Healer Magic

Cost/Max	Magic Name	Type	Range	Uses	School	Materials	Incantation
1st Level							
0/-	Cancel	S	50'	Unlimited	Sorcery		Repeat x2 "I cancel my magic".
1/4	Cure Poison	E / S	T	1/Life	Spirit	Enchantment cloth if used as enchantment	Repeat x10 "Cure Poison" tie cloth on person if used as enchantment
0/-	Heal	S	T	Unlimited	Spirit		(See Healer's Chant page 2)
1/4	Lost	S	20'	1/Game	Subdual		Repeat x5 "I make thee lost."
1/8	Mend	S	T	1/Life	Sorcery		Repeat x10 "Make this item whole again."
2/4	Mute	S	20'	1/Life	Control		Repeat x5 "I silence thee."
1/-	Talk to Dead	S	T	1/Game	Spirit	Dead Person	Repeat x10 "Speak to me."
2nd Level							
1/4	Banish	S	20'	1/Life	Sorcery	Undead or extra-planar creature.	Repeat x5 "I banish thee monster."
2/4	Bless	E	T	1/Life	Protection	Enchantment cloth, item of garb or armor	Touch item and repeat x5 "I bless thee." tie cloth to item.
2/4	Cure Disease	S	T	1/Life	Spirit	An undead, diseased or like type creature	Repeat x5 "I cure thy illness"
1/2	Swords to Plowshares	S	20'	1/Life	Spirit		Repeat x2 "Cast down your weapons and return to the earth"
1/2	Entangle	B	-	1 bolt/U	Subdual	Padded brown "Entangle" ball with streamers	Hold ball and repeat x5 "Entangle."
1/-	Heal Extend	S	20'	1/Life	Spirit		State "Heal Extend" then recite the Heal spell.
2/4	Sleep	S	20'	1/Life	Subdual		Repeat x2 "Listen and let the fighting cease, close thy eyes and sleep in peace."
3rd Level							
1/1	Mass Sleep	S	LOS	1/Game	Subdual		Repeat x300 "Mass Sleep (present count)"
1/4	Protect	E	T	1/Game	Protection	Enchantment cloth	Repeat x10 "May this magic Protect thee." tie cloth on person.
1/4	Protection from Disease	E	T	1/Game	Protection	Enchantment cloth	Repeat x5 "I protect thee from disease," tie cloth on person.
1/8	Resurect	S	T	1/Game	Spirit		(See Healer's Chant with Resurect option page 2)
1/4	Stun	S	20'	1/Game	Sorcery		Repeat x 2 "By the radiant power of pure white light I stun thee."
1/2	Wounding	S	20'	1/Life	Death		Repeat x2 "From my heart I strike off your (right or left/arm or leg)."
2/4	Yield	S	50'	1/Game	Control		Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."
4th Level							
1/1	Enhancement	N	-	1/Game	Neutral		
1/4	Harden	E	T	1/Game	Protection	Enchantment cloth	Tie cloth on object, repeat x5 "Harden this (name of item)."
1/4	Release	S	20'	1/Life	Sorcery		Repeat x3 "From thy bindings thou art released."
2/4	Sever Spirit	S	T	1/Life	Spirit	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	T	1/Game	Sorcery/Death	Enchantment cloth	Repeat x20 "Touch of death," tie strip on person.
5th Level							
1/4	Awe / Fear	S	20'	1/Game	Control		For Awe repeat x3 "I make thee in awe" or for Fear repeat x3 "I make thee afraid."
1/2	Extension	N	-	1/Life	Neutral		State "Extension" loudly before a spell.
1/4	Protection from Death	E	T	1/Game	Protection	Enchantment cloth	Repeat x5 "I protect thee from death," tie cloth on person
1/-	Summon Dead	S	50'	1/Life	Spirit		Repeat x5 "I summon thy corpse."
6th Level							
2/-	Circle of Protection	FE	T	Unlimited	Sorcery	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	20'	1/Game	Sorcery		Repeat x5 "I dispel that magic."
1/4	Protection from Magic	E	T	1/Game	Protection	Enchantment cloth	Repeat x10 "Protection from all forms of magic," tie cloth on person or object.
1/4	Teleport	S	T	1/Game	Sorcery		Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."

Garb: Red Sash
Weapons: Dagger, Short, Long, Staff, Hinged
Armor: None
Shield: Medium (will subtract from magic points)
Immunities: None
Lives: 4
Magic: May use either hand to cast magic
Enchantment cloths are **White** 2"x18" or larger

Magic point usable to buy magic at that level

	Spell Level					
	1	2	3	4	5	6
Caster Level 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

Healer Magic

Weapon Cost

Dagger	0	Subtract weapon cost for each
Short	3	weapon used from points
Long	5	available for caster level 1 - 3.
Staff	3	(See Amtgard Rulebook Pg.31
Hinged	3	for levels 4-5)
Shield	3	

First Level

Cancel
E: A spell, enchantment, or fixed enchantment you cast is negatec and expended.
L: May not be used on a magical ball already thrown. Magic that is completed when cast such as *Heal* and *Resurrect* cannot be cancelled.

Cure Poison
E: Makes person immune to the next poison effect (but not the wound itself) against him, or may be used to cure poison on a person at time of casting.
N: Is not a Heal spell, wounds remain after Cure Poison is cast.

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. 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 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 requirments used in class abilities to allow others to know what the player is doing ar 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."

Second Level

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 magical 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.

Cure Disease
E: Converts diseased or undead creature back to human.
N: This is not a Resurrect spell. If dead, the target must still come back to life normally.

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.

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
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 spell balls.
N: Dispel Magic or a touch from 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: (See Heal spell)

Sleep
E: Victim must lie down and "Sleep" for a 100 count
L: *Sleeping* people may not be harmed or killed. Their possesions may not be harmed or removed from their person. Target may not be moved except via *Shove* or *Wind* spells. This spell may not be *Cancelled* .

Third Level

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

Resurect
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. 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 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.

Fourth Level

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.
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. 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.

Fifth Level

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

Extension
E: Doubles the range of the spell for one use. Touch becomes 20' and the caster must point at the target in lieu of touch.
L: May not be used more than once on the same casting.
N: *Extension* is expended when "Extention" is stated, even if the accompaning spell is not completed.

Protection from Death
E: Target is immune to Death magic and abilities.

Summon Dead
E: Dead person may return to the healer but is not again alive.
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 way.

Sixth Level

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.
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.

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.

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.