

Healer Spell list

Weapons Bought	Cost

Level

Spell points remaining

# Bought	Name	Type	School	Uses	Cost	Max	Range	Incantation
1st Level								
	Cancel	S	Sorcery	Unlimited	0	-	50'	"I cancel my magic." x2
	Cure Ailments	S	Spirit	1/life	1	4	T	"I sooth thy ailments" x5
	Heal	S	Spirit	Unlimited	0		T	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
	Lost	S	Subdual	1/game	1	4	20'	"I make thee lost." x5
	Mend	S	Sorcery	1/life	1	8	T	"Make this item whole again." x10
	Mute	S	Control	1/life	2	4	20'	"I silence thee." x5
	Talk to Dead	S	Spirit	1/game	1	-	T	"Speak to me." x10
2nd Level								
	Banish	S	Sorcery	1/life	1	4	20'	"I banish thee monster." x5
	Bless	E	Protection	1/life	2	4	T	"I bless thee" x5
	Entangle	B	Subdual	1 bolt/U	1	2	-	"Entangle." x5
	Heal Extend	S	Spirit	1/life	1	-	20'	"Heal Extend" + Heal incantation
	Sleep	S	Subdual	1/life	2	4	20'	"Listen and let the fighting cease, close thy eyes and sleep in peace." x2
	Swords to Plowshares	S	Spirit	1/life	1	2	20'	"Cast down your weapons and return to the earth" x2

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3rd Level								
	Mass Sleep	S	Subdual	1/game	1	1	LOS	“Mass Sleep (present count).” x300
	Protect	E	Protection	1/game	1	4	T	“May this magic Protect thee,” x 10
	Protection from Ailments	E	Protection	1/game	1	4	T	“I protect thee from infirmity,” x10
	Resurrect	S	Spirit	1/game	1	8	T	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 resurrected thee
	Stun	S	Sorcery	1/life	2	2	20'	“By the radiant power of pure white light I stun thee.” x2
	Wounding	S	Death	1/life	1	2	20'	“From my heart I strike off your (right or left/arm or leg).” x2
	Yield	S	Control	1/game	2	4	50'	“Yield thy arms and resist no longer, come unto me and be my captive.” x3
4th Level								
	Enhancement	N	Neutral	1/game	1	1	--	
	Harden	E	Protection	1/game	1	4	T	“Harden this (name of item).” x5
	Release	S	Sorcery	1/life	1	4	20'	“From thy bindings thou art released.” x3
	Sever Spirit	S	Spirit	1/life	2	4	T	“On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk.”x2
	Touch of Death	E	Sorcery/Death	1/game	1	4	T	“Touch of death” x5

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5th Level								
	Awe/Fear	S	Control	1/game	1	4	20'	"I make thee in awe" or "I make thee afraid." x3
	Extension	N	Neutral	1/life	1	2	--	"Extension" + spell to be extended
	Protection from Death	E	Protection	1/game	1	4	T	"I protect thee from death" x5
	Protection from Magic	E	Protection	1/game	1	4	T	"Protection from all forms of magic" x10
	Summon Dead	S	Spirit	1/life	1	-	50'	"I summon thy corpse." x5
6th Level								
	Circle of Protection	FE	Sorcery	Unlimited	2	-	T	"Circle of protection" x5
	Dispel Magic	S	Sorcery	1/game	1	4	20'	"I dispel that magic." x5
	Hallowed Ground	FE	Spirit	1/game	1	2	T	"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." x2
	Teleport	S	Sorcery	1/game	1	4	T	"Teleport"x5 "Arriving"x5 upon reaching destination