

## Closed Channeling 2.2.6

### LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	caster	—	self	I
2)	Detect Curse	5'R	1 min/lvl (c)	50'	P
3)	Detect Emotion	5'R	1 min/lvl (c)	50'	P
4)	Detect Evil	1 target	—	50'	Pm
5)	Lore I	1 item	—	10'(t)	P
6)	Poison Lore	1 poison	—	10'	I
7)	Life Lore	1 target	—	100'	P
8)					
9)	Curse Tales	1 curse	—	10'	I
10)	Knowledge I	caster	10 min/lvl	self	I
11)	Detect Evil II	10'R	1 min/lvl (c)	50'	P
12)	Lore II	1 item	—	10'(t)	I
13)	Detect Death	5'R	1 min/lvl (c)	50'	I
14)					
15)	Ward	varies	P	touch	P
16)	Power Lore	300'R	—	self	P
17)					
18)	Knowledge II	caster	10 min/lvl	self	I
19)					
20)	Lore True	1 item	—	10'(t)	I
25)	Life Lore True	1 target	—	100'	Pm
30)	Greater Ward	varies	P	touch	P
50)	Divine Intervention	caster	1 rnd/lvl	self	I

**1. Afterthoughts** — Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.

**2. Detect Curse** — Detects curses in an animate or inanimate target; caster can concentrate on a new 5'R area each round.

**3. Detect Emotion** — As *Detect Curse*, except caster can detect extremes of emotion (e.g hatred, love, sadness etc). If there are no extremes of emotions this spell will detect nothing.

**4. Detect Evil** — As *Detect Curse*, except the caster can detect "true evil" in a target.

**5. Lore I** — Caster can ascertain the origin point and nature of one item. This will not give specific capabilities, but if caster is able to examine the item (i.e touch) he will receive a +25 bonus to his Read Runes and Attunement roll if the item is magical.

**6. Poison Lore** — Caster can ascertain the exact nature and type of a poison; he can determine what cure may be used, but does not receive the required tools or skills.

**7. Life Lore** — Caster can determine the nature and type of any 1 living target. He will not be able to ascertain the targets personal traits or capabilities, but will know the normal abilities associated with the targets species.

**9. Curse Tales** — Caster can determine the nature and type of any 1 curse, including the name of the one who bequeathed it.

**10. Knowledge I** — For the duration of this spell the caster gets the equivalent of 5 skill ranks in any "academic" skill (GM's interpretation). If he already has skill ranks in the chosen skill, add instead a +25 bonus to his skill rolls for the duration. An alternative use of this spell is to gain knowledge of a language. If used that way it equals the spell *Speech II* on the Open Channeling *Sound's Way* list.

**11. Detect Evil II** — As *Detect Evil I*, except for the radius and duration. The caster can concentrate on a new 10'R area each round.

**12. Lore II** — As *Lore I*, except caster also knows the prominent feature of the item (i.e the strongest magical ability). If able to examine the item caster will have a +40 bonus to any Read Runes or Attunement attempts.

**13. Detect Death** — As *Detect Curse*, except detects dead bodies and if anyone has died in the area the last 24 hours.

**15. Ward** — Caster creates a Ward (usually a rune inscribed on the floor) in his home which functions as a focus for his academic studies. When the Ward is created caster must chose one of the following effects; (1) all studies performed in the warded room is conducted twice as fast as usual, (2) caster has x2 PP when in the warded room (not cumulative with any other multipliers) or (3) the caster receives a +1/lvl extra BAR and ESF bonus when attempting to overcast spells in the warded room. The caster may only keep one Ward active at each time. The Ward can be cancelled by destroying the rune in which it is bound. It takes 1-10 days to create a Ward depending on the size and material used to materialize it.

**16. Power Lore** — This spell is usable in a crowd of people when the caster wants to ascertain the most powerful (i.e highest level) of a certain profession. He will immediately know the direction to, and when he finds the person also know that it is the one.

**18. Knowledge II** — As *Knowledge I*, except this spell equals 10 skill ranks (or a +50 bonus to the skill roll) or the equivalent of a *Speech III* spell (*Sound's Way*).

**20. Lore True** — As *Lore II*, except the caster gains knowledge of all powers in an item. He receives a +50 bonus to all Attunement rolls for that item, unless the item has its own will and opposes the casters use of it.

**25. Life Lore True** — As *Life Lore*, except caster is able to ascertain the exact nature and abilities of the specific target, including skills, known spells and special abilities.

**30. Greater Ward** — As *Ward*, except the caster might chose one of the following alternatives; (1) all studies performed in the warded room is conducted thrice as fast as usual, (2) caster has x3 PP when in the warded room (not cumulative with any other multipliers) or (3) the caster receives a +2/lvl extra BAR and ESF bonus when attempting to overcast spells in the warded room. This spell is not cumulative with the other *Ward* spell.

**50. Divine Intervention** — For the duration of the spell caster gains complete knowledge of any subject he choses (i.e his god sends him direct information). This equals at least 20 skill ranks in the appropriate skill. If not even god knows anything about the subject, this spell is useless. GM might wish to deny use of this spell more than once per day. Knowledge gained in this way stays with the caster when the duration is up, but he might not be able to comprehend it.

## SPECIAL NOTES

When stated on the Ward spell that studies are conducted twice as fast as normal GM might wish to lower costs in academic skills. This may be done by lowering first rank by 1 and second rank by 2 (i.e a skill that costs 2/7 will then cost 1/5). On the Greater Ward spell when studies are conducted three times as fast as normal, in addition to lowering the costs also add the possibility to buy a third rank for the same cost as the second. No skill cost can be lowered below 1.