

Bard Base List 4.5.3

LORE MASTER

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Jewel/Metal Assessment	1 object	—	touch	I
2)	Recall/Learn Language II	caster	C	self	I
3)	Detect Power	1 object	1 rnd/lvl (C)	touch	I
4)	Mind's Lore I	1 target	1 rnd/lvl (C)	50'	Fm
5)	Item/Potion Analysis I	1 object	—	touch	I
6)	Assessment True/Study II	varies	— (C)	varies	I
7)	Mind's Lore III	1 target	1 rnd/lvl (C)	50'	Fm
8)	Origin/Item Vision	1 object	1 rnd/lvl (C)	touch	I
9)	Item/Potion Analysis II	1 object	—	touch	I
10)	Detect Curse	1 object	—	10'	I
11)	Study III	caster	C	self	I
12)	Learn Language IV	caster	C	self	I
13)	Mind's Lore V	1 target	1 rnd/lvl (C)	50'	Fm
14)	Mind's Search	50'R	1 rnd/lvl (C)	self	I
15)	Item/Potion Analysis III	1 object	—	touch	I
16)	Death's Lore	1 object	—	touch	I
17)	Study X	caster	C	self	I
18)	Mind's Lore VII	1 target	1 rnd/lvl (C)	50'	Fm
19)					
20)	Study True	caster	C	self	I
25)	Death's Lore True	1 object	—	touch	I
30)	Mind's Lore True	1 target	1 rnd/lvl (C)	50'	Fm
50)	Item Analysis True	1 object	—	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. Recall/Learn Language II — This spell has two uses. First, caster can access his memory as if he had total recall. This will provide him with a +25 bonus to any Lore skill. The second use of this spell is to double the learning rate for languages. Every rank of language developed results in two ranks being learned.

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. Mind's Lore — Caster can scan the targets mind and receive some of the targets knowledge (conscious and unconscious) concerning one very specific topic. For each bit of knowledge on the topic, there is a 10% chance that the caster will learn it (roll for each bit once per round).

5. 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 5th lvl in a potion or a rune paper.

6. Assessment True/Study II — This spell has two uses. (1) Caster understands the value of any object. This spell can assess magical items (even if caster still don't know *what* properties the item holds), houses, boats, livestock etc. (2) Caster can read at double normal rate, resulting in 2 pages per minute while this spell is active.

7. Mind's Lore III — As *Mind's Lore I*, except chance is 30% for every bit of knowledge.

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. 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 10th lvl, a potion or rune paper contains. If a roll for runes still is required caster gets a +50 bonus.

10. Detect Curse — Caster may detect any curse on an item without even holding it (some curses take effect upon touch).

11. Study III — As *Assessment/Study II*, except this spell can be used to read at three times normal rate (i.e 3 pages per minute).

12. Learn Language IV — This spell enables caster to learn languages at four times normal rate. Every rank of language developed results in four ranks being learned.

13. Mind's Lore V — As *Mind's Lore I*, except chance is 50% for every bit of knowledge.

14. Mind's Search — Caster gets the exact direction to an item he has had in his possession or had described in detail.

15. 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 20th lvl, a potion or rune paper contains. If a roll for runes still is required caster gets a +75 bonus.

16. Death's Lore — Caster gets a vision of how someone died and an image of their killer. When the spell is cast, the caster must be touching an object that had significance in the death (i.e the murder weapon, the body etc). This spell must be cast within 1 day of death per level of caster.

17. Study X — As *Study III*, except this spell can be used to read at ten times normal rate (i.e 10 pages per minute).

18. Mind's Lore VII — As *Mind's Lore I*, except chance is 70% for every bit of knowledge.

20. Study True — As *Study X*, except caster can read as fast as he can glance at a page.

25. Death's Lore True — As *Death's Lore*, except death may have occurred up to 10 days per level of caster in the past.

30. Mind's Lore True — As *Mind's Lore I*, except caster gets all knowledge on the specified topic.

50. Item Analysis True — As *Item/Potion Analysis III*, except caster understands any magical abilities in any item, potion or rune paper.