

# CHAPTER 8

## Lore Spells, Skills & Items

### WHAT IS LORE?

*Lore* describes any Spell, Skill, Item, etc. that is not commonplace knowledge. *Lore* is ancient magical secrets, once lost to the ages, that have been recently rediscovered by adventurers. *Lore* is mysterious new abilities that certain adventurers have developed through studious training or sudden understanding. *Lore* is new and wondrous items that have been developed by skilled and knowledgeable artisans or merchants to aid combating a recent threat or to make a quick Copper off of their ingenuity. *Lore* can be that rare and unique trait that adds a certain spice to your Character.

Spells, Skills and Items within this Chapter are considered *Lore* in the realm of Quest. They have newly surfaced through one way or another and are not yet commonplace or available anywhere. Thus, *Lore* is very rare to find, and sometimes expensive to learn.

*Lore* Spells, Skills and Items must be found and/or learned In-Game from another Character or creature that is already familiar with the desired *Lore* item. To learn a new Spell, the Character must turn in a Scroll and have the appropriate unassigned Mana. To learn a new Skill or to learn how to make a new item, a Character must have the teacher of the Skill or crafting technique sign the Character Sheet. The Character must also have enough free Skill Points and Copper to assign to the new Skill and pay any training costs.

### How Do I Find A Lore Item?

*Lore* items can be found through a variety of ways. The first way is obviously through adventuring. Lost *Lore* is just waiting out there to be found, if you know where to look, and if you have the strength to find it. Another way is through proposals. There are many tradesmen and merchants out there that might be willing to aid in developing a new idea...if you are willing to do a favor or two for them, of course. Talking to other *Rangers* or *Bards*, training with other *Fighters*, or consulting with other Spellcasters are also just some of the ways that you can begin your search for *Lore* that you may desire.

### What Does All This Really Mean?

*Lore* items are simply ways to further specialize your Character through good ideas and hard work. If there is a certain *new* idea that you would like to see or find in Quest, then simply think of ways to find it through Plot. New ideas can always be submitted in order to be given out through Plot, but an easy way to have a shot at it is to do a little hard work as your Character to find it first.

All new ideas must be submitted for approval to the Rules Committee, where it will be analyzed for overall game balance and fairness. Ideas that are repetitions of existing Spells, Skills or Items or simply shortcuts to avoid taking another *Profession*, Class, Occupation, etc. will likely be denied. The point of *Lore* is to introduce new things into the game and not to 'cut corners.'

Please remember that all *Lore* Spells, Skills and Items are *new* to the game, and thus, like the rest of the rules of the game, are subject to revision once they have been play-tested for a certain period of time. To aid with properly balancing the game overall, it is important for the players to offer feedback to the Rules Committee. Without feedback, it is impossible to know if something does not seem balanced.

❖ Denotes a *Lore* player crafted Spell, Skill, or Item.

#### \*Non-PC Languages\*

Cost: 2 Skill Points to Speak  
2 Skill Points to Read & Write  
Limitation: *None*  
Prerequisite: *None*

This Skill allows the user to *Speak* a particular language or *Read & Write* any non-magical documents written in a particular language. The language must be specified when the *Speak Language* or *Read & Write Language* Skill is taken. Only one language can be learned per event and each language must have an NPC teacher. The following list of languages are able to be learned (other languages must be approved by the Rules Committee):

Dragon Faerie Giant Kobold Goblin  
Sahaugin

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