

Montebanc Base List 8.14

APPRAISALS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Jewel/Metal Assessment	1 gem	—	touch	I
2	Detect Mentalism	5'R/rnd	1 min/lvl(C)	50'	P
3	Detect Power	1 item/rnd	1 rd/lvl(C)	touch	P
4	Detect Essence	5'R/rnd	1 min/lvl(C)	50'	P
5	Detect Channeling	5'R/rnd	1 min/lvl(C)	50'	P
6	Rigged Dice/cards	Dice	1 min/lvl(C)	10'	I
7	Assessment True	1 object	varies (C)	varies	I
8	Origin/Item Vision	1 item	—	touch	I
9	Past Visions I	varies	varies (C)	touch	I
10	Detect Evil	1 target	—	100'	P
11	Item Lore	1 item	—	touch	I
12					
13	Past Visions II	varies	varies (C)	touch	I
14					
15	Past Hold	1 item	varies (C)	touch	I
16					
17					
18	Past Visions III	varies	varies (C)	touch	I
19					
20	Item Analysis	1 item	—	touch	I
25	Past Vision IV	varies	varies (C)	touch	I
30	Past Vision True	varies	varies (C)	touch	I
50	Item Analysis True	1 item	—	touch	I

1. Jewel/Metal Assessment — Caster can assess the value of jewels and metals within 10% of their actual value. This spell also allows caster to calculate different values for the different cultures he is familiar with.

2. Detect Mentalism — Detects any active spell or item from the Mentalism realm; caster can concentrate on a 5'R area each round.

3. Detect Power — Detects power in an item but not the Realm or how much. A different item can be examined each round by concentrating.

4. Detect Essence — As *Detect Mentalism*, except realm is Essence.

5. Detect Channeling — As *Detect Mentalism*, except realm is Channeling.

6. Rigged Dice/cards — Allows caster to alter how dices roll without touching them *or* know the value of a card from seeing just the backside. He can decide the outcome of rolled dices and will win most card games.

7. Assessment True — Caster understands the approximate value of any object (within 10%). This spell can assess magical items (even if caster still don't know *what* properties the item holds), houses, boats, currency, livestock etc.

8. Origin/Item Vision — Gives the origin of an item, the race of the being who made it, when it was made and what the purpose was. Caster also gets a vision of the most significant event in the items past. This event cannot have occurred more than 1 day per level of caster in the past.

9. Past Vision I — Caster gets a vision up to 1 hour per level into the past. The vision must be associated with an item or place. The vision can last up to 1 minute per level if the caster concentrates and remains inactive.

10. Detect Evil — Caster has 90% chance of detecting "evil" in a being or an item. See Special Note nr 2.

11. Item Lore — Gives major abilities and powers of an item. The caster also receives a +30 bonus on any applicable skill roll for using the item (i.e *Runes* or *Attunement* rolls).

13. Past Vision II — As *Past Vision I*, except time range is 1 day per level (with an error of ± 1 hour) and the vision can last up to 10 minutes per level.

15. Past Hold — When cast just before a *Past Vision* spell, it allows caster to lock onto a specific event in an item's past, and then examine that event with a *Past Vision*.

18. Past Vision III — As *Past Vision I*, except time range is 1 month/lvl (with an error of ± 1 day) and the vision can last up to 1 hour per level.

25. Past Vision IV — As *Past Vision I*, except time range is 1 year per level (with an error of ± 1 week) and the vision can last up to 5 hours per level.

30. Past Vision True — As *Past Vision I*, except time range is 10 year per level (with an error of ± 1 month) and vision can last up to 10 hours per level (each hour of the past event takes only 10 minutes real time).

50. Item Analysis True — As *Item Lore*, except caster understands *all* magical abilities in the item, including curses and effects hidden. The caster also receives a +50 bonus on any applicable skill roll for using the item (i.e *Runes* or *Attunement* rolls).

SPECIAL NOTES

1) *Past Hold* enables caster to examine a specific event much like watching it on television. He might pause, zoom, turn the view and examine the events very closely, thus finding out if someone dropped a small pouch in a tumultous combat situation etc. Such things is easily missed with the *Past Visions* spells otherwise.

2) With *Detect Evil* there is a 90% chance of a correct verdict, meaning an evil character has a slight chance of being detected as good and a good character as evil. This *Detect Evil* also uses a 'broad scope' meaning that the caster will not know to what extent the target is evil (i.e is he a sauronic worshipper or a cruel street urchin).