

# Healer Magic

The list is organized first by level, then by type, then alphabetically. Suggested Use: Use a column for each game or different equipment selection. Indicate what magics you've taken by writing in the number taken in a cell. (Not by "X"ing in each quantity.)

Cost/ MAX	Magic name (type)	Range	Uses	Materials	Incantation <i>and/or neutral's effect</i>
	<b>1st Level</b>				
	1/4	Cure Poison (E/S)	1/life	White Cloth	Cure Poison (x10)
Always Taken (Free)	0/-	Heal (S)	unlimited	Wounded Person	(See Healer's Chant on page 2)
	1/4	Lost (S)	20ft	1/game	I make thee lost (x5)
	1/-	Mend (S)		1/life	Touch; May this be whole again (x10)
	2/4	Mute (S)	20ft	1/life	"person's name," I silence thee (x5)
	1/-	Talk to dead (S)		1/game	Touch; Speak to me (x5)

## 2nd Level

	1/4	Banish (S)	20ft?	1/life	Undead Creature	I banish thee monster (x5)
	2/4	Cure Disease (S)		1/life	Corpse of Undead, diseased or like creature.	Touch; I cure thy illness (x5)
	1/4	Curse Weapon (S)	20ft	1/game	Opponent's weapon	I curse that weapon (x5)
	1/4	Entangle (S)		1 bolt/U	Brown Magical ball	Hold Ball; Entangle (x5)
	1/-	Heal extend (S)	20ft	1/life		Extension + <i>Heal</i> Incantation
	2/4	Sleep (S)	20ft	1/life		Listen and let the fighting cease, close your eyes and sleep in peace (x2)
	2/4	Bless (E)		1/life	White cloth, Item of Garb	Touch garb; I bless thee (x5)

## 3rd Level

	1/1	Mass sleep (S)	LOS	1/game		Mass sleep "current count" (x400)
	1/8	Resurrect (S)		1/game	Dead Person	(See spell description)
	1/2	Stun (S)	20ft	1/life		I stun thee (x5)
	1/2	Wounding (S)	20ft	1/life	Unwounded victim	From my heart I strike off your (right or left arm or leg) (x2)
	2/4	Yield (S)	50ft?	1/game		Yield thy arms and resist no longer, come unto me and be my captive (x3)
	1/4	Protect (E)		1/game	White Cloth	I protect (x5); Tie

## 4th Level

	2/4	Sever spirit (S)		1/life	Already Dead Victim	Touch; On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk. (x1)
	1/4	Harden (E)		1/game	White Cloth	Cloth in left hand; Harden this "item" (x5); Tie
	1/4	Touch of death (E)		1/game	White Cloth	Touch of death (x20)
	1/1	Enhancement (N)		1/game		<i>May purchase 3 pts (not 3 magics) of 3<sup>rd</sup> (or less) level magic.</i>

## 5th Level

	1/-	Summon dead (S)	50ft	1/life		I summon thy corpse (x5)
	2/-	Extension (N)		1/game		Extension (once before spell) <i>Doubles range of spell for 1 use; Gives no range 20 ft.</i>
	1/4	Protection from Death (E)		1/game	White Cloth	I protect you from death (x5)

## 6th Level

	1/4	Dispel Magic (S)	20ft	1/game		I dispel that magic (x5)
	2/-	Circle of Prot. (FE)		unlimited	White Cloth (10ft)	Circle of protection (x5)
	1/4	Teleport (E)	Spc	1/game		Recite loudly Teleport (x5); Recite loudly Arriving (x5)

Garb: Red sash or baldric.  
 Weapons: Any single handed melee weapon under 4 ft. in length; staff; dagger. Use deducts from available magic points.  
 Armor: None  
 Shield: Small or medium; Use deducts from available magic points.  
 Magic: May cast spells and enchantments. Does not have to use left hand to cast Magic.

# HEALER MAGIC

Weapon costs are deducted from every 10 points of available magic points.

dagger	0
short (3 ft.)	3
long (4 ft.)	5
staff	3
hinged	3
shield	3
spear/bow	-

Magic points useable to buy magic at that level.

Caster Level	Spell Level					
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

## 1st Level Healer Magic

**Cure Poison (S/E depending on use)**

E: Makes person immune to the first poison attack used against him, or can be used within 100 count to cure poison on a person just poisoned.

N: Is not a *Heal*. Wounds to arms or legs remain after this enchantment is cast.

**Heal (S)**

I: Touch person and recite once the healers chant.

E: Person's wound is healed.

N: Alters the effects of druidic *Flesh to Stone* to those of an *Iceball*. Repairs 1 point of berserk barbarian body armor on any 1 specific body area. May not heal enchantments. Will negate *Petrify*. (Spellbook not required)

**Lost (S)**

E: Person must go back to their Base or Nirvana (whichever if farthest away) before they can do anything else. The person may not affect anything nor be affected until he/she reaches his destination and returns to the team or base (just as if he was coming back to life).

N: Does not affect Scouts or Barbarians and may not be used on teammates. May not be dispelled.

**Mend (S)**

E: Damaged item is repaired.

N: Will not negate the effects of *Heat Weapon* or *Curse Weapon*. Items but not Locations can be mended in his manner.

**Mute (S)**

E: The victim cannot speak or cast magic for 100 count.

**Talk to Dead (S)**

E: Person must answer one yes/no question truthfully.

## 2nd Level Healer Magic

**Banish (S)**

E: Monster is destroyed for 500 count. It will come back to un-life at the spot where it was destroyed. Does not count as a life lost.

N: May not be dispelled. Only useable on undead creatures.

**Bless (E)**

E: Person is immune to first hit of any type received (excluding magic.)

N: Immunity only applies to areas covered by the item of garb. May not be stacked or simulcast. Is not armor, and may not be mended or healed.

**Cure Disease (S)**

E: Converts a diseased creature, undead creature, or lycanthrope back to human.

N: Is not a *Resurrect*, person is still dead and must come back to life.

**Curse Weapon (S)**

E: Weapon is useless for 300 count.

N: Weapon cannot be Mended.

**Entangle (S)**

E: A direct hit to a person or their equipment will entangle them in place for 300 count or until they are freed by a *Fireball* or *Dispel Magic*. They may neither fight nor be harmed. Two *Fireballs* will kill them.

N: Barbarians are immune.

**Heal Extend (S)**

R: Gives the *Heal* spell a range of 20 ft.

**Sleep (S)**

E: Victim must lie down and sleep for 300 count.

N: Sleeping people cannot be killed; may not be used on one's teammates. Barbarians, Monks of 3rd level and above are immune.

## 3rd Level Healer Magic

**Mass Sleep (S)**

E: All people in sight (both teams) upon completion are asleep for a 300 count.

N: Sleeping people cannot be killed. Barbarians, Monks of 3rd level and above are immune.

**Protect (E)**

E: Person enchanted is immune to the first hit of any kind or the first magic cast against him (i.e. - one level of invulnerability).

N: May be simulcast up to 4 times on the same person. May not be mended

**Resurrect (S)**

I: Touch the person and recite healers chant version 2.

E: The dead person is alive again, negating the last death. Resurrected people still have the enchantments (or remnants thereof) they were carrying (exception -- *Protection from Magic*).

N: A dead person cannot move on his own or speak in order to be Resurrected. A person that reaches nirvana cannot be resurrected (exception--summon dead). Will not turn monsters (undead, lycanthrope, etc.) back to human. Monsters created by spells or enchantments may not be resurrected.

**Stun (S)**

E: Affects all classes as a 100 count subdue blow. Victim may be killed, though that is unhonorable.

**Wounding (S)**

E: Victim's limb is destroyed.

N: Monks are immune. The healer may move while casting.

**Yield (S)**

E: Victim must lower weapons and surrender immediately, moving straight to Healer, then may begin 500 count. If he is not killed, when he has counted he may return to his Base.

N: May not be kept from the Healer by subdues or force. Other magic can still physically affect the victim.

## 4th Level Healer Magic

**Enhancement (N)**

E: May purchase 3 points worth (not 3 magics) of 1st, 2nd, or 3rd level magic.

**Harden (E)**

E: Makes item invulnerable, except versus Sphere of Annihilation and relics.

N: Cannot be placed on armor, garb, etc.

**Sever Spirit (S)**

E: Causes corpse to be impossible to *Resurrect*, *Reanimate*, or raise from the dead in any manner.

N: May only be used on dead bodies. (undead must be killed and then cured before this spell will work on them.) Will permanently kill undead creatures that are on their last life and will kill a lich outright.

**Touch of Death (E)**

E: Bearer of enchantment's touch kills.

N: Will work through clothing, not through armor. Allows one touch before discharged. Monks are immune to this.

## 5th Level Healer Magic

**Extension (N)**

E: Doubles range of spell for one use; gives a spell with no range 20 ft. Is not used up unless the accompanying magic is fully cast. Enchantments cast with an *Extension* must be placed on the affected individual as soon as reasonably possible.

# The Healer's Chant

Sword cut, spear stab, mace smash, arrow jab,  
 let the white light of healing **descend on thou**.  
 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,  
 the white light of healing **hath healed thou**.

(To Resurrect replace the last line with)

Sword cut, spear stab, mace smash, arrow jab,  
 the white light of healing **hath resurrected thou**.

**Protection from Death (E)**

E: Makes the "Enchanted" person immune to Touch of Death, Curse, *Killing Grounds*, *Mutual Destruction*, Finger of Death, *Doomsday*, Vibrating Palm, and class abilities that steal lives.

N: Will not protect from caster's own *Killing Grounds* or *Mutual Destruction*.

**Summon Dead (S)**

E: Dead person may return to the Healer, but is not again alive.

N: May be used on people in nirvana; does not interrupt the count on a person's death.

## 6th Level Healer Magic

**Circle of Protection (FE)**

I: Lay white cloth in a circle; recite; place persons and/or items you wish to protect inside.

E: Persons inside can't harm or be harmed by anyone, nor can they cast magic.

N: Can't block or restrict access to an area; can't be used as a cage except on Yielded person. Broken by anyone leaving. Must be recast to allow new people in. Game items cannot be put in a circle of protection. Protection starts when caster actually steps into the circle. As per the wizard fixed enchantment.

**Dispel Magic (S)**

E: Spell or enchantment is Dispelled, reanimated fighters die, not usable against Relics.

N: Does not affect -- neutrals, magic already completed (*Healing*, *Wounding*, etc.), *Commune*, *Messenger*, *Teleport*, *Passplant*, *Lost*, *Banish*, class abilities or skills, *Honor Duel* victory passage, Will dispel all enchantments on the target. Is usable against *Protection from Magic*, druidic magics bought with *Bardic Voice*, *Anti-magic* if cast from outside the *Anti-magic* circle, and most higher level magic.

**Teleport (E)**

E: May go to any one location; can't harm others, be harmed, or be followed.

R: Game boundaries.

N: Must go straight to destination, and must tell a Reeve or a teammate the destination. May not be dispelled.

Fixed enchantments disappear when the caster dies.

All Magical Balls must be padded