

Healer

Magic

Cost/ Magic Name (type) Range Use Materials School Incantation/effect
Max 1st Level

Always Taken (free)	0/-	Cancel (S)	50ft	Unlimited	N/A	Sorcery	"I cancel my magic"(x2)
	1/4	Cure Poison (S/E)		1/Life	Wh Ribbon	Spirit	"Cure Poison"(x10)
Always Taken (free)	0/-	Heal (S)		Unlimited		Spirit	See Healer's Chant, page 2
	1/4	Lost (S)	20ft	1/Game		Subdual	"I make thee lost"(x5)
	1/2	Mend (S)		1/Life		Sorcery	"Make this item whole again"(x10)
	2/4	Mute (S)	20ft	1/Life		Control	"(Person), I silence thee"(x5)
	1/-	Talk to Dead (S)		1/Game	Dead Person	Spirit	"Speak to Me"(x10)

2nd Level

	1/4	Banish (S)	20ft	1/Life	Undead/Extra Planar Entity	Spirit	"I banish thee, monster"(x5)
	2/4	Bless (E)		1/Life	Wh Ribbon, Garb	Protect	"I bless thee"(x5)
	2/4	Cure Disease (S)		1/Life	Corpse of undead, etc	Spirit	"I cure thy illness"(x5)
	1/4	Heat Weapon (S)	20ft	1/Life		Flame	"By the power and might of the sun, I heat that (weapon)"(x2)
	1/2	Entangle (B)		1 Bolt/U	Brown Magicl Ball	Subdual	"Entangle"(x5)
	1/-	Heal Extend (S)	20ft	1/Life		Spirit	"Extension, (Heal spell)"
	2/4	Sleep (S)	20ft	1/Life		Subdual	"Listen and let the fighting cease, close your eyes, and sleep in peace"(x2)

3rd Level

	1/1	Mass Sleep (S)	LOS	1/Game		Subdual	"Mass Sleep"(x400)
	1/2	Protect (E)		1/Game	White Ribbon	Protect	"May this magic protect you"(x10)
	1/8	Resurrect (S)		1/Game		Spirit	Heal Chant, "Resurrected" for "Healed"
	2/2	Stun (S)	20ft	1/Game		Sorcery	"By the power of the white light, I stun thee"(x3)
	1/2	Wounding (S)	20ft	1/Life		Death	"From my heart, I strike off your right/left arm/leg"(x2)
	2/4	Yield (S)	50ft	1/Game		Control	"Yield thy arms and resist no longer, come unto me and be my captive"(x3)

4th Level

	1/1	Enhancement (N)		1/Game	<i>May purchase 3 pts (not 3 magics) of 3rd (or less) level magic.</i>		
	1/4	Harden (E)		1/Game	White Ribbon	Protect	"Harden this (name of item)"(x5)
	1/4	Release (S)	20ft	1/Life		Sorcery	"From thy binds, you are released"(x3)
	2/4	Sever Spirit (S)		1/Life		Spirit	"On life thou hast no hold, the corpse is growing cold, discard this empty husk, thy spirit resides at dusk."(x1)
	1/4	Touch of Death (E)		1/Game	White Ribbon	Death	"Touch of Death"(x20)

5th Level

	1/4	Awe/Fear (S)	20ft	1/Game		Control	"I make thee in awe"(x3)
	2/-	Extension (N)		1/Game			"Extension (Spell)" Doubles range; touch becomes 20ft
	1/4	Protect-Death (E)		1/Game	White Ribbon	Protect	"I protect you from death"(x5)
	1/-	Summon Dead (S)	50ft	1/Life		Spirit	"I summon thy corpse"(x5)

6th Level

	2/-	Circle of Protection (FE)		Unlimited	10 ft Cloth	Sorcery	"Circle of protection"(x5)
	1/4	Dispel Magic (S)	20ft	1/Game		Sorcery	"I dispel that magic"(x5)
	1/4	Protect-Magic (E)		1/Game	White Ribbon	Protect	"Protection from all forms of magic"(x10)
	1/4	Teleport (S)		1/game	White Ribbon	Sorcery	"Teleport"(x5); "Arriving"(x5)

Garb:

Red sash, tunic, robe, etc.

Armor:

None

Shield:

Buckler, Small, Medium, deducts from available spell points.

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.**

The Resurrection

Same as above except last line:

The white light of healing **hath resurrected thou.**

Dagger (thrust only)- 0

Short (-3ft)- 3

Long (-4ft)- 5

Staff 3

Hinged 3

Shield 3

Weapon costs are subtracted from each ten pts of magic, with remaining pts spread evenly across the levels.

	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