THE HEALING SPELL SOURCE

SPELL LIST

Rank 1	Rank 2	Rank 3		
Binding	Accelerated Healing	Fortitude		
Detox	Lesser Magic Antidote	Lesser Regenerate		
Minor Regenerate	Minor Healing Wave	Lesser Share Pain		
Unfog	Minor Mend Wounds	Undying Will		
Rank 4	Rank 5	Rank 6		
Cure Ailment	Greater Magic Antidote	Demystify		
Lesser Healing Wave	Greater Regenerate	Greater Mend Wounds		
Lesser Mend Wounds	Lesser Recovery	Greater Share Pain		
Lesser Purify	Mending Sleep	Revive		
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Rank 7	Rank 8	Rank 9		
Binding Crystal	Greater Recovery	Ancient Regenerate		
Cure Disease	True Healing Wave	Call of Home		
Greater Healing Wave	True Mend Wounds	Greater Purify		
True Regenerate	Vindicate	Mystic Constitution		
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Rank 10

Ancient Healing Wave

Ancient Mend Wounds

Create Way Stone

Healing Seed

SPELL PROFILE

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Binding	1	2 SpP	3	10M	Touch	1 Target	1 Round +1 Round per RO	N/A
Detox	1	2 SpP	2	1 Round	Touch	1 Target	Instant	N/A
Minor Regenerate	1	4 SpP	4	12M	Touch	1 Target	1 Round +1 Round per Lv	N/A
Unfog	1	3 SpP	2	12M	6 yards	1 Target	Instant	N/A
Accelerated Healing	2	4 SpP	4	1 minute	Touch	l Target	1 Passing	N/A
Lesser Magic Antidote	2	4 SpP	3	3 Rounds	Touch	1 Target	Instant	N/A
Minor Healing Wave	2	5 SpP	6	1 Round	0	10 yard Radius +1 yard reach per 4 RO	2 Rounds +1 Round per 4 RO	N/A
Minor Mend Wounds	2	6 SpP	6	21M	Touch	1 Target	Instant	N/A
Fortitude	3	8 SpP	7	2 Rounds	2 yards	1 Target	1d4 minutes +1 minute per 3 RO	N/A
Lesser Regenerate	3	7 SpP	9	14M	Touch	1 Target	1 Round +1 Round per Lv	N/A
Lesser Share Pain	3	10 SpP	10	18M	20 yards	1 Target	1 Round +1 Round per 2 RO -1 to	+3 ResChecks per 2R
Undying Will	3	8 SpP	8	1 hour	6 yards	1 Target	1d2 Passing +1 Passing per 3 RO	N/A
Cure Ailment	4	11 SpP	9	1 hour	Touch	1 Target	Instant	N/A
Lesser Healing Wave	4	11 SpP	9	1 Round	0	10 yard Radius +1 yard reach per 4 RO	2 Rounds +1 Round per 4 RO	N/A
Lesser Mend Wounds	4	11 SpP	9	24M	Touch	1 Target	Instant	N/A
Lesser Purify	4	9 SpP	8	13M	Touch	1 Target	Instant	N/A
Greater Magic Antidote	5	9 SpP	8	3 Rounds	Touch	1 Target	Instant	N/A
Greater Regenerate	5	11 SpP	13	16M	Touch	1 Target	1 Round +1 Round per Lv	N/A
Lesser Recovery	5	14 SpP	11	1 hour	2 yards	1 Target	1 Passing	N/A
Mending Sleep	5	13 SpP	12	1 Round	Touch	l Target	1 Passing +1 Passing per 3 RO	N/A
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	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Demystify	6	11 SpP	9	1 minute	2 yards	1 Target	Instant	N/A
Greater Mend Wounds	6	16 SpP	12	27M	Touch	1 Target	Instant	N/A
Greater Share Pain	6	13 SpP	10	18M	20 yards	2 Targets	1 Round +1 Round per RO	+3 I to ResChecks per 2R
Revive	6	27 SpP	21	1 Round	Touch	1 Target	Special	N/A
Binding Crystal	7	13 SpP	10	o	0	0	0	0
Cure Disease	7	13 SpP	10	o	0	0	0	0
Greater Healing Wave	7	13 SpP	10	0	0	0	0	0
True Regenerate	7	13 SpP	10	0	0	0	0	0
Greater Recovery	8	15 SpP	11	0	0	0	0	0
True Healing Wave	8	15 SpP	11	0	0	0	0	0
True Mend Wounds	8	15 SpP	11	0	0	0	0	0
Vindicate	8	15 SpP	11	0	0	0	0	0
Ancient Regenerate	9	17 SpP	12	0	0	0	0	0
Call of Home	9	17 SpP	12	0	0	0	0	0
Greater Purify	9	17 SpP	12	o	0	0	0	0
Mystic Constitution	9	17 SpP	12	0	0	0	0	0
Ancient Healing Wave	10	21 SpP	15	0	0	0	0	0
Ancient Mend Wounds	10	21 SpP	15	0	0	0	0	0
Create Way Stone	10	21 SpP	15	0	0	0	0	0
Healing Seed	10	21 SpP	15	0	0	0	0	0

FAMILY OF SPELLS

Lesser Recovery

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Greater Recovery

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Lesser Regenerate	Lesser Magic Antidote	Lesser Healing Wave	Lesser Mend Wounds
\$		\$	\$
Greater		Greater Healing	Greater Mend
Regenerate		Wave	Wounds
\$		\$	\$
True Regenerate	Greater Magic Antidote	True Healing Wave	True Mend Wounds
\$		\$	\$
Ancient		Ancient Healing	Ancient Mend
Regenerate		Wave	Wounds
		Detox	
		\$	
Lesser Share Pain	Lesser Purify	Cure Ailment	
\$	\$		
Greater Share Pain	Greater Purify	Cure Disease	
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		Healing Seed	

Healing Limitations (Optional Rule)

Healing is likely the most sought-after Spell Source in Wyrmsbane. While a literal lifesaver, it is not without its limitation. Any target may only receive a Healing Type Spell (Magical Healing as noted under the spells' descriptions) a number of times per Shift (per 10 Passings) equal to their maximum Wounds. Any other unnatural healing (potions, mystic effects and the like) count towards this total. Those with the Healing, Doctor and Mender Skills (with a Skill Check of 5+) can tell when a target has reached their maximum magical heals. In the heat of combat, one may not know, and magical healing spells cast on a target that has reached its limitations has no effect.

The limit of magical heals per Shift doesn't reset as a group, but is per heal, i.e. each magical heal assumes one Wound's slot and takes 10 Passings before that slot is again available. For instance, a target that has 4 Wounds receives a Healing Type Spell on Passing one. Then, receives three more 9 Passings later. They now cannot receive any more magical heals. One Passing later, the first magical heal slot would reset. The other 3 would take an additional 9 Passings.

Each magical heal is associated to a single spell. Spells that heal multiple times (like Healing Wave) or heals over time (like Regenerate) all count as a single instance of magical healing.

The best way to track this is, when a magical heal is received, put a "10" above the Wound circle. Each Passing, reduce the number by one until it reaches 0 and then erase.

Binding

Rank 1 Spell

Healing Source, The Magic Sphere of Light

Cost: 2 SpP

Range: Touch

Duration: 1 Round, +1 Round per RO

CsD: 3

CsT: 10M

AoE: 1 Target

Resistance: N/A

HEALING

Instantly halts a single *Bleeding* Effect, and prevents any further *Bleeding* for 1 Round, +1 Round per RO. Furthermore, small appendages (like fingers, toes, ears and the nose) may be reattached by holding them back in place and casting the spell. However, this must be done within 3 Rounds (30 seconds) of when they were cut off and requires an RO of 5 to accomplish.

Detox

Rank 1 Spell

Healing Source, The Magic Sphere of Light

Cost: 2 SpP

Range: Touch

Duration: Instant

CsD: 2

CsT: 1 Round

AoE: 1 Target

Resistance: N/A

Cures all forms of natural toxins in the target. This includes alcohol, food poisoning, topical infections, drug-associated effects and the like. It does not affect anything brought on by poison.

Minor Regenerate

Rank 1 Spell

Healing Source, The Magic Sphere of Light

Cost: 4 SpP

Range: Touch

Duration: 1 Round, +1 Round per Lv

CsD: 4

CsT: 12M

AoE: 1 Target

Resistance: N/A

HEALING

Grants the target the *Regeneration (X)* Effect, where X is 2 plus 1 per 3 RO to a limit of *Regeneration (5)* at RO 9. This spell does not recover Acidic and Fiery Damage from magical sources.

Unfog

Rank 1 Spell Healing Source, The Magic Sphere of Light

Cost: 3 SpP Range: 6 yards Duration: Instant

CsD: 2

CsT: 12M AoE: 1 Target Resistance: N/A

Removes the Berserk, Blinded, Clumsy, Confused, Glowing, Hazed, Marked, Shocked, Stand Stupid and Stunned Effects. If the Effects are caused by a spell, only spell effect from Rank 3 or lower are nullified. If caused by a Hex, the RO must be double the Rank of the spell to nullify.

Accelerated Healing

Rank 2 Spell Healing Source, The Magic Sphere of Light

Cost: 4 SpP Range: Touch Duration: 1 Passing

CsD: 4

CsT: 1 minute AoE: 1 Target Resistance: N/A

The affected target has supernatural healing during their sleep (or full rest). Each 3 hours of rest heals 1 Hit Point, +1 per 4 RO to a maximum of 3 Hit Points per 3 hours at RO 8 and limited to a total of 15 Hit Points restored over the course of 15 hours. This does not count as magical healing and the effect cannot be dispelled. However, it also does not count as healing that "only comes from time".

Lesser Magic Antidote

Rank 2 Spell Healing Source, The Magic Sphere of Light

Cost: 4 SpP Range: Touch Duration: Instant

CsD: 3

CsT: 3 Rounds AoE: 1 Target Resistance: N/A

HEALING

The targets are cured of poisons and toxins both magical and non-magical. This reduces all Poisons down one grade, i.e. from Poison C to B, and from B to A, A is outright cured. The power of the poison is reduced by 1 per 2 RO. Thus, a RO of 6 would reduce a Poison B (6) to Poison A (3). Poison C is always reduced to Poison B (5). Likewise, this will also hinder lesser magical toxins that have poisoning effects, or anything called a "poison". Exactly how much is up to the Storyteller, the power of the poison and the RO.

Minor Healing Wave

Rank 2 Spell Healing Source, The Magic Sphere of Light

Cost: 5 SpP Range: 0 Duration: 2 Rounds, +1 Round per 4 RO

CsD: 6

CsT: 1 Round AoE: 10 yard Radius, +1 yard reach Resistance: N/A

HEALING per 4 RO

The caster sends forth waves of healing light that radiate outward in pulses. Anything in the AoE is healed for 1d3, +1 per 4 RO to a maximum of 1d3 +4 at RO 16 per pulse.

Each Round on the caster's Initiative, and when the caster finishes the spell, a pulse radiates. For the Duration to proceed past the first Round, the caster must Channel. The AoE is fixed, and if the caster moves, the spells ends.

Upon the last pulse, as per the full Duration, the caster may forego the final pulse and all actions and instead select one target within the AoE. That target is healed for 3d4 Hit Points.

Minor Mend Wounds

Rank 2 Spell Healing Source, The Magic Sphere of Light

Cost: 6 SpP Range: Touch Duration: Instant

CsD: 6

CsT: 21M AoE: 1 Target Resistance: N/A

HEALING

Heals 3d8 Hit Points, +1 per 2 RO to a maximum of 3d8 +10 at RO 20.

Fortitude

Rank 3 Spell Healing Source, The Magic Sphere of Light

Cost: 8 SpP Range: 2 yards Duration: 1d4 minutes, +1 minute per 3 RO

CsD: 7

CsT: 2 Rounds AoE: 1 Target Resistance: N/A

Increases the target's constitution, allowing them to perform great feats of endurance. Grants the Endurance Skill at a Rank of 4+5, or 1 category higher if they have the Skill already. The target's Longevity increases by 2, +1 per 3 RO, to a maximum of 25. It also grants a bonus to Knockout Checks by 5% per bonus Longevity received. Lastly, the target can exert themselves to their maximum capacity about 5 times as long as normal.

Lesser Regenerate

Rank 3 Spell

Healing Source, The Magic Sphere of Light

Cost: 7 SpP

Range: Touch

Duration: 1 Round, +1 Round per Lv

CsD: 9

CsT: 14M AoE: 1 Target

Resistance: N/A

HEALING

Grants the target the *Regeneration* (X) Effect, where X is 1 plus 1 per 2 RO to a limit of *Regeneration* (9) at RO 16. This spell does not recover Acidic and Fiery Damage from magical sources.

Lesser Share Pain

Rank 3 Spell

Healing Source, The Magic Sphere of Light

Cost: 10 SpP

Range: 20 yards

Duration: 1 Round, +1 Round per 2 RO

CsD: 10

CsT: 18M

AoE: 1 Target

Resistance: +3, -1 to ResChecks per 2RO

HEX

The caster and the target become locked magically. The Storyteller combines the Hit Points of the two into one pool. When either take damage, the Hit Points of the pool are deducted. When the pool reaches zero, both the caster and the target are separated from the link, and their Hit Points are set to zero. Both must make a KO Check as normal or fall unconscious. If a damaging effect takes the pool of Hit Points below zero, the negative number is halved, and both the caster and target are separated from the link, and their Hit Points are set to that negative number rounded down, i.e., if the pool is 10 and one person is hit for 15 damage, that's -5. -5 halved is -2.5, or -3, and both the target and the caster are set to that current Hit Point total. While the link is active, neither the target nor caster can receive healing of any sort.

Additionally, both can feel each other's pain, and any damaging effect (in addition to straight damage) affects both. When one takes damage or an Effect, it is their Absorb and Resistances that are used, and the other does not get a ResCheck or can use their Absorb.

Once the Link is made, the range of the spell is 30 yards, +5 yards per RO to a maximum of 75 yards at RO 9. If the link is broken prematurely, or when the spell ends, the current Hit Point pool is halved, and each character's current Hit Points are set to that number. The target's current Hit Points cannot exceed double that of the caster's.

Undying Will

Rank 3 Spell

Healing Source, The Magic Sphere of Light

Cost: 8 SpP

Range: 6 yards

Duration: 1d2 Passing, +1 Passing per 3 RO

CsD: 8

CsT: 1 hour AoE: 1 Target

Resistance: N/A

Grants the target an extreme will that allows them to conquer most any onslaught. They will always make their KO Check, they are near immune to effects of pain (although, the damage is not mitigated), they can withstand aliments to the very limits of their natural body, and even beyond. This does not grant strength or Hit Points but allows their will to set new limits of endurance. The spell also allows the caster to set a certain item in mind before the spell is cast. This cannot be forced on others and must be consensual. This thought might be to climb a mountain or seek an enemy or run to a certain place, or not listen to a smooth talker. The affected target will always succeed in any ResCheck associated with that thought/task.

Cure Ailment

Rank 4 Spell

Healing Source, The Magic Sphere of Light

Cost: 11 SpP

Range: Touch

Duration: Instant

CsD: 9

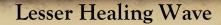
CsT: 1 hour

AoE: 1 Target

Resistance: N/A

HEALING

Instantly cures any natural ailment. An aliment defined as any non-chronic disease, toxin or poison. This would include old wounds that cause pain, but not regenerating a limb; restoring slight from a blow to the head, but not re-growing a new eye; curing normal sicknesses and viruses; and curing the lasting effects of a Hex, but not the Hex itself.



Rank 4 Spell

Healing Source, The Magic Sphere of Light

Cost: 11 SpP

Range: 0

Duration: 2 Rounds, +1 Round per 4 RO

CsD: 9

CsT: 1 Round

AoE: 10 yard Radius, +1 yard reach

per 4 RO

Resistance: N/A

HEALING

The caster sends forth waves of healing light that radiate outward in pulses. Anything in the AoE is healed for 1d4, +2 per 4 RO to a maximum of 1d4 +8 at RO 16 per pulse.

Each Round on the caster's Initiative, and when the caster finishes the spell, a pulse radiates. For the Duration to proceed past the first Round, the caster must Channel. The AoE is fixed, and if the caster moves, the spells ends.

Upon the last pulse, as per the full Duration, the caster may forego the final pulse and all actions and instead select one target within the AoE. That target is healed for 6d4 Hit Points.

Lesser Mend Wounds

Rank 4 Spell

Healing Source, The Magic Sphere of Light

Cost: 11 SpP

Range: Touch

Duration: Instant

CsD: 9

CsT: 24M

AoE: 1 Target

Resistance: N/A

HEALING

Heals 5d8 Hit Points, +1 per 2 RO to a maximum of 5d8 +10 at RO 20.

Lesser Purify

Rank 4 Spell

Healing Source, The Magic Sphere of Light

Cost: 9 SpP

Range: Touch

Duration: Instant

CsD: 8

CsT: 13M

AoE: 1 Target

Resistance: N/A

HEALING

This spell removes all mystical effects of Lesser power or lower.

Greater Magic Antidote

Rank 5 Spell

Healing Source, The Magic Sphere of Light

Cost: 9 SpP

Range: Touch

Duration: Instant

CsD: 8

CsT: 3 Rounds

AoE: 1 Target

Resistance: N/A

HEALING

Outright cures any and all poisons in the target.

Greater Regenerate

Rank 5 Spell

Healing Source, The Magic Sphere of Light

Cost: 11 SpP

Range: Touch

Duration: 1 Round, +1 Round per Lv

CsD: 13

CsT: 16M

AoE: 1 Target

Resistance: N/A

HEALING

Grants the target the Regeneration (X) Effect, where X is 1 plus 2 per 3 RO to a limit of Regeneration (13) at RO 18. This spell does not recover Acidic and Fiery damage from magical sources.

Lesser Recovery

Rank 5 Spell

Healing Source, The Magic Sphere of Light

Cost: 14 SpP

Range: 2 yards

Duration: 1 Passing

CsD: 11

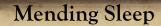
CsT: 1 hour

AoE: 1 Target

Resistance: N/A

WARD

Sets a target's current status into a stasis of sorts. The caster sets a trigger, which must be physical in nature (as in, when I touch you, or when you touch water, etc.). When that trigger is met, the target reverts to the state they were in when the spell was cast. This can heal wounds, reattach lost limbs and most anything else except for reviving a character and removing Hexes. This spell lasts 1 Passing, and +1 hour per 2 RO. Healing from this spell does not count as Magical Healing, however, this can be dispelled. This has an element of time to it, and those guarded against time effects and spells are unaffected by this spell.



Rank 5 Spell

Healing Source, The Magic Sphere of Light

Cost: 13 SpP

Range: Touch

Duration: 1 Passing, +1 Passing per 3 RO

CsD: 12

CsT: 1 Round

AoE: 1 Target

Resistance: N/A

HEALING

Only allowed on the willing. The target is put to sleep for 1 Passing, +1 Passing per 3 RO, to a maximum of 10 Passings at RO 27. While in this slumber, the heals 10% of their maximum Hit Points per Passing. The target will wake naturally when all Hit Points are restored, the spell's Duration ends or if damaged in some way. When they wake, they are groggy, in need of a meal, and cannot perform any strenuous task until fed.

All wounds are closed with an RO 3. Scars are removed from wounds healed by this spell with an RO 6. Poisons and toxins cured with an RO 9. With an RO 15, on-going mal effects that are not Permanent injuries are healed. In addition to the natural time spent resting, an additional 2 Wounds are healed with an RO 21. With an RO 27, Permanent Injuries that do not involve severed limbs are also cured.

Demystify

Rank 6 Spell

Healing Source, The Magic Sphere of Light

Cost: 11 SpP

Range: 2 yards

AoE: 1 Target

Duration: Instant

CsD: 9

CsT: 1 minute

Resistance: N/A

MIND ALTERING

Reveals to the caster the nature of a wound or ailment.

Greater Mend Wounds

Rank 6 Spell

Healing Source, The Magic Sphere of Light

Cost: 16 SpP

Range: Touch

Duration: Instant

CsD: 12

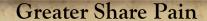
CsT: 27M

AoE: 1 Target

Resistance: N/A

HEALING

Heals 7d8 Hit Points, +1 per 2 RO to a maximum of 7d8 +10 at RO 20.



Rank 6 Spell

Healing Source, The Magic Sphere of Light

Cost: 13 SpP

Range: 20 yards

Duration: 1 Round, +1 Round per RO

CsD: 10

CsT: 18M

AoE: 2 Targets

Resistance: +3, -1 to ResChecks per 2RO

HEX

The caster and 2 targets become locked magically. The Storyteller combines the Hit Points of the three into one pool. When any take damage, the Hit Points of the pool are deducted. When the pool reaches zero, both the caster and the targets are separated from the link, and their Hit Points are set to zero. All must make a KO Check as normal or fall unconscious. If a damaging effect takes the pool of Hit Points below zero, the negative number is halved, and both the caster and targets are separated from the link, and their Hit Points are set to that negative number rounded down, i.e., if the pool is 10 and one person is hit for 15 damage, that's -5. I halved is -2.5, or -3, and both the targets and the caster are set to that current Hit Point total. While the link is active, neither the targets nor caster can receive healing of any sort.

Additionally, all can feel each other's pain, and any damaging effect (in addition to straight damage) affects all. When one takes damage or an effect, it is their Absorb and Resistances that are used, and the other does not get a ResCheck or can use their Absorb.

Once the Link is made, the range of the spell is 50 yards, +10 yards per RO, to a maximum of 150 yards at RO 10. If the link is broken prematurely, or when the spell ends, the current Hit Point pool is halved, and each character's current Hit Points are set to that number. One leaving the three linked does not end the spell for the two who remain in proximity of the range.

Revive

Rank 6 Spell

Healing Source, The Magic Sphere of Light

Cost: 27 SpP

Range: Touch

Duration: Special

CsD: 21

CsT: 1 Round

AoE: 1 Target

Resistance: N/A

HEALING

Cast on a target who has fallen under their Death Number within the last 10 minutes. This assumes that the target can be revived, i.e. the target is in one piece, with all their needed organs and so on. The target is revived to 1 Hit Point above their Death Number, +1 per 2 RO, to a maximum of zero Hit Points. The target stays unconscious and cannot be healed further in any way except through time. This effect remains in place until the character has naturally regained all their Hit Points.

