Healing Spells

All currently known healing spells.

Vigor

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	1	1	1	1	1	1	1

Mana used to cast : 2
The vigor spell refreshes its target. When casting the spell, the caster pretends to be throwing a splash of water on the target while speaking the spellchant. The target then feels his exhaustion wash away, and is able to fight with renewed energy. As healing is the province of the gods, like all life magic, Clerics and Paladins excel at casting this spell. Bards, who dabble in everything, are also quite able vigor casters.

Mend Wounds

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
3	4	3	4	3	4	6	5	5

Mana used to cast : 4
The mend-wounds spell causes the wounds of the target to mend, by magically accelerating the body's natural healing process. When casting the spell, the caster pretends to be bandaging a wound on himself while pointing at the target and speaking the spellchant. The target's wounds will begin to knit and close, allowing the target to fight on as the damage becomes a dim memory. As healing is the province of the gods, like all life magic, Clerics and Paladins excel at casting this spell. Bards, who dabble in everything, are quite able casters of this spell as well.

Lordewok's Detraumatize

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
7	*n/a*	9	*n/a*	11	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 7
Lordewok's Detraumatize, or detraumatize as it is known, is a super-charged version of the lesser spell mend-wounds. The spell calls directly upon the caster's (who must be Cleric, Paladin or Bard) faith to power the spell, drawing into the caster a small portion of the power of their deity. The caster yells their deity's name, and concentrates inwardly upon the power of the their faith. As they do, a visible aura surrounds them, as the strong healing energies fill their being. The caster then need only point their hands at the target, who can be up to three zones away. The target's pain and tiredness are washed away as the spell instantly knits bone and tissue, attempting to render the target whole. As can be seen by the spell's name, this spell was created by the cleric Lordewok, who wanted nothing more than to hone his already superior healing skills in his battle to protect the Realms.

Heal

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
8	*n/a*	12	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 30
The Heal Spell is the single most powerful application of healing magic a mortal is capable of. While the cost is great, so are the benefits. The heal spell causes it's recipient's body to be completely restored of health and stamina, stopping only in the cure of afflictions. For this reason, people capable of casting the spell as well as devices charged with it are in great demand. To cast, the caster must clear their mind completely, and focus only on the energies they are gathering as they speak the spellchant. The caster will begin to glow from the healing energies, until they touch their target, passing the glow to them. At that point, the target's wounds and fatigue wash away as the energy passes over them. This spell is limited in nature, because it is so demanding of the caster. As such, each caster may only use this spell a few times each day, else risk death, as they attempt to gather energies that their mortal forms cannot handle.

Kenlokerai's Renewal

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
11	*n/a*	13	*n/a*	16	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 13
Kenlokerai's Renewal (herein referred to as Renewal), is the most powerful unlimited healing spell that can exist within the magical weave and still be castable by mortals. This spell calls directly upon the caster's deity, and their link to the faith. As such, this spell must be cast by Cleric, Paladin, or Bard. The amount of power of this spell is stronger amongst the devout followers of the gods, and even stronger amongst their Chosen. The caster yells their deity's name, and

concentrates inwardly upon the power of the their god. As they do, a visible aura surrounds them, as the strong healing energies fill their being. The caster then need only concentrate on bringing the power of the god into their recipient. The target's pain and injury are obliterated as flesh knits, even regrowing lost members if needed, attempting to completely renew the target's body.

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