maybe Cards

△ Fool △  
△ Magician △  
▽ High Priestess ▽  
▽ Hierophant ▽  
△ Lovers △  
▽ Hermit ▽  
△ Justice △  
△ Temperance △  
△ Judgement △

△ 7 of Wands △  
△ 8 of Wands △  
△ 9 of Wands △  
△ Page of Wands △  
△ Knight of Wands △

▽ 4 of Cups ▽

△ Ace of Swords △  
△ 2 of Swords △  
△ 4 of Swords △  
△ Knight of Swords △  
△ Queen of Swords △  
△ King of Swords △

▽ 2 of Pentacles ▽  
▽ 4 of Pentacles ▽  
▽ 8 of Pentacles ▽  
▽ Page of Pentacles ▽  
▽ Knight of Pentacles ▽

### No-Leaning Cards

▽ Hanged Man  
▽ Death  
▽ Devil  
△ Tower  
▽ Moon

△ 5 of Wands  
△ 10 of Wands

▽ 5 of Cups  
▽ 7 of Cups  
▽ 8 of Cups  
▽ Knight of Cups

△ 3 of Swords  
△ 5 of Swords  
△ 7 of Swords  
△ 8 of Swords  
△ 9 of Swords  
△ 10 of Swords  
△ Page of Swords

▽ 5 of Pentacles  
▽ 7 of Pentacles

The relative strength of the cards in combination will suggest which one has the upper hand:

“Yes” cards paired with “Maybe” cards can increase the chances of “possibly” becoming “yes” (or vice versa).

“Maybe” cards paired with “No” cards may increase the chances of “no” becoming “possibly” (or vice versa).

“Yes” cards paired with “No” cards of equal strength will create an impasse, implying “no decision.”

Two “Yes” cards or “No” cards paired will produce the expected reinforcement.

Two “Maybe” cards together will yield no definitive answer; the “definite maybe” scenario.

When read in triplets, the middle card provides the answer; any two cards of the same class will dominate. If all three cards are different, no judgment will be rendered. Elemental “friendliness” will also sway the disposition of a “Maybe” card. Fire (△) is friendly to Air ( △) and moderately friendly to Earth (▽), but unfriendly to Water (▽); Water is friendly to Earth and moderately friendly to Air; Air is unfriendly to Earth. Friendly “Yes” and “No” modifiers of equal strength in a set will neutralize any effect. Reversal may weaken a card's testimony for this purpose.