

Open Essence 3.1.1

DELVING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Text Analysis I	caster	1 min/lvl (C)	self	U
2)	Stone Analysis	caster	—	10'	I
3)	Metal Analysis	caster	—	10'	I
4)	Potion Analysis I	caster	—	10'	I
5)	Text Analysis II	caster	1 min/lvl (C)	self	U
6)	Gas/Liquid Analysis I	caster	—	10'	I
7)	Rune Analysis I	caster	1 min/lvl (C)	self	U
8)	Trap Analysis I	caster	1 min/lvl (C)	self	U
9)	Spell Analysis	1 spell	—	100'	I
10)	Delving	1 item	—	touch	I
11)	Potion Analysis True	caster	—	10'	I
12)	Rune Analysis II	caster	1 min/lvl (C)	self	U
13)	Gas/Liquid Analysis II	caster	—	10'	I
14)	Death Analysis	1 corpse	—	touch	I
15)	Trap Analysis True	caster	1 min/lvl (C)	self	U
16)	Power Analysis	1 item	—	touch	I
17)	Text Analysis III	caster	1 min/lvl (C)	self	U
18)	Conveyance	caster	10 min/lvl	self	U
19)	Death's Delving	1 corpse	—	touch	I
20)	Rune Analysis True	caster	1 min/lvl (C)	self	U
25)	Mass Analysis	1 tgr/rnd	1 rd/lvl (C)	10'	I
30)	Delving True	1 item	—	touch	I
50)	Conveyance True	caster	10 min/lvl	self	U

1. 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.

2. Stone Analysis — Gives the caster knowledge of the material of one stone (including gems and jewels) and when and how the stone was obtained and worked. This spell will provide a +20 bonus to any Stone Evaluation skill roll concerning the stone this spell was cast upon.

3. Metal Analysis — Gives the caster exact knowledge of the components of a metal, i.e differ low steel from high steel and mithril from Ithildin. This spell will provide +20 bonus to any Evaluation skill roll concerning the metal item.

4. Potion Analysis I — Caster may examine any magical brew (i.e potion) and has a 100% chance of determining what spell it contains, modified by the spells level. Thus there is, for example, a 5% risk of failure for a Potion containing a 5th lvl spell. If the brew have more than one spell in it, caster will only be aware of the most powerful (i.e highest level).

5. 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.

6. Gas/Liquid Analysis I — Caster may determine the nature of any gas or liquid. He will know who created it (if any) and if it contains any any spells or poisons. He will not know what spell or poison.

7. Rune Analysis I — For the duration of this spell (which is usually enough for one item) caster has a special +30 bonus to any Read Runes skill attempt.

8. Trap Analysis I — For the duration of this spell caster has a special +30 bonus to any Disarm Traps skill attempt (+60 if the trap is magical). This spell does not provide detection of any traps however. The bonus may be transferred to someone more suited for the actual physical disarm attempt (i.e caster may tell his clues about disarming the trap to someone else).

9. Spell Analysis — Provide analysis of one active spell. Giving its duration, the list it was cast from and its type. Not the level or exactly what spell it is.

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. Potion Analysis II — As *Potion Analysis I*, except there is no risk of failure and caster will be aware of all effects of that particular potion.

12. Rune Analysis II — As *Rune Analysis I*, except there is a +50 bonus.

13. Gas/Liquid Analysis II — As *Gas/Liquid Analysis I*, except caster will also know what spell or poisonous effect is within the gas or liquid.

14. Death Analysis — Gives information concerning a being's death (weapon, spell, time since etc). Must be cast at place of death (within 24 hours) or in the presence of body (no time limit).

15. Trap Analysis True — As *Trap Analysis I*, except this spell provides +50 to Disarm Traps skill bonus (+100 if trap is magical).

16. Power Analysis — This spell reveals *one* power in *one* item. If the item has more than one power this spell must be cast a second time and so forth, until all powers have been revealed. Caster will know when that has occurred. Powers detected by this spell will be known in detail, i.e caster knows that the Rod casts firebolt up to 3x/daily with a +25 bonus to skill roll...

17. 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.

18. Conveyance — Casters awareness leaves his body (which is inactive for the duration of the spell) and may travel at 1 mile per minute. However it can only travel 10' per round when moving through solid material or when observing the world. If the spell is somehow involuntarily cancelled before the casters awareness has returned to his body, caster will immediately return to his body but being stunned unable to parry for 1-10 rounds.

19. Death's Delving — As *Death Analysis*, except caster will get a visual image of the killer (if any), and a vague reason for death (i.e revenge, robbery) if the body was murdered.

20. Rune Analysis True — Caster immediately gets detailed knowledge of all powers in the item. Powers that would not have been discernable by reading runes will not be revealed by this spell either.

25. Mass Analysis — Caster may use any lower level analysis spell on a different target each round. The spell may not be shifted during the duration so if he first wants to examine 12 bars of metal and directly after that (with this spell still in effect) wants to discern the nature of 6 runes he must cast this spell once more.

30. Delving True — Gives significant details about an items construction and purpose including any and all statistics concerning its powers. Caster will have a +50 bonus on all

attempts to use the item, even if it has never been presented to him before.

50. Conveyance True — As *Conveyance*, except traveling rate is 10 mile per minute and 50' per round when traveling through solid material or observing.

SPECIAL NOTES

1) The Trap Analysis spell does not imply that all traps are possible to disarm, but to those that are it provides a large bonus to any attempt.

2) If Delving is cast on a trapped doorway, it will possibly provide caster with a +30 bonus to any trap detection skills on that particular doorway. Likewise, if Delving is cast on a flaming sword, caster will learn that the sword can heat up to flames to damage its enemies, but will not know how often or any more exact information about the statistics for the power. He will have a +30 bonus to Read Runes and Attunement for that particular item.

3) The 16th lvl Power Analysis spell can be used even on items that have no visible runes but still contain magic. The Rune Analysis spells cannot be used that way since they require the item to have proper visible runes to discern its nature.