

HEALER 6.53

Garb: Red sash
Armor: None
Shield: Buckler, Small or Medium Shield, will subtract from magic points
Immunities: None
Lives: 4
 Caster

Level	Magic points per 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

Weapons Dagger 0
 Cost Short 3
 Per 10 long 5
 Points of Staff 3
 magic Hinged 3
 Shield 3

1st Level Healer

Cancel(S)
 E: Negates own magic only.
Cure Poison
 E: Makes person immune to the first poisoned hit against him, or may be used within 100 count to **Cure Poison** on a person just poisoned.
 N: Is not a **Heal** spell, wounds to arms or legs remain after **Cure Poison** is cast.
Heal
 I: Touch person and state once: "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, The white light of healing hath healed thee."
 E: Person's wound is healed.
 N: May be used on self. Will repair one point of Berserk barbarian body armor on any one hit location. Healers do not require a spell book or scroll to cast **Heal**.

Lost
 E: Person must go back to their base or Nirvana (whichever is farthest away) before they can do anything else. The person may not affect anything nor be affected until he reaches his destination and returns to his team or base (just as if he were coming back to life).
 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: The person cannot speak or cast magic for a count of 100.
 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".

2nd Level Healer

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 useable on undead and extra-planar creatures.

Bless
 E: Person is immune to the first hit of any

type received if cast on armor or garb (excluding magic balls).
 L: Immunity only applies to areas covered by the item of garb or armor. May not be simulcast.
 N: Is not armor, may not be **Mended** or **Healed**. Will stop a **Touch of Death**, arrows, red weapons, enchanted weapons of any type and relics. Is considered a form of limited **Invulnerability**.
Cure Disease
 E: Converts diseased or undead creature back to human. Effective versus undead and lycanthropes. Some undead and lycanthropes cannot be cured.
 N: This is not a **Resurrect** spell. If dead, the person must still come back to life normally.

Entangle
 E: A direct hit to a person or equipment on them will cause the victim to be "frozen" in place for 150 count. The victim may not move or speak in any form or fashion and they and their equipment cannot be effected in anyway, except where noted below.
 L: Bounces do not count. Beings protected from flame or immune to the school of flame may not be freed by a **Fireball**, or affected by **Fireball** in anyway. A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free.
 N: **Dispel Magic** or a touch from a weapon enchanted with **Flameblade** will instantly negate the effect. One **Fireball**, striking the victim or his equipment, 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
 I: State "extension" then recite the **Heal** spell.
 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 weapon carried or wielded by target is destroyed (casters choice).
 N: May only be used on a wounded person carrying or wielding weapons.

3rd Level Healer

Mass Sleep
 E: All people in sight (both teams) upon completion of the spell are asleep for a 300 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** spell. The target's possessions may not be removed from his person.
 N: Line of sight is blocked by **Flamewall**, **Forcewall**, and **Thornwall**. Many large battlegame scenarios such as wars will prohibit the use of mass-effect spells like **Mass Sleep**. This spell may not be canceled.
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 simulcast up to two times on the same person, protecting against the next two hits. May not be mended.
Protection from Disease
 E: Person is immune to all forms of disease.
 L: Is not effective versus poison.
 N: This will protect a person from being converted to an undead or lycanthrope.

Resurrect
Same as Heal Spell but last line is:
The white light of healing hath resurrected thee.
 E: The dead person is alive again, negating the last death.
 L: A dead person cannot move on his own or speak in order to encourage a healer to **Resurrect** them. A person that reaches nirvana cannot be **Resurrected** except by means of the **Summon Dead** spell. Will not turn monsters back to human. Monsters created by spells or enchantments 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. Wizards do not require a spell book or scroll to cast. Has no effect on an injured player. Will outright kill monsters that die on wounds.
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, after they have counted they may return to their base. 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**.

4th Level Healer

Enhancement
 E: May purchase three points worth of first, second or third level healer magic.
Harden
 E: Makes object indestructible, except versus **Sphere of Annihilation** and relics.
 L: Cannot be placed on players, garb, armor or anything else that covers a player directly. May be cast on shields.
Release
 E: Dispels 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**, **Reincarnate**, **Transform**, 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.

Touch of Death
 E: Bearer of enchantment's touch kills (via either hand).
 L: Will work through clothing, but not armor (including "natural" armor such as Berserk armor).
 N: It does not have to be on the next person touched after the enchantment is cast, but can be saved until it is needed, and it 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.
5th Level Healer
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 magic for 1 use. If magic has no usage, grants range of 20 ft.
 N: Is not used up unless the accompanying magic is completely cast
Protection from Death
 E: Makes the enchanted person to all magic of the Death school, and all class abilities that simulate this magic or steal lives.
Summon Dead
 E: Dead person may return to the healer but is not again alive.
 N: May be used on people in nirvana; this does not interrupt the count on a person's death. The player is not compelled to return to the healer, but only has the option to do so. The spell is expended either way.

6th Level Healer

Circle of Protection
 E: Persons/items inside have ceased to exist, can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or anything outside the circle. They may not be affected by forces outside the **Circle of Protection**.
 L: Can't block or restrict access to an area, it doesn't exist on this plane. Can't be used as a cage, except to hold **Yielded** enemies in. Enchantment is broken by use of the **Dispel** spell or the death of the caster. 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.
 N: Magic in the process of being cast inside the circle are broken when the circle is broken (e.g., no **Doomsday** (circles). Disappears when the caster dies. 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: All spells and enchantments on a player are dispelled, including any enchantments on their equipment. **Reanimated** players die.
 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: **Dispel Magic** will cancel **Protection from Magic**.
Protection from Magic
 E: Blocks all forms of magic, even beneficial magic such as **Heal** and **Resurrect**.
 L: Does not block extraordinary class abilities, but does stop magical ones.
 N: Treat weapons with **Imbue Weapon** cast on them as normal weapons. **Protection from Magic** will prevent other enchantments from being cast on a target.

Teleport
 E: Target goes to any one location of the caster's choice. Cannot harm or 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 saying "arriving" and may not affect him in any way until he finishes the final "arriving."
 L: Must go straight to location. Should quietly tell revee 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.

Healer 6.53 Magic

Cost/ Magic Name (type) Range Use Materials School Incantation/effect

Max 1st Level

Always	Take	(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	Take	(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)
			1/8	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)
			1/2	Entangle (B)		1 Bolt/U	Brown Magic 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)
			1/2	Swords to Plows(s)	20 ft	1/Life		Sorcery "Cast down your weapons and return to the earth" (x2)

3rd Level

			1/1	Mass Sleep (S)	LOS	1/Game		Subdual "Mass Sleep count "(x300)
			1/4	Protect (E)		1/Game	White Ribbon	Protect "May this magic protect you"(x10)
			1/4	Pro Disease		1/Game	White Ribbon	Protect "I protect thee from disease,"(X5)
			1/8	Resurrect (S)		1/Game		Spirit Heal Chant, "Resurrected" for "Healed"
			1/4	Stun (S)	20ft	1/Game		Sorcery "By the power of the white light I stun thee."(X2)
			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 thou art 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."(x2)
			1/4	Touch of Death (E)		1/Game	White Ribbon	Sorc/Death "Touch of Death"(x20)

5th Level

			1/4	Awe/Fear (S)	20ft	1/Game		Control "I make thee in awe/afraid"(x3)
			1/2	Extension (N)		1/Life		"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)