

# Cures, Cantrips and Coughs

A book containing Beginner-level Healing spells

## Boost Health

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *levo*  
**Duration** 12 hours  
**Range** Close

Emit a calming, healing warmth from the end of your wand to bolster the strength of your allies. Target up to 2d4 beings in range, and provide them with 5 temporary health points.

Gain an additional 1d6 temporary health points for every additional spell-level used to cast this spell.

## Minor Healing

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *enervate*  
**Range** Wandtip

Your wand emits healing rays which close small wounds as you pass your wand over them. Heal for 1d8 points of health.

If the target has a serious wound, i.e. a broken bone, cannot heal beyond 50% health. Only works on living creatures.

This spell heals for an additional 1d8 damage for every additional spell level dedicated to it.

## Relinquish Grip

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *relashio*  
**Range** Close  
**Resist:** Strength

Force physical objects, spells and beings to release their grip, and remove all impediments to moving for the targeted individual. Beings may perform a Resist check to nullify this effect.

## Spare the Wounded

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *clementia*  
**Duration** 1 day  
**Range** Sight  
**Resist:** Evil

If the subject falls below 5HP, they are considered a non-combatant and can only be targeted by beings which successfully Resist. This spell is negated if subject engages in hostile activity, and subjects may be damaged by area of effect attacks centred on other valid targets.

## Stabilise Patient

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *firmum*  
**Range** Wandtip

Stabilises the patient and replaces the *Critical Condition* status with *Critical But Stable*.

