

## Open Mentalism 4.1.6

### DELVING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Item Feel/Origins	1 object	—	touch	I
2)	Detect Power	varies	1 min/lvl (c)	touch	I
3)	Text Analysis I	caster	1 min/lvl (C)	self	U
4)					
5)	Detect Curse	1 object	—	touch	I
6)	Assessment True	varies	— (C)	varies	I
7)	Item/Potion Analysis I	1 object	—	touch	I
8)	Item Vision	1 object	varies	touch	I
9)	Text Analysis II	caster	1 min/lvl (C)	self	U
10)	Delving	1 object	—	touch	I
11)	Past Vision I	varies	varies	touch	I
12)					
13)	Item/Potion Analysis II	1 object	—	touch	I
14)					
15)	Death's Memory	varies	varies	touch	I
16)	Item/Potion Analysis III	1 object	—	touch	I
17)	Past Hold	1 spell	varies	touch	I
18)	Text Analysis III	caster	1 min/lvl (C)	self	U
19)					
20)	Past Vision II	varies	varies	touch	I
25)	Past Vision III	varies	varies	touch	I
30)	Past Vision IV	varies	varies	touch	I
50)	Past Vision True	varies	varies	touch	I

**1. Item Feel/Origins** — Caster receives basic idea of an item's purpose and general idea of the item's place of origin.

**2. Detect Power** — Detects power in an object, but not what realm or how much; caster may concentrate on a different object each round.

**3. Text Analysis I** — Caster can read text written in an unknown language, but only understand basic concepts of it. This spell gives the caster the equivalent of rank 3 knowledge in a written language.

**5. Detect Curse** — Detects if a curse is on an item.

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

**7. Item/Potion Analysis I** — Caster will automatically detect and understand simple enchantments on items (up to a +15 magic bonus and lesser abilities). He will receive a +25 bonus to the Rune skill should a roll still be required. This spell will also automatically detect spells up to 5<sup>th</sup> lvl in a potion or a rune paper.

**8. Item Vision** — Gives a vision of a significant event in the item's past.

**9. Text Analysis II** — As *Text Analysis I*, except caster will have a better technical understanding of what he reads, equivalent of 5 skill ranks in the language.

**10. Delving** — Gives significant details about an items construction and purpose (not any statistics concerning its powers). The caster will receive a +30 bonus on any applicable skill roll for determining the items powers and abilities.

**11. 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.

**13. Item/Potion Analysis II** — As *Item/Potion Analysis I*, except caster can understand more complex items (i.e bonuses up to +25) and abilities of medium power. He may automatically understand what spells, up to 10<sup>th</sup> lvl, a potion or rune paper contains. If a roll for runes still is required caster gets a +50 bonus.

**15. Death's Memory** — Gives a vision of how someone died and an image of their killer. This spell must be cast within 24 hours of the death. In addition, this spell must be cast at the place of death **or** in the presence of the dead body.

**16. Item/Potion Analysis III** — As *Item/Potion Analysis I*, except caster can understand complex runes (i.e bonuses up to +40) and abilities of great power. He may automatically understand what spells, up to 20<sup>th</sup> lvl, a potion or rune paper contains. If a roll for runes still is required caster gets a +75 bonus.

**17. 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. Text Analysis III** — As *Text Analysis I*, except caster will have a complete understanding of what he reads, equivalent of 10 skill ranks in the language.

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

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

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

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

### SPECIAL NOTES

1) A "curse" (for the purposes of Detect Curse spell) is defined as something detrimental and magical in nature.