

Guardians of Utaemia

Healer Abilities and Spells

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Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

Healer

This spell-caster is one who can heal wounds, relieve insanity, even bring back the dead at high levels. The Healer is strongly prized as a companion on dangerous journeys and to leaders of adventuring groups, even valued by high political factions within all nations. Simply, the Healer is revered.

Prerequisites:

1. Seeker Abilities: "Magical Prowess"
2. Seeker Abilities: "Metaphysical Studies"
3. Trade-Skill, "Herbalist"
4. Trade-Skill, "Medic"

Antidote (Spell)

Relieves the effects of poison.

Modification Point cost: 15

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 10 turns (50 seconds)

Damage: There is a risk involved in this form of healing. At the completion of this spell, the healer must make a successful avoidance-roll vs. "Constitution" or lose 1 point of constitution permanently (with the best of 5 rolls to succeed). Also, the healer will age 10 days time for casting the spell.

Duration: 24 hours.

Effect time: 24 hours.

Explanation: This spell will nullify the effects of poison which a victim is suffering from.

Hand movement: Two hands.

Healing: Spell will neutralize the effects of the poison.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 3 hours of solid rest must be had, in which time no magic can be cast. Until rest is had sufficiently, the Druid will not be able to cast.

Special: None.

Spell Preparation: The healer must be holding a piece of what has poisoned its victim upon his or her person during the casting (fang, talon, root, leaf, thorn, etc.).

Spell-points to cast: 7

Susceptibilities: None.

Value: Scroll: 7,000 white-gold / Spell-rune: 70 white-gold

Armor of Comfort (Spell)

Armoring will not be a discomfort while sleeping.

Modification Point cost: 6

Area of Effect: One set of armor.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 8 hours.

Effect time: Instant.

Explanation: When this spell is cast the Healer will cause a donned set of armor to become comfortable enough to be worn while sleeping. by the casting of this spell, sleepers in armor will not have any form of soreness or chafing upon the flesh (which can lead to infections and penalties).

Hand movement: Two hands.

Healing: None.

Immunities: Enchanted and Magical armor has 05% chance, per class/grade, of not being effected. **Example:** A Healer casts the spell and touches a set of armor that is class-4. Class-4 armor will have a 20% chance of not being effected by this spell. Class-2 armor would have a 10% chance of resisting the spell. The maximum chance for magical armor to resist this spell is 50%

Maximum adjustment:

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 100 white-gold / Spell-rune: 1 white-gold

Blood Light (Spell)

Regenerates lost blood-points.

Modification Point cost: 30

Area of Effect: 10 spaces (50') out in all directions from where caster is standing. If the caster moves, the “Area of effect:” will move with him or her.

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x the level of the caster.

Effect time: Instant.

Explanation: This spell will cause all perceived allies blood-points to regenerate per turn if within the “Area of Effect”.

Hand movement: Two hands.

Healing: 1-D6 blood-points per 5 levels the caster has advanced.

Immunities: None.

Maximum adjustment:

Notes: None.

Range: Caster only.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 35,000 white-gold / Spell-rune: 350 white-gold

Consciousness (Spell)

Brings a targeted creature back to consciousness.

Modification Point cost: 12

Area of Effect: One creature

Avoidance-roll: None.

Casting time: 2 turns (10 seconds)

Damage: None.

Duration: See: "Explanation"

Effect time: Instant.

Explanation: This spell will bring a person or creature to full consciousness. It is permanent, but if a creature is exhausted, received a hard blow to the head, or has been exposed to a spell or trap that will make a creature sleepy, it will bring the creature out of the sleep for only a short period of time (1-D10 turns).

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment:

Notes: This spell can only be cast upon a creature 1 time per 24 hours.

Range: Touch.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 6

Susceptibilities: None.

Value: Scroll: 100 white-gold / Spell-rune: 1 white-gold

Corporeal Light (Spell)

Heals all areas of your target (not just one wound at a time).

Prerequisite: Healing

Modification Point cost: 30

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell heals its target of wound damage (flesh damage only). While this spell will heal up this type of wound, it will leave other types of wounds untouched (i.e., broken bones, acid, fire and cold burns, etc.).

Hand movement: Two hands.

Healing: 1-D6 x the level of the caster.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: The Seeker spell: "Minor Healing" stacks with this healing in ONE AREA of the caster's choosing.

Range: 1 space (5'). This spell cannot heal through a solid object, and the caster must be able to see or touch the target in order to heal.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / Spell-rune: 600 white-gold

Escape (Spell)

Caster can walk away from hostile foes unharmed.

Modification Point cost: 50

Area of Effect: Caster, and others if spell-points are added into this spell. See: “Special” (allies must be in the healers sight and fully recognized to be effected).

Avoidance-roll: Mental-strength check (mental-strength = % chance)

Casting time: 6 turns (30 seconds)

Damage: None.

Duration: Permanent as long as the healer and all who go with him and her leave the area and do nothing to further the confrontation.

Effect time: Instant.

Explanation: Escape will enable the caster to walk away from an undesirable situation. Any action besides single mindedly retreating to safety will break the spell (allies and friends cannot be helped and items cannot be retrieved). Caster, and those effected, must leave quickly and straightway.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster.

Resting time: 24 hours.

Special: For every 12 spell-points added above the initial cost of the spell one more person or creature can be effected.

Spell Preparation: None.

Spell-points to cast: 25

Susceptibilities: None.

Value: Scroll: 1,000,000 white-gold / **Spell-rune:** 10,000 white-gold

Heal Acid Burn (Spell)

Heals the searing damage of acid wounds.

Modification Point cost: 20

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell heals its target of acid damage only. While this spell will heal up this type of wound, it will leave other types of wounds untouched (i.e., weapon wounds, broken bones, cold and fire burns, etc.).

Hand movement: Two hands.

Healing: 1-D6 x the level of the caster.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5'). This spell cannot heal through a solid object, and the caster must be able to see or touch the target in order to heal.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 120,000 white-gold / Spell-rune: 1,200 white-gold

Heal Broken Bone (Spell)

Heals one broken bone.

Modification Point cost: 10

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 24 hours.

Effect time: 24 hours.

Explanation: This spell will mend one broken bone. While this spell will heal a broken bone, it will leave all other types of wounds untouched.

Hand movement: Two hands.

Healing: Mends one broken bone to completion in 24 hours.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 1 minute (12 turns)

Special: This spell will also heal torn and broken cartilage in the same manner as bone but will take 72 hours instead of the 24.

Spell Preparation: The bone must be correctly set or it will heal incorrectly.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / Spell-rune: 600 white-gold

Heal Fire Burn (Spell)

Heals the burning damage of fire.

Modification Point cost: 10

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell heals its target of fire damage (burns only). While this spell will heal up this type of wound, it will leave other types of wounds untouched (i.e., broken bones, acid and cold burns, etc.).

Hand movement: Two hands.

Healing: 1-D6 x the level of the caster.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5'). This spell cannot heal through a solid object, and the caster must be able to see or touch the target in order to heal.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / Spell-rune: 600 white-gold

Heal Frost Burn (Spell)

Heals the damage of severe cold.

Modification Point cost: 10

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell heals its target of cold damage only. While this spell will heal up this type of wound, it will leave other types of wounds untouched (i.e., broken bones, acid and fire burns, etc.).

Hand movement: Two hands.

Healing: 1-D6 x the level of the caster.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5'). This spell cannot heal through a solid object, and the caster must be able to see or touch the target in order to heal.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / Spell-rune: 600 white-gold

Healing (Spell)

Heals one area of your target

Prerequisite: Seeker spell within the Healer Studies: “Minor Healing”

Modification Point cost: 10

Area of Effect: One wound.

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell heals its target of wound damage (flesh damage only). While this spell will heal up this type of wound, it will leave other types of wounds untouched (i.e., broken bones, acid, fire and cold burns, etc.).

Hand movement: Two hands.

Healing: 1-D6 x the level of the caster.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: The Seeker spell: “Minor Healing” stacks with this healing.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 20,000 white-gold / Spell-rune: 200 white-gold

Life (Spell)

Brings a creature back to life.

Modification Point cost: 100

Area of Effect: One creature

Avoidance-roll: The caster must make a successful avoidance-roll vs. “Faith” in order for this spell to work (after the first successful attempt at this, this avoidance-roll will no longer be necessary).

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will bring back to life one creature. This creature cannot have been deceased for more than 3 days, or this spell will not work. If a creature has been dead for 4+ days, a regenerative healing must be cast upon the body before this spell will work.

When this spell is cast there will be a 30% chance that the creature: “Dithinoth” will come and reclaim the once dead creature. If this happens, it will be a natural occurrence. Read up on the “Dithinoth” creature in the D section of the Creature’s Book before ever doing this. There is some vital information that is given on how the Dithinoth does this.

Hand movement: Two hands.

Healing: Brings one creature back to life, fully healed of all physical wounds. Note: Disease, sickness, curses, blessing, etc., will still be in effect. The only things that will be lost are powers and abilities gotten from items, spells, secrets in the wilderness, etc.).

Immunities: Only living creatures that have been slain can be effected by this spell.

Maximum adjustment: None.

Notes: One cannot be brought back to life while beheaded, or an arrow is still within the body in a vital place, etc. Be logical about this.

Range: Touch.

Resting time: 1 moon (30 days) -1 day per 10 levels advanced.

Special: None.

Spell Preparation: None.

Spell-points to cast: 50

Susceptibilities: None.

Value: Scroll: 5,000,000 white-gold / Spell-rune: 50,000 white-gold

Numb Pain (Spell)

Numbs the pain of the physical body.

Modification Point cost: 8

Area of Effect: One target.

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 hour + 1 hour per level of the caster.

Effect time: 3 turns (15 seconds)

Explanation: This spell will numb the pain of one single wound, thus negating side effects and unwanted adjustments caused.

Hand movement: Two hands.

Healing: Pain will cease.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 4

Susceptibilities: None.

Value: Scroll: 3,000 White-gold / Spell-rune: 30 White-gold

Oxygen Light (Spell)

Regenerates lost oxygen-points.

Modification Point cost: 30

Area of Effect: 10 spaces (50') out in all directions from where caster is standing. If the caster moves, the “Area of effect:” will move with him or her.

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x the level of the caster.

Effect time: Instant.

Explanation: This spell will cause all perceived allies oxygen-points to regenerate per turn if within the “Area of Effect”.

Hand movement: Two hands.

Healing: 1-D6 oxygen-points per 5 levels the caster has advanced.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 35,000 white-gold / Spell-rune: 350 white-gold

Purification (Spell)

Purifies surfaces, liquids, etc.

Prerequisite: None.

Modification Point cost: 20

Area of Effect: 10 square feet (it must cover the entire surface).

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Permanent.

Effect time: 1 turn (5 seconds)

Explanation: This spell will purify the area of 10 square feet, making it clean. It will attack sickness and disease, killing all bacteria and viruses in up to 72 hours. It is excellent for cleansing an open wound. If cast upon a water source (or liquid), this spell will purify an area of 10 cubic feet of liquid (note that “square” feet and “Cubic” feet are separately used).

10 Square feet = 10' square feet of surface.

10 Cubic feet = 10'x10'x10' area (not just the surface).

Hand movement: None.

Healing: Kills all sickness and disease, purifying the area it is poured upon.

Immunities: Organic plant creatures and dead plants are not effected.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: Cast the Purification spell upon that which is unclean.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 10,000 white-gold / Spell-rune: 100 white-gold

Regenerative Healing (Spell)

Regenerates wounds.

Prerequisite: Adventurer spell, "Speed Healing".

Modification Point cost: 30

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 5 turns (25 seconds)

Damage: None.

Duration: 5-D10 +5 turns.

Effect time: Instant.

Explanation: This spell will heal all manner of wounds, even if a limb has been separated from the body.

Hand movement: Two hands.

Healing: 1-D10 per turn for the "Duration" of the spell.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 6 turns (30 seconds).

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 1,000,000 white-gold / Spell-rune: 10,000 white-gold

Relieve Disease (Spell)

Reduces disease by one level (there are three levels of disease)

Modification Point cost: 20

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 4 turns (20 seconds)

Damage: None.

Duration: Instant.

Effect time: 24 hours.

Explanation: Relieve Disease will lower (and lessen the effects of) disease by one level per 24 hours after casting.

It will take the full 24 hours to work, and then (and only then) can this spell be cast upon the same creature to further lessen the effects of the same disease.

Hand movement: Two hands.

Healing: Relieves Reduces 1 level of disease.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5')

Resting time: 1 hour (720 turns).

Special: None.

Spell Preparation: Herbs needed to cure such disease.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 220,000 white-gold / Spell-rune: 2,200 white-gold

Relieve Infection (Spell)

This spell will cure one infection

Modification Point cost: 6

Area of Effect: One target.

Avoidance-roll: Avoidance-roll vs. "Magic" if target resists.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Permanent

Effect time: 8 hours.

Explanation: This spell will cure someone of infection.

Hand movement: Two hands.

Healing: The infection will diminish for the "Effect time". At the end of the "Effect time", the infected will be completely gone.

Immunities: Only living creatures can be effected by this spell. The healer that casts this spell upon another cannot be infected by the infection.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: 1 hour (720 turns)

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 250 White-gold / Spell-rune: 25 White-gold

Relieve Sickness (Spell)

Reduces sickness by one level (there are three levels of disease)

Modification Point cost: 15

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 4 turns (20 seconds)

Damage: None.

Duration: Instant.

Effect time: 24 hours.

Explanation: Relieve Sickness will lower (and lessen the effects of) sickness by one level per 24 hours after casting. It will take the full 24 hours to work, and then (and only then) can this spell be cast upon the same creature to further lessen the effects of the same sickness.

Hand movement: Two hands.

Healing: Relieves Reduces 1 level of sickness.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5')

Resting time: 1 hour (720 turns).

Special: None.

Spell Preparation: Herbs needed to cure such sickness

Spell-points to cast: 7

Susceptibilities: None.

Value: Scroll: 110,000 white-gold / Spell-rune: 1,100 white-gold

Relieve Swelling (Spell)

Relieves the swelling of one body part.

Modification Point cost: 6

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 24 hours.

Effect time: 3 turns (15 seconds)

Explanation: This spell will cause one area that is swollen to be relieved. Note: Swelling is the bodies way of cushioning and aiding a hurt. If this spell is cast, the reduction in swelling will cause the hurt to become more painful (G.M. discretion) and will take 100% longer to heal.

Hand movement: Two hands.

Healing: Relieves swelling in one area.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 5,000 white-gold / Spell-rune: 50 white-gold

Reveal Infirmity (Spell)

Reveals the injury, or what is medically wrong, with a creature.

Modification Point cost: 10

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: Reveals the nature of one infirmity a creature is having difficulty with. It is NOT the case for other spell-casters, Healer's Reveal will inform the Healer of the physical, spiritual and mental status of a creature.

Hand movement: Two hands.

Healing: None.

Immunities: Only living creatures are effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 3,000 white-gold / Spell-rune: 30 white-gold

Speed Healing (Spell)

Heals one area of your target

Prerequisite: Seeker spell within the Healer Studies: “Minor Healing”

Modification Point cost: 8

Area of Effect: One creature

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 24 hours.

Effect time: Instant.

Explanation: This spell will cause all wounds a creature has sustained to heal at x2 the normal rate of healing.

Hand movement: Two hands.

Healing: The initial casting of this spell will heal 1-D4 points of damage in all areas of the body. It cannot be cast multiple times upon a creature.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 4

Susceptibilities: None.

Value: Scroll: 15,000 white-gold / Spell-rune: 150 white-gold

Stop Bleeding (Spell)

Stops the bleeding of one wound.

Modification Point cost: 16

Area of Effect: One wound.

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 2 turns (10 seconds)

Damage: None.

Duration: Permanent unless wounded again in the same area.

Effect time: Instant.

Explanation: This spell will cause the bleeding of one wound to cease.

Hand movement: Two hands.

Healing: Stops blood-loss.

Immunities: Only living creatures can be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5')

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 8

Susceptibilities: None.

Value: Scroll: 25,000 white-gold / Spell-rune: 250 white-gold