

Healer Spells

1st level

1.name:Talk Deity

time to cast:instant(1 post if played online)

damage/effect:this is a instant spell ,this allows the Healer to recieve their spells,from their god or goddess.

magic base points/dark magic points:4 magic base points.

darpa cost:0

components:0

discription:This is a prayer if you will,this is to ask the god or goddess in question,to give them the spell ,in which they seek.This has the range of the god or goddesses hearing,which is anywhere the god or goddess is worshipped for even thought of by an individual.

2.name:minor heal spell.

time to cast:2 rounds (2 posts if played online)

damage/effect:This will allow the healer to restore 3 hitpoints to start,then will allow the healer,to heal 1 additional point ,every 4 levels of advancement.

magic base points/dark magic points:4

darpa cost:4

components:guru Root

discription:this will allow the healer to heal said amount of damage,to anyone or thing ,that has suffered any damage.this has the range of touch.This spell can allow be used in reverse to inflict damage ,in case the healer is in great need of it.

3.name:mystical hammer

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do 3 points damage to start,then this will do 1 point damge,every 4 levels of the cast.

magic base points/dark magic points:5

darpa cost:5

components:Steel WarHammer

discription::This will allow the Healer to send forth a mystical force in the form of a warhammer.This will do the above stated damage,this has the range of 3 feet ,per every 4 levels of the caster.This is one of the few offensive spell in which the healer gets.

4.name:holy symbol

time to cast:2 rounds(2 posts if played online)

damage/effect:This will protect the caster,and his party from all evil being,this last 2 rounds ,per every 4 levels of the caster.Any evil being who enters this field will take.3 points damage to start,then will take 1 point ,per every 4 levels of the caster.

magic base points/dark magic points:5

darpa cost:6

components:Silver Cross

discription:This spell will allow the Caster to summon a barrier,this barrier will protect all with in a 4 feet radius of the caster,this is a 4 feet radius per every 5 levels of the caster,for all things that are evil.Provided that the healer is high enough level to protect against the evil being.For example: a first level healer would not let have the faith ,to protect against a etryak,but a 15th level would.

5.name:Seal minor wound

time to cast:2 rounds (2 posts if played online)

damage/effect:This will allow the Healer to seal all minor wounds.this is a wound under 10 hitpoints damage.this stops the wound from causing anymore damage,but the hitpoints still need to be healed.

magic base points/dark magic points:6

darpa cost:7

components:healing salve

discription:This will allow the healer to close ,any and all wounds that are under 10 hitpoints in damage.This has the range of touch.The healer then must use an heal spell to restore all hitpoints that were lost,Sealing a wound is only to stop it from causing anymore damage,by infection and the like.

6. name:Clarity

time to cast:2 rounds(2 posts if played online)

damage/effect:negates sleep of most kinds for 1 round per 2 levels

magic base points/dark magic points:4

darpa cost:10

components:vial of purified water

discription:this is very good against sleep based, or drug based attack, this lessens the effects of them, or negates them altogether.this will not negate poisons, but will slow them down, by adding one round to their time to effect for damage.

7. name:wings of the hawk

time to cast:2 rounds(2 posts if played online)

damage/effect:allows the healer to fly for 1 round, ever 2 levels

magic base points/dark magic points:6

darpa cost:10

components:2 hawk feathers

discription:allows healers to fly for 1 round, every 2 levels

8. name:spell of the guaanduas

time to cast:2 rounds(2 posts if played online)

damage/effect:this will allow the healer, to heal 20 points damage, done by magic,then 3 points, per level up to 50 points damage, limited to 50 points healed.

magic base points/dark magic points:14

darpa cost:300

components:holy symbol

discription:this was past down by the demigod of healing, to help his healers, heal those who have been,assulted by arcane shaman.

9. name:Spell of concern

time to cast:2 rounds(2 posts if played online)

damage/effect:this will make any creature, confused for 1 round, per every 2 levels of the healer.

magic base points/dark magic points:6

darpa cost:12

components:tears of a rhinocorp

discription:will confuse opponent for 1 round, every 2 levels of healer.making them slow to attack, giving them a minus 2 to attack

10. name:paw of the shadow monkey

time to cast:2 rounds(2 posts if played online)

damage/effect:this will remove minor curses of 3 potency or lesser.

magic base points/dark magic points:6

darpa cost:12

components:paw of a shadow monkey

discription:negates minor curses of 3 potency or less.

11. name:fangs of the jackal

time to cast:2 rounds(2 posts if played online)

damage/effect:this will invoke a mystical jackals head, to bite for 4 points damage, plus 1 point, per level of the healer

magic base points/dark magic points:5

darpa cost:10

components:Fangs of a jackal

discription:invokes a mystical jackals head, to bite victim, for 4 points damage base, plus 1 point, per level of the healer.

12. name:findel's minor blessing

time to cast:2 rounds(2 posts if played online)

damage/effect:this will give 1 point, to the repell/destroy undead,or dead, per every 2 levels of the healer.can only be used once, per healer.

magic base points/dark magic points:8

darpa cost:40

components:cross,or holy water.or healers book

discription:this will give 1 point, to the repell/destroy undead,or dead, per every 2 levels of the healer.can only be used once, per healer.

13. name:Hand of the Healer

time to cast:2 rounds(2 posts if played online)

damage/effect:this will heal a 4 point base,plus 1 point, per level of the healer.this is laying hand upon damaged victim.

magic base points/dark magic points:7

darpa cost:1

components:pray

discription:

14. name:Dagger of Magical Fire

time to cast:2 rounds(2 posts if played online)

damage/effect:does 6 points damage, plus 1 point, per level of the healer, up to 36 points.

magic base points/dark magic points:8

darpa cost:1

components:dagger

discription:

15. name:enhanced self defense

time to cast:2 rounds(2 posts if played online)

damage/effect:adds 1 point to physical defense, of healer, per every 2 levels of the caster

magic base points/dark magic points:10

darpa cost:varies by armor+4 darpa for spell

components:armor

discription:

17. name:Arrows of lingering damage

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do damage of normal arrows+3 points damage, every 2 levels of the caster, for 1 round, every 3 levels of the caster.in lingering damage

magic base points/dark magic points:6

darpa cost:8

components:arrows

discription:

18. name:vanity

time to cast:2 rounds(2 posts if played online)

damage/effect:this will make victim ,become to confident. attacking at a minus 3

magic base points/dark magic points:7

darpa cost:12

components:mirror

discription:

2nd level

1.name:moderate heal spell

time to cast:2 rounds(2 posts if played online)

damage/effect:this will allow the healer to heal 5 points to start,then 1 points ,per every 4 levels of the healer.

magic base points/dark magic points:7

darpa cost:9

components:guru root

discription:this will allow the healer to heal said damage above.this is a more powerful version of the minor heal spell.this has the range of touch.this can also be used in the reverse ,to inflict the damage ,if it is a must.

2.name:moderate seal wounds

time to cast:2 rounds (2 posts if played online)

damage/effect:This will allow the caster to seal any wound under 20 points damage.this will protect it from all disease ,or any further damage.

magic base points/dark magic points:7

darpa cost:10

components:healing salve

discription:This will allow the healer to close a wound that is of 20 points ,or under.This spell will not heal the damage,a healing spell must be used to seal said damage.this only stop the wound from causing any more harm.This has the range of touch.

3.name:light

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow healer to summon a light.this will eluminate an area of 6 feet,per every 4 levels of the user.This will last 2 rounds,per every 4 levels of the caster

magic base points/dark magic points:6

darpa cost:11

components:phosphorous

discription::This will allow the user to summon a light,this light will last four 2 rounds,per every 4 levels of the caster.this will allow the user to light up an are of six feet,per every four levels of the caster.This spell is very good when in total darkness.

4.name:Enhance defense

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to add 1 point ,per every 4 levels ,to any normal armors defense power.This can only work once per suit of normal armor.

magic base points/dark magic points:10 magic base points

darpa cost:12(plus cost of armor)

components:Suit of normal armor of any type

discription:This will allow the healer to magically enhance the defense power,of any suit of normal armor.this bring up its defense capabilities.This can only be used on any given suit of armor once.This can not be used on any magical armor what soever.

5.name:Purify Water

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to purify 1 gallon of water,per every 4 levels of advancement.

magic base points/dark magic points:10

darpa cost:12

components:gallon of water

discription:This will allow the caster to remove all poisons,disease,or any contaminates from said amount of water listed above.This is a good spell,when the party is in a plague infested swamp,or surrounded by salt water.

6.name:negate poisons

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 2 strength poison to start,the 1 more strength,per every 4 levels of the healer.

magic base points/dark magic points:13

darpa cost:14

components:poisoned victim,juralla root

discription:This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

7.name:negate disease

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 2 strain disease to start,then 1 more strain strength,per every 4 levels of the healer.

magic base points/dark magic points:14

darpa cost:16

components:diseased victim,hurithan berries

discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.

8.name:enhance resistance

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to add 1 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 4 levels of advancement.

magic base points/dark magic points:14

darpa cost:20

components:target of said spell

discription:This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

9.name:minor restoration

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 4 points to all stats.this spell is limited to four points only.

magic base points/dark magic points:18

darpa cost:25

components:target of restoration

discription:this is a limited form of restoration.This will only restore up to 4 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

11.name:Holy Vengeance

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to inflict 6 points to start,then to do 1 more point damage,per every 4 levels of the caster.this damages only cursed ,or evil beings.

magic base points/dark magic points:15

darpa cost:16

components:prayer

discription:This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

12.name:negate disruption

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 2 strength disruption to start,the 1 more strength,per every 4 levels of the healer.

magic base points/dark magic points:13

darpas cost:14

components:poisoned victim,juralla root

discription:This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

13.name:negate wounding

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 2 strength wounding to start,then 1 more strength,per every 4 levels of the healer.

magic base points/dark magic points:14

darpas cost:16

components:wounded victim,kuredaars berries

discription:This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

14.name:mystical oracle

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to add 1 point ,to intelligence him/herself,or that of a friend.this is 1 point,per every 8 levels of advancement.

magic base points/dark magic points:14

darpas cost:20

components:target of said spell

discription:This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

15.name:Nadderristras Healing

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 1 level taken from a victim of a deathlord, or deathknight.this spell is limited to 1 level only.

magic base points/dark magic points:18

darpa cost:25

components:target of healing

discription:this is a limited form of level restoration.This will only restore up to 1 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

16.name:Holy Shield

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to invoke a Shield 6 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.

magic base points/dark magic points:15

darpa cost:16

components:Steel shield

discription:This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 5 feet around the user.

17.name:negate petrification

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 2 strength petrification to start,the 1 more strength,per every 1 level of the healer.

magic base points/dark magic points:13

darpa cost:14

components:petrified victim,juthralla root

discription:This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

18.name:negate acid damage

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 2 points acid damage to start,then 1 more point,per every 1 level of the healer.

magic base points/dark magic points:14

darpa cost:16

components:diseased victim,hurithan berries

discription:This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

3rd level

1.name:negate burn damage

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 2 points of burn damage to start,the 1 more point,per every 1 level of the healer.

magic base points/dark magic points:13

darpa cost:14

components:burned victim,prayer

discription:This will allow the healer to stop and disperse any said burn damage,mentioned above.This will allow the healer to negate said burn.This has the range of touch.

2.name:negate frost bite

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate 2 points of frostbite damage to start,then 1 more point,per every 1 level of the healer.

magic base points/dark magic points:14

darpa cost:16

components:frostbite victim,prayer

discription:This will allow the user to negate said frost bite damage,or ice damage.This

will cure the victim .this has the range of touch.

3.name:enhanced healing

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to add 1 point ,to one heal spell that it is invoked for,,this is 1 point,per every 3 levels of advancement.

magic base points/dark magic points:14

darpa cost:20

components:target self

discription:This will allow the caster to increase the healing of any one healing spell it is used for.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

4.name:minor darpa production

time to cast:2 rounds(2 posts if played online)

damage/effect:This will produce 3 darpa.per level of the healer..

magic base points/dark magic points:18

darpa cost:6

components:prayer

discription:this is a limited form of darpa production.This will produce 3 darpa ,per level of the healer.

5.name:major Wounding

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to inflict 8 points to start,then to do 1 more point damage,per every 1 levels of the caster.

magic base points/dark magic points:15

darpa cost:16

components:Silver talisman

discription:This will allow the user to do said damage,to all things,this has the range of 5 feet ,per every 4 levels of advancement.

6.name:negate confusion

time to cast:2 rounds(2 posts if played online)

damage/effect: This will allow the Healer to negate a 2 rounds to start, the 1 more round, per every 4 levels of the healer.

magic base points/dark magic points: 13

darpa cost: 14

components: confused victim, prayer

discription: This will allow the healer to stop and disperse any said rounds of confusion, mentioned above. This will allow the healer to negate said rounds of confusion. This has the range of touch.

7.name: negate Silver Damage

time to cast: 2 rounds (2 posts if played online)

damage/effect: this will allow the healer to negate a 2 silver damage to start, then 1 more, per every 1 levels of the healer.

magic base points/dark magic points: 14

darpa cost: 16

components: damaged victim, prayer

discription: This will allow the user to negate said strain silver damage. This will cure the victim. this has the range of touch. This is mainly used to heal werewolf, who are more of a neutral nature, and are part of the party.

8.name: Major Mystical War Hammer

time to cast: 2 rounds (2 posts if played online)

damage/effect: This will allow the healer to do 10 points, then 1 point, per every 1 levels of advancement.

magic base points/dark magic points: 14

darpa cost: 20

components: target of said spell

discription: This will allow the caster to cast a more potent form of mystical hammer. This has the range of 12 feet.

9.name: minor storm of magical daggers

time to cast: 2 rounds (2 posts if played online)

damage/effect: This will do 1 point per dagger to start, which there are 8 daggers in this spell, then it will add 1 point damage, per level of the caster to each dagger, up to 80

points damage.

magic base points/dark magic points:18

darpa cost:25

components:target of spell,8 daggers

discription:this will cast a storm of magical daggers, doing above mentioned damage, range 15 feet from caster.

11.name:veil of truth

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to know if someone is lying or telling the truth, with in 5 feet of them,this can be used for 5 rounds, each time it is invoked.

magic base points/dark magic points:15

darpa cost:16

components:prayer

discription:This will allow the user to know if someone is telling the truth or not.with in 5 feet of them, for 5 rounds, when invoked.

12.name:negate Major Curse

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 6 strength of a curse to start,the 1 more strength,per every 2 levels of the healer.

magic base points/dark magic points:13

darpa cost:14

components:cursed victim, prayer

discription:This will allow the healer to stop and disperse any said strength of curse,mentioned above.This will allow the healer to negate said curse.This has the range of touch.

13.name:negate blood loss

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 2 points of blood loss to start,then 1 more strength,per every 1 level of the healer.

magic base points/dark magic points:14

darpa cost:16

components:wounded victim,prayer

discription:This will allow the user to negate said points of blood loss.This will cure the victim .this has the range of touch.

14.name:Major Heal Spell I

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to heal 8 points damage base,plus 1 point per level of the healer.

magic base points/dark magic points:14

darpa cost:20

components:target of said spell

discription:This will allow the caster to heal more damage, then the previous level of healing spells.this spell has the range of touch.

15.name:Vauunstraa Gift

time to cast:2 rounds(2 posts if played online)

damage/effect:This will give the healer 8 magic base points,this is a limited spell.

magic base points/dark magic points:1

darpa cost:25

components:target Self

discription:this will increase the healers magic base points, by 8 points, permienently.this spell helps them in the use of magics.

16.name:Holy Sword

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to invoke a mystical sword that does 8 points damage base, plus 1 point, per level of the healer.

magic base points/dark magic points:15

darpa cost:16

components:any normal sword.

discription:This will allow the user to strike enemy with a mystical sword.this has the

range of 10 feet.

17.name:negate internal damage

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate 8 points in internal damage, plus 1 point, per level of the healer.

magic base points/dark magic points:13

darpas cost:14

components:damaged victim,prayer

discription:This will allow the healer to stop and disperse any said internal damage, range is that of touch.

18.name:Holy Fire

time to cast:2 rounds (2 posts if played online)

damage/effect:this will do 8 points damage, plus 1 point damage, per level of the healer,to all evil, or cursed creatures, or being, 6 points damage, plus 1 point damage, per level of the healer, to all neutral beings, 4 points damage, plus 1 point damage, per level of the healer, to all good beings.

magic base points/dark magic points:14

darpas cost:16

components:diseased victim,hurithan berries

discription:This will allow the user to do said damage.this has the range of 10 feet.

4th level

1.name:major seal wound

time to cast:2 rounds(2 posts if played online)

damage/effect:this will allow the caster to seal a wound of 30 points ,or less.this will only stop the wound from doing any more damage.

magic base points/dark magic points:18

darpas cost:23

components:target persons

discription:This spell has the range of touch.this will seal any wound taken,that is 30 points or less.this will only stop the wound from causing any further damage.to restore the hitpoints that were done ,you need to cast a heal spell.

2.name:major heal spell

time to cast:2 rounds(2 post if played online)

damage/effect:This will heal 7 points to start,then one additional point,per every 4 levels of the caster.

magic base points/dark magic points:18

darpas cost:25

components:target persons

discription:This is a more powerful form of the heal moderate heal spell.this has the range of touch.this is a more potent form of the other two heal spells.

3.name:myst

time to cast:2 rounds(2 posts if played online)

damage/effect:this will form a cloud of mist,hidding all with in 12 feet of the user,from everyones view.this will last 2 rounds,per every 4 levels of the caster.

magic base points/dark magic points:16

darpas cost:20

components:gallon of dark liquid

discription:This will allow the cast to summon a cloud of mist.this will hide the party with in 12 feet of the caster.This can be penetrated by infravison,or nightvision.

4.name:rite of binding

time to cast:2 rounds(2 posts if played online)

damage/effect:this will hold any person of the same level of the healer ,or lower,for 2 rounds ,every 4 levels of advancement.

magic base points/dark magic points:19

darpas cost:20

components:piece of sturdy rope

discription:This spell will hold the victim in there tracks,without movement.This will last for indicated rounds ,or time with in the effects slot.this has the range of 6 feet ,per every 4 levels of the user.this will hold only 1 persons ,at a time.

5.name:stop bleeding

time to cast:2 rounds (2 posts if played online)

damage/effect:This will stop the wounding damage,at the rate of 1 point ,per every 2 levels of the caster.

magic base points/dark magic points:20

darpa cost:25

components:compress

discription:This will allow the caster to heal all magical wounding damage,that causes bleeding.this has the range of touch.

6.name:negate poisons II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 5 strength poison to start,the 1 more strength,per every 1 levels of the healer.

magic base points/dark magic points:18

darpa cost:14

components:poisoned victim,juralla root

discription:This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

7.name:negate disease II

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 5 strain disease to start,then 1 more strain strength,per every 1 level of the healer.

magic base points/dark magic points:14

darpa cost:16

components:diseased victim,hurithan berries

discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.

8.name:enhance resistance II

time to cast:2 rounds(2 posts if played online)

damage/effect: This will allow the healer to add 2 point ,to the resistance of him/herself, or that of a friend. this is 1 point, per every 2 levels of advancement. this is limited to 20 points.

magic base points/dark magic points: 14

darpa cost: 20

components: target of said spell

discription: This will allow the caster to increase the resistance of any one persons. This can only be used once on any given individual. this can not be used time ,and time again on a single individual. this spell has the range of touch.

9.name: minor restoration II

time to cast: 2 rounds(2 posts if played online)

damage/effect: This will restore 8 points to all stats. this spell is limited to four points only.

magic base points/dark magic points: 22

darpa cost: 25

components: target of restoration

discription: this is a limited form of restoration. This will only restore up to 8 points of the lost stats of any given person. this has the range of touch. this will only restore up to the points that the said person had, before taking damage to stats. this will not add any to stats. this has the range of touch.

11.name: Holy Vengence II

time to cast: 2 rounds(2 posts if played online)

damage/effect: This will allow the caster to inflict 8 points to start, then to do 1 more point damage, per every 2 levels of the caster. this damages only cursed ,or evil beings.

magic base points/dark magic points: 15

darpa cost: 16

components: prayer

discription: This will allow the user to do said damage, to all evil things, this has the range of 5 feet ,per every 2 levels of advancement. up to 50 feet.

12.name: negate disruption II

time to cast: 2 rounds(2 posts if played online)

damage/effect: This will allow the Healer to negate a 5 strength disruption to start, the 1

more strength,per every 1 levels of the healer.

magic base points/dark magic points:19

darpa cost:14

components:poisoned victim,juralla root

discription:This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

13.name:negate wounding II

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 5 strength wounding to start,then 1 more strength,per every 1 levels of the healer.

magic base points/dark magic points:19

darpa cost:16

components:wounded victim,kuredaars berries

discription:This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

14.name:mystical oracle II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to add 2 point ,to intelligence him/herself,or that of a friend.this is 2 point,per every 8 levels of advancement.This is limited to 12 points, the first one is limited to 8 points.

magic base points/dark magic points:14

darpa cost:20

components:target of said spell

discription:This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

15.name:Nadderristras Healing II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 2 level taken from a victim of a deathlord, or deathknight.this spell is limited to 2 level only.

magic base points/dark magic points:18

darpa cost:25

components:target of healing

discription:this is a limited form of level restoration.This will only restore up to 1 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

16.name:Holy Shield II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to invoke a Shield 8 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.

magic base points/dark magic points:20

darpa cost:16

components:Steel shield

discription:This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 5 feet around the user.

17.name:negate petrification II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 5 strength petrification to start,the 1 more strength,per every 1 level of the healer.

magic base points/dark magic points:20

darpa cost:14

components:petrified victim,juthralla root

discription:This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

18.name:negate acid damage II

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 5 points acid damage to start,then 1 more point,per every 1 level of the healer.

magic base points/dark magic points:14

darpa cost:16

components:diseased victim,hurithan berries

discription:This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

5th level

1.name:Staashaars Hand of Healing

time to cast:2 rounds(2 posts if played online)

damage/effect:This will heal 10 points, plus 1 point, per level of the healer.

magic base points/dark magic points:24

darpa cost:26

components:target person,prayer

discription:This is given from the great demigod Staashaar, the smalling demigod of healing,and life.this will do given said healing.the range is touch.

2.name:Findel's Fire Storm II

time to cast:2 rounds(2 posts if played online)

damage/effect: does 10 points to start, Then this does 1 point ,per Every 1 levels of Advancement.

magic base points/dark magic points:

darpa cost:44

components:obsedian,hot embers.

discription:This will allow the caster to send for a fires storm.This fire storm will damage ,all thing with in a 7 feet radius,per every 4 levels of the caster.this will harm all but the caster.so please make sure that the party is out of range .

3.name:Ultimate Heal Spell

time to cast:2 rounds(2 posts inf played online)

damage/effect:This will heal 12 points to start,then 1 additional point,per every 1 levels of

the caster.

magic base points/dark magic points:20

darpa cost:50

components:healing salve,target persons

discription:This is most likely one of the most powerful of all healing spells ,on the face of the antarian world.This has the range of touch.

4.name:Ultimate Seal wounds

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to seal ,any wound that is 50 points or under.this seals the wound from any further damage,does not heal the damage.

magic base points/dark magic points:28

darpa cost:100

components:healing slave,compress

discription:This allows the caster to to seal any wounds ,that are under 50 points in damage.this will not restore ,any taken hitpoints.This spell has the range of touch.

6.name:Disrupt magical Armor

time to cast:2 rounds(2 posts if played online)

damage/effect:This spell will drain 10 points magic from any given suit of armor, plus 1 point, every 1 level of the healer, up to 75 points.

magic base points/dark magic points:27

darpa cost:140

components:target person,Prayer

discription:This will allow the healer to drain a magical armor for above said points.This has the range of 10 feet.

7.name:Major Hand of Striking

time to cast:2 rounds (2 posts if played online)

damage/effect:This will do 10 points damage, plus 1 point damage, per level of the healer.

magic base points/dark magic points:28

darpa cost:95

components:target victim ,steel gauntlet

discription:This will allow the user to cast a hand of pure energy and strike the victim, for the above said damage.this has the range of 10 feet.

8.name:Atonement

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to cast a spell, that will have an evil creature, commit good acts, for 1 round, per every 3 levels of the healer.

magic base points/dark magic points:28

darpa cost:90

components:target of said spell

discription:This will allow the caster to have evil being commit good acts, possible even having the evil being turn from there evil ways completely(10 percent chance of this happening).

9.name:minor restoration III

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 12 points to all stats.this spell is limited to twelve points only.

magic base points/dark magic points:28

darpa cost:125

components:target of restoration

discription:this is a limited form of restoration.This will only restore up to 12 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

11.name:Holy Vengence III

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to inflict 12 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.

magic base points/dark magic points:28

darpa cost:116

components:prayer

discription:This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

12.name:negate disruption III

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 7 strength disruption to start,the 1 more strength,per every 1 levels of the healer.

magic base points/dark magic points:23

darpas cost:14

components:poisoned victim,juralla root

discription:This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

13.name:negate wounding III

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 7 strength wounding to start,then 1 more strength,per every 1 level of the healer.

magic base points/dark magic points:24

darpas cost:116

components:wounded victim,kuredaars berries

discription:This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

14.name:mystical Spear

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to cast a mystical spear, that does 12 points damage base, plus 1 point, per level of the healer.

magic base points/dark magic points:24

darpas cost:120

components:target of said spell,spear

discription:This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

15.name:Nadderristras Healing III

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 3 level taken from a victim of a deathlord, or deathknight.this spell is limited to 3 level only.

magic base points/dark magic points:28

darpa cost:125

components:target of healing

discription:this is a limited form of level restoration.This will only restore up to 3 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

16.name:Self Preservation

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to invoke a Spell that will restore 12 hitpoints, to the healer themselves,plus 1 point, per every level of the healer,up to the max allowed hitpoints, to the healer.

magic base points/dark magic points:25

darpa cost:116

components:prayer

discription:This will allow the user to restore damage taken to themselves, in any given combat.or hazzardeous action.

17.name:negate petrification III

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 7 strength petrification to start,the 1 more strength,per every 1 level of the healer.

magic base points/dark magic points:23

darpa cost:114

components:petrified victim,juthralla root

discription:This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

18.name:negate acid damage III

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 7 points acid damage to start,then 1 more point,per every 1 level of the healer.

magic base points/dark magic points:24

darpa cost:116

components:diseased victim,hurithan berries

discription:This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

6th level

1.name:Jace's Mystical Mace

time to cast:2 rounds(2 posts if played online)

damage/effect:This will do 13 points to start,then this will do 2 points every 4 levels of the caster.

magic base points/dark magic points:30

darpa cost:150

components:Antarite Mace,mystical dust of the Antarian Silver Unicorn

discription:This is one of the most Power spells that the caster possesses ,in this class.This has the range of 8 feet ,per every 4 levels of the caster.This is named ,and given to the caster by Jace the goddess of the Moon,The Night,and Darkness.This spell is a very powerful one ,as well as Expensive,Since the Dust of an Silver Unicorn costs 2,500 darpa.

2.name:Nana's Seal Wounds

time to cast:2 rounds(2 posts if played online)

damage/effect:This will seal any wounds under 75 points damage.

magic base points/dark magic points:33

darpa cost:140

components:Healing, Salve Compress,Tears of a Kydarrian kuifan

discription:This is the highest of all Seal Wounds spells,that the caster,can possess.This has the range of touch.This spell was developed by Nana Queen of the Kydarr.This can be highly Expensive as well,since the tears go for about 1,800 darpas.

3.name:Brendolf Blessing

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to bless any normal weapon,letting it do 10 points damage to start,then 1 additional point damage,per ever 4 levels of the wielder,up to 125 points damage.

magic base points/dark magic points:35

darpas cost:200

components:This requires a Normal weapon of any type.

discription:This will allow the Caster the ability to infuse the weapon with the blessing of the goddess.This can only be done to one weapon ,one time,but that is all that needs to be.The damage does increase,with every 4 levels of the wielder,up to 125 points damage,as stated above.The caster must physically lay his/her hands upon the weapon to infuse it.

4.name:Morgan's Jusctice

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do 13 points to all evil things to start,then this will do 2 points ,per every 4 levels of the caster.

magic base points/dark magic points:40

darpas cost:300 darpas

components:Holy Rune of the Holyknights and justice.

discription:This will allow the caster to summon the power of an Holy Rune.This is one of the best weapons,against combating the evil with in the Antarian World.This has a range of 13 feet,per every 4 levels of the caster.This was given to the Mortals by the God Morgan himself,to fight the evils that plague Antaria.

6. .name:Ressurrection

time to cast:2 rounds(2 posts if played online)

damage/effect:This will bring back any dead persons,giving them 1 hitpoint,and 0 points to stats.

magic base points/dark magic points:36

darpa cost:500

components:The Dead body intact.

discription:This will allow the caster to infuse any dead body,bring it back to the living.this only bring life back.This will allow the cast,to ressurect any falling friend,provided most of the vital parts of the body are intacted.such as the head,or heart.

7.name: melleena's negate disease

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 15 strain disease to start,then 1 more strain strength,per every 1 levels of the healer.

magic base points/dark magic points:34

darpa cost:16

components:diseased victim,hurithan berries

discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.This will given by the lesser goddess Neeleena .

8.name:Rygores enhance Armor

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to add 10 point ,to the natural defense power of him/herself,or that of a friend.this is limited to 10 points,in natural defense power to any given character.

magic base points/dark magic points:30

darpa cost:200

components:target of said spell

discription:This will allow the caster to increase the natural defense of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

9.name:minor restoration IV

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 16 points to all stats.this spell is limited to sixteen points only.

magic base points/dark magic points:28

darpa cost:200

components:target of restoration

discription:this is a limited form of restoration.This will only restore up to 16 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

11.name: Jandarths Holy Vengence

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to inflict 15 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.

magic base points/dark magic points:30

darpa cost:160

components:prayer

discription:This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

12.name: Findel's negate disruption

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 15 strength disruption to start,the 1 more strength,per every 1 level of the healer.

magic base points/dark magic points:33

darpa cost:140

components:poisoned victim,juralla root

discription:This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

13.name:Findels negate wounding

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 15 strength wounding to start,then 1 more strength,per every 4 levels of the healer.

magic base points/dark magic points:34

darpa cost:160

components:wounded victim,kuredaars berries

discription:This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

14.name: Findel's mystical Mace

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to cast a mystical mace that does 15 points damage, plus 1 point per level of the healer.

magic base points/dark magic points:34

darpa cost:200

components:target of said spell

discription:This will allow the caster to do damage to any one persons.this spell has the range of 20 feet.This is given to each healer as a offensive spells used against the evil and corrupt things, as well as a tool to self preservation of the healer

15.name:Findel's Healing

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 5 level taken from a victim of a deathlord, or deathknight.this spell is limited to 5 level only.

magic base points/dark magic points:35

darpa cost:250

components:target of healing

discription:this is a limited form of level restoration.This will only restore up to 5 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

16.name: Findel's Holy Shield

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to invoke a Shield 15 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.

magic base points/dark magic points:35

darpa cost:160

components:Steel shield

discription:This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 5 feet around the user.

17.name: Findel's negate petrification

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 15 strength petrification to start,the 1 more strength,per every 1 level of the healer.

magic base points/dark magic points:33

darpa cost:140

components:petrified victim,juthralla root

discription:This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

18.name: Findel's negate acid damage

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 15 points acid damage to start,then 1 more point,per every 1 level of the healer.

magic base points/dark magic points:34

darpa cost:160

components:diseased victim,hurithan berries

discription:This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

7th level

1.name: Mass Ressurrection

time to cast:2 rounds(2 posts if played online)

damage/effect:This will bring back any dead persons,giving them 1 hitpoint,and 0 points to stats.

magic base points/dark magic points:72

darpa cost:500

components:The Dead body intact.

discription:This will allow the caster to infuse any dead body,bring it back to the living,this only bring life back.This will allow the cast,to ressurect any falling friend,provided most of the vital parts of the body are intacted.such as the head,or heart.This will allow the healer to ressurect 2 persons at once, if they are successful.

2.name:Restoration

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the cast to restore all stats,this is accompanied ,by the ressurection spell.

magic base points/dark magic points:40

darpa cost:500

components:this requires a body that has been,brought back to life,through ressurection.

discription:This spell has the range of touch.This will restore all stats,for a victim who has just ,been brought back to life,through the spell of ressurection.This spell can not add anymore ,only restore all damage to stats ,and hitpoints that they vitcim has suffered,this can also be used on any living being,that has suffered any damage to stats.

3.name:Findels Heal spell

time to cast:2 rounds(2 posts if played online)

damage/effect:This spell will heal 18 points to start,then it will heal 2 points,every 1 levels of the caster.

magic base points/dark magic points:35

darpa cost:400

components:Healing Salve

discription:This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Herself.

4.name:Findels Fire

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do 16 points to start,then this will do 2 points damage,every 1 levels of the caster.

magic base points/dark magic points:50

darpa cost:475

components:hot embers,hot liquid from a lava flow.

5.name:Hanaastraa's Clarity Spell

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to Remove any curse of 18 points strength,plus 1 point, per level of the healer.

magic base points/dark magic points:35

darpa cost:140

components:Cursed Victim, Prayer

discription:This will allow the healer to stop and disperse any said strength curse,mentioned above.This will allow the healer to negate said curse.This has the range of touch.This was given to healers by the lesser Goddess Hanaastraa, the Human Goddess of healing,and good fortune.

7.name:Nakkaariths Pouch of Plentiful Darpa

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to create 500 darpa, plus 1 per level of the caster.

magic base points/dark magic points:35

darpa cost:50

components:Empty Pouch

discription:This will allow the healer to create 500 darpa, plus 1 per level of the healer.This was given to healer, by the Nakkaarith The lesser God of Wealth,and Prosperity.(He is a smalling God).

8.name:Findels Superior Amor

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to infuse a suit of armor with a defense power of 30 points, plus its normal defense power.plus 1 point, per level of the healer,up to 75 defense power.

magic base points/dark magic points:14

darpa cost:200

components:Any normal suit of armor, pray.

discription::This will allow the healer to infuse armors with 30 points defense, plus the normal defense power of the armor,plus 1 point, per level of the healer,up to 75 points in defense power.This was pasted down by Findel the Elder Goddess of Healing, Child Birth,and Marriage,this is to aid her healers,in the fight against their sworn enemies, the Arcane Shaman.This can only be used once, per any given suit of armor.

9.name:Findels Hand of Vengeance

time to cast:2 rounds(2 posts if played online)

damage/effect:This will do 18 points damage, plus 1 point ,per level of the healer.this has the range of 12 feet.

magic base points/dark magic points:28

darpas cost:125

components:target victim.

discription:this will allow the caster to cast a stronger version of the hand of striking.this has a range of twelve feet.

11.name:Holy Vengeance V

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to inflict 18 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.

magic base points/dark magic points:25

darpas cost:160

components:prayer

discription:This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

12.name:Cure Mass disease

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 4 strains of disease as a base,then 1 strain ,per level there after, with in 2 diseased victims,per every 4 levels of the healer.this has the range of 20 feet.

magic base points/dark magic points:23

darpas cost:140

components:disease victims,juurkaalla root

discription:This will allow the healer to stop and disperse any said strain of disease,mentioned above.This will allow the healer to negate said disease.This has the range of touch.

13.name:Cure Mass Wounding

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 4 strength wounding to start,then 1 more strength,per every 2 levels of the healer.this will cure 2 victims of wounding, per 3 levels of the caster.the range of the spell has a max range of 20 feet.

magic base points/dark magic points:24

darpa cost:160

components:wounded victim,kuredaars berries

discription:This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

14.name:mystical veil

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to increase their magic defense power by 12 points,for 2 rounds, per every 4 levels of the healer.

magic base points/dark magic points:24

darpa cost:20

components:target of said spell

discription:This will allow the caster to increase their magic defense power temporarily,for said amount of rounds.

15.name:Nadderristras Healing (mass)

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 1 level taken from a victim of a deathlord, or deathknight.this spell is limited to 1 level only.

magic base points/dark magic points:18

darpa cost:25

components:target of healing

discription:this is a limited form of level restoration.This will only restore up to 1 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of 12 feet.this will restore levels to multiple victims of level drain, up to 3 members in a party,1 level each victim.

16.name:Mass Holy Shield

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to invoke a Shield 6 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.this will encompass a party of up to 5 members, with in 15 feet of each other,they must be with in 15 feet of the healer.

magic base points/dark magic points:25

darpa cost:160

components:Steel shield

discription:This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 15 feet around the user.

17.name:negate petrification(mass)

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 5 strength petrification to start,the 1 more strength,per every 1 level of the healer.this will cure petrification in up to 5 victims.

magic base points/dark magic points:23

darpa cost:140

components:petrified victim,juthralla root

discription:This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of twenty feet.

18.name:negate acid damage(mass)

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 6 points acid damage to start,then 1 more point,per every 1 level of the healer.

magic base points/dark magic points:24

darpa cost:160

components:diseased victim,hurithan berries

discription:This will allow the user to negate said acid damage.This will cure the victim .this has the range of 20 feet.will negate acid damage of 5 damaged victims with in a 20 feet radius.

8th Level

1.name:blacklands Clensing

time to cast:2 rounds(2 posts if played online)

damage/effect:This will clense any victims damaged stats to full including up to 12 lost levels.

magic base points/dark magic points:100

darpa cost:500

components:The Dead body intacted.

discription:This will allow the caster to infuse any effected victim in the discribed manner, in the damage and effect part of this spell.this has the range of touch.

2.name:Level Restoration

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the cast to restore all levels up to 15 levels lost, by the touch of a deathknight,deathlord etc.

magic base points/dark magic points:100

darpa cost:500

components:this requires a body that has been,brought back to life,through ressurection.

discription:This spell has the range of touch.This will restore all levels up to 15 lost levels..This spell can not add anymore ,only restore all damage to stats ,and hitpoints that they vitcim has suffered,this can also be used on any living being,that has suffered any damage to stats.

3.name:Findels Heal spell II

time to cast:2 rounds(2 posts if played online)

damage/effect:This spell will heal 25 points to start,then it will heal 2 points,every 1 levels of the caster.

magic base points/dark magic points:50

darpa cost:400

components:Healing Salve

discription::This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Herself.

4.name:Findels Fire II

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do 24 points to start,then this will do 2 points damage,every 1 levels of the caster.this is limited to 150 points damage.

magic base points/dark magic points:50

darpa cost:475

components:hot embers,hot liquid from a lava flow.

6.name:Magic Base Points Increase

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to add 20 usable magic base points, permanantly to their allotted points constantly used..

magic base points/dark magic points:13

darpa cost:140

components:prayer

discription:This will allow the healer to add 20 points to magical base points permementally.

7.name:Findels Negate Disease Spell (Mass)

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 6 strain disease to start,then 1 more strain strength,per every 1 levels of the healer.

magic base points/dark magic points:54

darpa cost:160

components:diseased victim,hurithan berries

discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of 20 feet, will cure up to 5 diseased victims..

8.name:Findels Enhance Resistance.

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to add 3 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 1 levels of advancement.This is limited to 40 points to resistance.

magic base points/dark magic points:38

darpas cost:200

components:target of said spell

discription:This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

9.name:Findels Avenging Hand

time to cast:2 rounds(2 posts if played online)

damage/effect:This will do 24 points base damage, plus it will do 1 point damage, per every level of the healer..

magic base points/dark magic points:38

darpas cost:250

components:target victim,antarite gauntlet(cost about 25 to 125 darpas)

discription:this will do said damage as above.this invokes a powerful mystical hand, that will strike the opponent, with in the range of 12 feet.

10.name:Holy Vengence

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to inflict 6 points to start,then to do 1 more point damage,per every 4 levels of the caster.this damages only cursed ,or evil beings.

magic base points/dark magic points:15

darpas cost:16

components:prayer

discription:This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

11.name: Findel's negate disruption

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 20 strength disruption to start,the 1 more strength,per every 1 levels of the healer.

magic base points/dark magic points:45

darpa cost:140

components:disruption victim,juralla root

discription:This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said disruption.This has the range of touch.

12.name: Findel's negate wounding

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 20 strength wounding to start,then 1 more strength,per every 1 levels of the healer.

magic base points/dark magic points:44

darpa cost:160

components:wounded victim,kuredaars berries

discription:This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

13.name:Findel's Mystical Hammer

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the healer to Form a Mystical Hammer that does 20 points damage, plus 1 point, per level of the healer, up to 160 points damage.

magic base points/dark magic points:44

darpa cost:200

components:target of said spell,Steel Hammer

discription:This will allow the caster to a Hammer in the form of pure mystical Energy.This is the best form of the Mystical Hammer Spells.This Spell has the range of 20 feet.

9th Level

1.name:Findels Shaft of Light

time to cast:2 rounds(2 posts if played online)

damage/effect:This will do 25 points damage, plus 1 point, per level of the healer, up to 180 points damage to all evil things,this is up to 150 points damage to all neutral things.

magic base points/dark magic points:48

darpas cost:240

components:target of spell,and pray ,as well as an oak staff of no less then 100 darpas value.

discription:This spell was set down to findel's healers to mainly protect them from all evil things, this spell might be a costly one, but it does have the range of 60 feet.

2.name:Purification

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the the healer, to restore the original nature of any being.this spell is good, especially when a holyknight,has been inflicted with evil tendencies.

magic base points/dark magic points:49

darpas cost:200

components:This requires pray, holywater, a cross,and the inflicted victim.

discription:This spell has the range of touch.this will restore said original nature, to any effected victim.this spell is highly useful to restore good being, to their good natures.

3.name:Findels Ultimate Heal spell

time to cast:2 rounds(2 posts if played online)

damage/effect:This spell will heal 28 points to start,then it will heal 2 points,every 1 levels of the caster.

magic base points/dark magic points:60

darpas cost:400

components:Healing Salve

discription:This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Himself.

4.name:Findels Ultimate Fire

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do 26 points to start,then this will do 2 points damage,every 1 level of the caster.

magic base points/dark magic points:60

darpa cost:475

components:hot embers,hot liquid from a lava flow.

6.name: Ultimate negate poisons

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 26 strength poison to start,the 1 more strength,per every 1 levels of the healer.

magic base points/dark magic points:60

darpa cost:340

components:poisoned victim,juralla root

discription:This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

7.name: Ultimate negate disease

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 26 strain disease to start,then 1 more strain strength,per every 1 level of the healer.

magic base points/dark magic points:60

darpa cost:360

components:diseased victim,hurithan berries

discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.

Healer Rites:

1.Dispel Undead:This will allow the healer to get a 1 strength of dispelling undead, per every 2 levels of the healer.this is verses the undead creatures, or dead beings resistance to dispel.This will compell them to leave the area.This cost 10 rite points.

2.Anihilate Undead:This will kill or annihilate any undead, or dead being.this is at 1 strength,per every 3 levels of the healer.this will literally disintegrate the undead ,or dead being, if successful.this is verses the creatures, resistance annihilation.this cost 20 rite points.

3.Rite of Healing:this will heal 50 hitpoints, to any given target of the healer.this cost 25 rite points.

4.Rite of the Etryak:This will dispel any etryak,at 1 strength, per level of the healer.this is verses the etryaks, resistance to be dispelled.this cost 30 rite points.

5.Rite of the Werekind:This will drive off any werekind , this is at the strength of 1 ,per level of the healer, this is verses the resistance of the werekinds to be driven away.this cost 33 rite points.

6.Rite of the Vampire:this is at a 1 strength ,per level of the healer, this will dispel any vampire, provided the strength of this, is over the resistance of the vampire, to be dispelled.this cost 36 rite points.

7.Rite of Multiple Targets:this will invoke a field in which the healer can heal multiple targets up to 20 , with in a 50 feet radius, this last for one casting of a heal spell,this this dissipates.this cost 38 rite points.

8.Rite of Muujarraan:This will allow the healer to invoke the rite of Muujarraan.this will do 50 points damage, to all evil things with in a 100 feet radius, this last for 2 rounds.this cost 40 rite points.

9.Rite of Calling :This will allow the healer to summon one good creature, to his aid, per every 2 levels of the healer.this will allow the healer to have them with them, for 1 round, per every 3 levels of the healer.this cost 42 rite points.

10.Rite of Sense Curse:This will allow the healer to sense any curse with in a 120 feet radius,this last 1 round, per every 3 levels of the healer, this cost 44 rite points.

11.Rite of Sense Evil:this will allow the healer, to sense all evil things, with in 100 feet radius,this last 1 round, per every 3 levels of the healer.this cost 46 rite points.

12.Rite of Repelling Evil:this begins with a 1 strength, then you add 1 strength, per level of the healer, this will allow them to repel all evil things, out of the area.this has an area effect of 120 feet.this is verses the evil being resistance to this. this cost 48 rite rite points.

13.Rite of Binding:this will hold any creature, for 1 round ,per every 2 levels of the healer, this gives them a 1 strength, plus 1 strength ,per level of the healer, this is verses the creatures resistance to being bound.this cost 48 rite points.

14.Rite of Mending:this will mend any broken bone, and restore all damage done by the severe break.this cost 33 rite rite points.

15.Rite of Wandering:this will allow the healer to send any creature ,on a meaningless, adventure, for 1 round, per every 3 levels of the healer. this cost 36 rite points..this gives 1 strength, plus 1 strength per level of the healer, this is verses the creatures resistance wandering magics.

Healer Runes:

1.Rune of Disruption:This will inflict 40 points damage of disruption , for 1 round, per every 8 levels of the healer.this cost 48 rune points.this is maxed at 160 points damage.

2.Rune of Wounding:This will inflict 40 points damage in wounding damage, for 1 round, per every 8 levels of the healer.this cost 48 rune points.this is maxed at 160 points damage.

3.Rune of Dispelling Pain Damage:This will cure 40 pain damage,this is once ,per everytime the rune is used.this cost 44 rune points.

4.Rune of Mystical Forces:This will give the healer 80 rune points, this cost 40 rune points.this gives them rune points, this can be used as many times ,and the healer, has the basic 40 rune points, to use it.

5.Rune of the Hawk:This will allow the healer to see all things with in a half mile radius from their location,this will last 1 round, per every 3 levels of the healer.this cost 44 rune points.

6.Rune of Findels Mystical Fire:This will do 75 points damage, in mystical fire damage, this cost 60 rune points.

7.Rune of Night:This will allow the healer to cast shadows over any 500 feet area, this will last 1 round, per every 2 levels of the healer.this cost 10 rune points.

8.Rune of Light:this will allow the healer to cast a mass light rune, this will cover an area of 1,000 feet radius, for 1 round, per every 2 levels of the healer,this will cost 15 rune points.

9.Rune of Blinding:This will allow the healer to blind any given creature, for 1 round, per every 2 levels of the healer, this cost 25 rune points. this works only if the healers magic attack, is above that of the opponents magic defense.

10.Rune of negation:This will negate any adverse magical effects done to a victim one time, per used rune.this cost 80 rune points.

11.Rune of Guurraandurraas:This will allow the healer to bind a creature for 2 rounds per every 3 levels of advancement.this is the healers magic attack, verses the victims, magic defense.this cost 65 run points.

12.Rune of Trapping:This will allow the healer to set an explosive trap on any object, that will do 65 points damage, per rune set.this cost 50 rune points.

13.Rune of Altering Appearence:This will allow the change there appearence , to

one being they see, their status, and such are still the same of their character, they do not get the status of the creature, this is appearance only. this cost 25 rune points, this will last 1 round, per every 2 levels of the healer.

14. Rune of Forgetfulness: This will allow the healer to make one being forget that they party is there, or forget events that are taking place, this lasts for 4 rounds only. this cost 30 rune points.

Healer Skills:

1. Minor Surgery: This will restore 4 points base, plus 1 point in hitpoints, per level of the healer, through surgical skill, this is up to 24 points damage healed. This cost 4 skill points (skill points are a new addition to this, some skills do require skill points. the twenty skills in this listing do)

2. Moderate Surgery: This will restore 6 points base, plus 1 point, per level of the healer, in hitpoints, through surgery. this cost 7 skill points. this is up to 36 points.

3. Major Surgery: this will restore 8 points base, plus 1 point, per level of the healer, in hitpoints, this is through a major surgery. this is up to 48 hitpoints. this will cost 12 skill points.

4. Stop infection: This will allow the healer to stop infections, that inflict 3 points damage base, plus 1 point, per level of the healer. this is up to 40 points in infection. this cost 10 skill points.

5. Stop bleeding: This will allow the healer to stop bleeding from any wound, this will stop 3 points bleeding damage, plus 1 point, per level up to 40 points bleeding damage. this cost 10 skill points.

6. advanced healing: This will allow the healer through non magical means, to restore 3 hitpoints damage, per every 5 skill points used.

7. Faith: This will allow the healer, to add 1 point, to their magic base points, per every 3 skill points used. this is a permanent add.

8.Blessing:this is a non magical form of blessing.this will give the healer the skill to bless any object, that will do 1 point damage, more to all evil things, per every 2 skill points used, up to 20 points damage, per item it is used on.

9.Antonement:This will allow the healer one shot ,per use to turn an evil being good.this is the healers antonement skill level, verses the creatures resistance atonement.the healers skill level advances by 1 skill level, per every 3 levels of the healer.cost 3 skill points, per skill level.

Healer Potion Making:

1.Cure poison potion:this will cure 1 strength poison, per every 3 skill points used.

2.cure disruption,this will cure 1 point of disruption, per every 3 skill points used.

3.cure wounding:this will cure 1 point in wounding damage, per every 3 skill points used.this works this way ,if a healer uses 30 skill points, in said potion,this said potion will cure 10 points of wounding.

4.cure burning damage:this will cure 1 point in burn damage, per every 3 skill points used, this works like cure wounding ,but for burns, this works like all other potions.

5.cure acid damage:this will cure 1 point in acid damage, per every 3 skill points used,this works like all other potions.

6.cure disease potion:this will cure 1 strain of disease, per every 3 skill points used, this works like all other potions.

7.Healing potion:this will heal 1 hitpoint, damage, per every 1 skill point used.this works like all other potions.

Healer Salve Making:

1.Cure burning salves:this will cure 1 point in burning damage, per 2 skill points used.this will make 4 applications.

2.cure acid damage salve:this will cure 1 point in acid damage, per every 2 skill points used,this will make 4 applications.

3.seal wounds:this will seal a wound of 3 points damage, every 4 skill points used.this makes 4 applications.

4.anti infection salve:This will prevent 1 point of infection, per every 3 skill points used. this will make 4 applications.

5.stop bleeding salve:This will stop 1 point,in bleeding damage, per every 3 skill points used,this will make 4 applications.

Healer Items:

1.cross:this is used in various spells, or will do 1 point damage, to any cursed, or evil being, per every 2 levels of the healer, this is based on faith.cost 10 darpas, to 30 darpas, depending where bought.

2.Vial of holy water:This has 6 doses.this is used in various spells, and the like, will do 4 points damage, to all evil beings, cursed being or dead or undead beings,per dose.cost 45 to 75 darpas, depending on demand.

3.juralla root:this is used in healing potions,and salves, as well as various spells.this cost 3 to 12 darpas per root depending on demand.

4.juralla berries:this is used in cure poison potions, salves, and various spells.cost 3 to 15 darpas, depending on demand.

5.silver spike:this will do 10 points damage to all werekind, per spike.this cost 5 to 20 darpas per spike depending where it is bought.

6.steel hammer:this is used in various spells ,and the like. this cost 2 to 4 darpas, depending where it is bought.

7.juthralla root:this is used in various spells, this cost 2 to 9 darpas ,depending on demand.

8.Guraandis Root:this is used in various cure disease potions. cost 1 to 6 darpas per root, depending where bought.

9.salve jar:these cost 2 darpas each.these will hold 4 applications per jar.

10.potion vial:this will hold 1 potion per vial.these cost 1 darpas, per vial.

11.stitching kit:these will hold enough stitching for 6 surgeries, and sterilized needles.cost 3 darpas per kit.

12.bandages:these come in a set of twelve sterilized bandages.this are used to place over wounds, when salves have been used, or surgery has been done.cost 5 darpas, per kit. they help prevent infections.

13.AntiPoison kit:this will allow the healer to use this , 6 times, this will remove toxins from a victims body.this cost 15 darpas per kit.

14.scapals:these are used for incisions for surgeries.this cost 3 dapras each, can be used for 4 surgeries of sterilized, and prevented from rust ,and the like.

15.Sterlization kit:this will sterlize 20 items per kit.this cost 10 darpas per kit.sometimes 12 darpas, depending on demand.