

Healer Magic

Healer's Chant

Sword Cut, spear stab, mace smash, arrow jab

Let the white light of healing **descend on thee**

Sword Cut, spear stab, mace smash, arrow jab

Let the white light of healing **stop thy spilling blood**

Sword Cut, spear stab, mace smash, arrow jab

Let the white light of healing **mend thy bones**

Sword Cut, spear stab, mace smash, arrow jab

Let the white light of healing **close thy wounds**

Sword Cut, spear stab, mace smash, arrow jab

Let the white light of healing **restore thy vigor**

Sword Cut, spear stab, mace smash, arrow jab

(Heal) The white light of healing **hath healed thee.**
(Resurrect) *The white light of healing **hath resurrected thee.***

cost/mag	spell	type	school	range	uses	materials	incantation
Level 1							
0 / --	Cancel	S	Sorcery	50'	Unlimited		Repeat x2 "I cancel my magic."
1 / 4	Cure Ailments	S	Spirit	T	Per Life	Any diseased or poisoned creature	Repeat x5 "I sooth thy ailments"
0 / --	Heal	S	Spirit	T	Unlimited	Person	Touch person and recite the Healers Chant
1 / 4	Lost	S	Subdual	20'	Per Game		Repeat x5 "I make thee lost."
1 / 8	Mend	S	Sorcery	T	Per Life		Repeat x10 "Make this item whole again."
2 / 4	Mute	S	Control	20'	Per Life		Repeat x5 "I silence thee."
1 / --	Talk to Dead	S	Spirit	T	Per Game	Dead Person	Repeat x10 "Speak to me."
Level 2							
1 / 4	Banish	S	Sorcery	20'	Per Life	Undead or extra-planar creature.	Repeat x5 "I banish thee monster."
2 / 4	Bless	E	Protection	T	Per Life	Enchantment strip, item of garb or armor	Touch item and repeat x5 "I bless thee," tie strip to item.
1 / 2	Entangle	B	Subdual	--	1 Ball / U	Brown spell ball	Hold ball and repeat x5 "Entangle."
1 / --	Heal Extend	S	Spirit	20'	Per Life		State "Heal Extend" then recite the Heal spell.
2 / 4	Sleep	S	Subdual	20'	Per Life		Repeat x2 "Listen and let the fighting cease, close thy eyes and sleep in peace."
1 / 2	Swords to Plowshares	S	Spirit	20'	Per Life		Repeat x2 "Cast down your weapons and return to the earth"
Level 3							
1 / 1	Mass Sleep	S	Subdual	LOS	Per Game		Repeat x300 "Mass Sleep (present count)."
1 / 4	Protect	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "May this magic Protect thee," tie strip on person
1 / 4	Protection from Ailments	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "I protect thee from infirmity," tie strip on person.
1 / 8	Resurrect	S	Spirit	T	Per Game	Dead Person	Touch Dead person and recite the Healers chant with the Resurrect alternate ending
2 / 2	Stun	S	Sorcery	20'	Per Life		Repeat x 2 "By the radiant power of pure white light I stun thee."
1 / 2	Wounding	S	Death	20'	Per Life		Repeat x2 "From my heart I strike off your (right or left/arm or leg)."
2 / 4	Yield	S	Control	50'	Per Game		Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."
Level 4							
1 / 1	Enhancement	N	Neutral	--	Per Game		
1 / 4	Harden	E	Protection	T	Per Game	Enchantment strip	Tie strip on object, repeat x5 "Harden this (name of item)."
1 / 4	Release	S	Sorcery	20'	Per Life		Repeat x3 "From thy bindings thou art released."
2 / 4	Sever Spirit	S	Spirit	T	Per Life	Already dead victim	Repeat x2 "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."
1 / 4	Touch of Death	E	Sorcery / Death	T	Per Game	Enchantment strip	Repeat x20 "Touch of death," tie strip on person.
Level 5							
1 / 4	Awe/Fear	S	Control	20'	Per Game		For Awe repeat x3 "I make thee in awe" or for Fear repeat x3 "I make thee afraid."
1 / 2	Extension	N	Neutral	--	Per Life		State "Extension" loudly before a spell.
1 / 4	Protection from Death	E	Protection	T	Per Game	Enchantment strip	Repeat x5 "I protect thee from death," tie strip on person
1 / 4	Protection from Magic	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "Protection from all forms of magic," tie strip on person or object.
1 / --	Summon Dead	S	Spirit	50'	Per Life		Repeat x5 "I summon thy corpse."
Level 6							
2 / --	Circle of Protection	FE	Sorcery	T	Unlimited	10 ft cloth	Lay cloth in circle, repeat x5 "Circle of protection," place person(s) and/or item(s) you wish to protect inside.
1 / 4	Dispel Magic	S	Sorcery	20'	Per Game		Repeat x5 "I dispel that magic."
1 / 2	Hallowed Ground	FE	Spirit	T	Per Game	10 ft cloth	Lay cloth out in circle, repeat x2 "No weapons can be raised herein, soothe your injuries, allay your fears. For all who enter, peace is had, none may fight on Hallowed Ground."
1 / 4	Teleport	S	Sorcery	T	Per Game		Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."

Garb: Red Sash
Shield: Medium
Weapons: Dagger, Short, Long, Staff, Hinged
Lives: 4
Enchantment Strips: White

Weapon Cost:	
Dagger	0
Short	3
Long	5
Staff	3
Hinged	3
Shield	3

Healer Magic

Caster Level	Spell Level					
	1	2	3	4	5	6
1	10					
2	10	10				
3	10	10	10			
4	7	8	7	8		
5	6	6	6	6	6	
6	5	5	5	5	5	5

Spell points available to buy magic at that level.

I u e l 1

Cancel

- E: A spell, enchantment, or fixed enchantment you cast is negated and expended
- L: May not be used on a magic ball already thrown. Magic that is completed when cast such as Heal and Resurrect cannot be Cancelled.

Cure Ailments

- E: Removes all disease or poison effects on the target.
- N: This is not a Resurrect spell. If dead, the target must still come back to life normally.

Heal

- E: Person's wound is healed.
- N: May be used on self. Will repair one point of natural armor on any one hit location instead of healing a wound.

Lost

- E: Person must go back to their base or nirvana (whichever is farthest away) before they can do anything else. The person is out of game until he reaches his destination.
- L: May not be used on Teammates.
- N: May not be dispelled.

Mend

- E: Will repair a destroyed item or restore one point of armor in one location.
- L: Cannot be used to negate the affects of Heat Weapon.
- N: If an enchanted item is Mended, its enchantment stays intact.

Mute

- E: Victim cannot speak or cast magic for a 100 count.
- N: Speaking requirements used in class abilities to allow others to know what the player is doing (Sanctuary chant, etc) are not affected and may still be used.

Talk to Dead

- E: Dead person must answer one "yes or no" question truthfully with "yes," "no," or "I don't know."

I u e l 2

Banish

- E: Monster is removed from play for a 300 count. It will come back at the spot where it was Banished – does not count as a life lost for the creature. Three successful Banishments on the same life of a creature will kill the creature.

- N: May not be dispelled. Only usable on undead and extra-planar creatures.

Bless

- E: Person is immune to the first physical hit of any type, excluding magic balls.
- L: Immunity only applies to areas covered by the item. May not be simul-cast.
- N: Is not armor, may not be Mended or Healed. Is considered a form of limited invulnerability.

Entangle

- E: Victim is stuck in place for 150 count. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be effected in any way – except where noted below. Engulfing.
- L: Beings immune to Flame may not be freed by a Fireball or Flameblade. You may only have as many victims affected as you bought magic balls.
- N: Dispel Magic or a touch on a weapon enchanted with Flameblade will instantly negate the effect. One Fireball striking the victim will instantly negate the effect. Multiple Fireballs striking the victim will cause the victim to be freed by the initial Fireball, and affected normally by any others. Shove, Teleport, and Wind may be used normally on an affected victim.

Heal Extend

- E: Except for range, identical to the Heal spell.

Sleep

- E: Victim must lie down and "Sleep" for a 100 count.
- L: Sleeping people cannot be killed. The target and their possessions may not be harmed. The target may not be moved except via the Shove and Wind spells. The target's possessions may not be removed from his person. This spell may not be Cancelled.

Swords to Plowshares

- E: Target wounded person is Healed of all wounds. One melee weapon carried or wielded by target is destroyed (casters choice).
- N: May only be used on a wounded person carrying or wielding weapons. All effects of this spell must function for ANY part of the spell to function; i.e. If the weapon is not destroyed, the target is not healed and vice-versa.

I u e l 3

Mass Sleep

- E: As per Sleep, except effects everybody (both teams) in line of sight.

Protect

- E: Person enchanted is immune to the first hit of any kind or the first magic cast against him. This is one level of invulnerability.
- N: May be simul-cast up to two times on the same person, protecting against the next two hits. May not be Mended.

Protection from Ailments

- E: Person is immune to all forms of disease and poison.
- N: This will protect a person from being converted to an undead or lycanthrope.

Resurrect

- E: The dead person is alive again, negating the last death and removing all negative effects on the player such as Yield or Poison.
- L: A dead person cannot move on his own nor speak in order to encourage a caster to Resurrect him. A person that moves from where they died (barring removing oneself from impeding play) cannot be Resurrected unless a Summon Dead spell is used first. Will not turn monsters back to human. Monsters created by magic may not be Resurrected. All wounds and damage to natural armor the dead person had prior to dying are repaired.

- N: A dead person may remain on the field as long as he wishes, but may not affect the battle or impede play. Enchantments not eliminated by combat effects or not specifically prohibited may be retained by a Resurrected person.

Stun

- E: Affected player may not move, speak, cast magic, fight, or use class abilities for a 100 count. They are considered completely senseless to the world around them.

Wounding

- E: Victim's limb is wounded.
- L: The victim must be unwounded prior to spell casting.
- N: May be cast while moving. Has no effect on an injured player. Will outright kill monsters that die on wounds.

I u e l 3

Yield

- E: Victim lowers weapons and surrenders to the caster, moving in a straight line at a brisk walk – until at the caster's side – where they then begin a 300 count. During this spell they stay by the caster's side and cannot fight, cast magic, or use abilities. The caster may free the victim at any time for any reason. If they are not killed before the spell ends, they must return to their base, and are then able to act freely. May not be physically restrained to prevent the player from returning to base or going to the caster. If the caster dies the player remains near the body until their count expires.

- N: Other magic may still affect the victim during the duration of Yield.

I u e l 4

Enhancement

- E: May purchase up to three points worth of up to third level magic from their own class' spell list.

Harden

- E: Makes object indestructible, except versus Sphere of Annihilation.
- L: Cannot be placed on players, garb, armor or anything else that covers a player directly. May be cast on

Release

- E: Dispel the effects of one subdual or control magic such as Yield, Entangle, or Petrify, upon the target. Target is immediately freed.

- N: If cast on someone in a Legend, they may not be retargeted by that Legend spell for its duration.

Sever Spirit

- E: Causes corpse to be impossible to Resurrect or raise from the dead in any manner.
- L: May only be used on dead bodies (undead creatures must be killed and then Cured before this spell will work on them, though see below).
- N: Will permanently kill undead creatures that are on their last life and will kill a Lich outright. May be used on any player that has not yet reached nirvana, even if they have moved from where they died.

Touch of Death

- E: Bearer of enchantment's touch kills (via either hand).
- L: Will work through clothing, but not armor of any sort.
- N: Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Death magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

I u e l 5

Awe/Fear

- E: Target may not attack or cast magic at the caster and must remain at least 20 ft away from the caster at all times for a 300 count.
- L: If the caster attacks or casts another magic at the target, this spell's effect is negated.
- N: Victims may still cast area-effect magic (like Doomsday) that would affect the caster but do not specifically target him.

Extension

- E: Doubles range of the spell for one use. If the spell has a range of 'Touch', grants range of 20 ft and the caster must point at the target in lieu of touching.
- L: May not be used more than once on the same casting (e.g., no doubling range twice).
- N: The Extension is expended when "Extension" is stated, even if the accompanying spell is not completed.

Protection from Death

- E: Target is immune to Death magic and abilities.

Protection from Magic

- E: Blocks all forms of magic, even beneficial magic such as Heal and Resurrect.
- N: Treat weapons with Imbue Weapon cast on them as normal weapons.

Summon Dead

- E: Person(s)/item(s) inside can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or anything outside the circle. Forces outside the Circle of Protection may not affect them.
- N: May be used on people in nirvana (if in range); this does not interrupt the count on a person's death. The player is not compelled to return to the caster, but only has the option to do so. The spell is expended either

I u e l 6

Circle of Protection

- E: Person(s)/item(s) inside can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or anything outside the circle. Forces outside the Circle of Protection may not affect them.
- L: Can't block or restrict access to an area. Cannot be used as a cage. No one can enter without recasting the magic. Neither game items, nor persons acting as game items may be put inside. Protection starts when you step inside the cast circle. The enchantment is ended when anybody exits the circle.
- N: Magic in the process of being cast inside the circle is broken when the circle is broken (e.g., no Doomsday circles). Players outside the circle can detect its presence (it is linked to this plane). May be removed by Dispel Magic or having an Anti-Magic fixed enchantment cast with the circle inside its area of effect.

Dispel Magic

- E: If cast on a player, all spells and enchantments on a player are dispelled, including any enchantments on their equipment; Reanimated players die. If cast on an object, all enchantments on it are dispelled. May target a fixed enchantment to remove it.
- L: Not usable against relics. It does not affect Extraordinary class abilities or skills, nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (such as Heal), Commune, Messenger, Teleport in the act of being completed, Lost, or Banish. Dispel Magic can cancel Anti-Magic only if cast from the outside.

- N: Will cancel Protection from Magic. Will remove all enchantments from the target's equipment even if not currently in the possession of the target. Example: Throwing down an Imbued Weapon sword will not prevent Dispel Magic from removing the enchantment.

Hallowed Ground

- E: Persons within the circle may take no hostile action towards anyone else, and may not take any action at all towards members of other teams. Persons within the circle are immune to attacks by anybody within 20ft of the circle. While in the circle each player must count to twenty out loud cyclically. Each time twenty has been counted, the player heals a single wound. Any player from any team may enter a Hallowed Ground.

- N: Has no effect on items or natural armor. Will only heal a wound on a player; has no effect on monsters.

Teleport

- E: Target goes to any one location of the caster's choice. Cannot harm others nor be harmed during transit. Treat as Out of game until at location, and may not be affected until the final "Arriving" has been stated. Example: A player casts Teleport and chooses as his destination the base of his enemy. The enemy cannot notice his transit to the area, but does notice when he starts repeating "arriving" and may not affect him in any way until he finishes the final "arriving."
- L: Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed (Exception: Tracking). Location must be a fixed location, cannot be something like "Where the bandits are hiding the captives" if this location is not known. Cannot be used on unwilling targets and attempting to do so results in the spell being wasted.
- N: May be used while under the effects of movement inhibiting abilities or magics such as Hold Person or Earth Bind so long as those abilities would not otherwise prevent you from using Teleport. The count of any game effects upon you are considered suspended until you are returned to the game, at which point they return with their remaining duration.