**Tier 0 Abilities**

**Read/Write Arcana:** Player can decipher magic runes and read magic. This skill is foundational and a prerequisite for all other spells.

Phys Rep: Rune cipher in spellbook (Elder Futhark is the standard runic system used for magic at LARP Adventures)

Limitations: Study, research, and quests may be needed to unlock some magics.

**Light:** (Spell) Create light equal to 1 torch. Can counter magical darkness (last cast)

Phys Rep: 10 word spell in spellbook. Optional (lighted globe, glowing crystal, fake flame, etc)

Limitations: 10’ radius

**Darkness:** (Spell) Counters magical light. May be used to hide objects. Darkness may only be cast on a location, and cannot be moved once cast.

Phys Rep: 10 word spell in spellbook. Optional, black cloth of desired radius, upt to 10’

Limitations: 10’ radius

**First Aid:** Restores use of a wounded limb, but does not heal it. Further damage to a bandaged limb will cause a character a mortal wound. You may not use first aid on a torso wound.

Phys Rep: Bandage or wrap

Limitations:This ability is only limited by the number of bandages carried by the player.

**Sense Blessed/Cursed:** (Spell) 10 word spell in spellbook. Can detect if object Holy/Cursed, but not any details or effects.

Limitations: Single person or object, may be used 3x per day +1 per Healer Tier.

**Basic Weapon Proficiency:**Players learn the basic combat and safety rules and the use of single handed weapons.

**Armor Proficiency:** Players learn about the armor that they wear and about it’s effective and safe use in play.

**Shield Control:** Players learn the art of Shield Control and may use shields in combat.

**Kindle Flame/Torch:** Player gains proficiency at creating normal fire, may make a torch or lantern to create light.

**Tier 1 Abilities**

**Heal Minor:** (Spell) Heals 1 point of damage to a limb.

Phys Rep: 25 word spell in spellbook. Holy Symbol or focus item (like larp medkit or larp scalpel)

Limitations: May be used 3x per day +1 per Healer Tier, may not be used to heal torso/mortal wounds, only able to be cast on a single character per use.

Prerequisite: First Aid

**Sanctify/Defile Location:** (Spell) Area marked cannot be exited or entered by evil beings.

Phys Rep: 25 word spell in spellbook. White ribbon around location, or object, and a written message denoting tier and caster's name

Limitations: 1x per Tier per day, 10’ radius per tier, a healer may have one sanctified location active per tier.

**Detect Disease:** (Spell) Player can detect disease,identify its potential effects on characters, and in same cases gain knowledge in the source. If a cure to the disease is known in the world, the caster also gains knowledge of the cure.

Phys Rep: 25 word spell in spellbook, and roleplay.

Limitations: 3x per day +1 per Healer Tier. Only able to be cast on a single character or item.

**Detect Poison:** (Spell) Player can detect poison and identify its potential effects on characters, items, and food/beverages. If a cure to the poison is known in the world, the caster also gains knowledge of the cure.

Phys Rep: 25 word spell in spellbook, and roleplay.

Limitations: 3x per day +1 per Healer Tier. Only able to be cast on a single character or item.

**Divine Blessed/Cursed:** (Spell) Once detected with Sense Blessed/Cursed, Divine Blessed/Cursed will give the details and effects of said blessed/cursed object, person, or location.

Phys Rep: 25 Word spell in spellbook, and roleplay.

Limitations: 3x per day +1 per Healer Tier. Only able to be cast on a single character or item.

Prerequisite: Sense Blessed/Cursed

**Console:** Players influenced by the “fear” status effect will flee from the enemy that has scared them. Console negates this effect for the targeted player after the effect has taken hold.

Phys Rep: 25 Word spell in spellbook, and roleplay.

Limitations:3x per day +1 per Healer Tier.

**Healer’s Advanced Weapon Proficiency:** The Healer can now utilize single handed bladed weapons and two handed bludgeoning weapons such as hammers and maces.

Prerequisite: Basic Weapon Proficiency

**Tier 2 Abilities:**

**Heal Major:** (Spell) Target player is fully healed from up to mortal wounds. Does not restore armor.

Phys Rep: 35 word spell in spellbook, and roleplay.

Limitations: May be used 3x per day +1 per Healer Tier.

Prerequisite: Heal Minor

**Cure Poison:** (Spell) Target poison is neutralized and further effects are negated, injured players may still need to be healed

Phys Rep: 35 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier, only able to be cast on a single item/character per use.

Prerequisite: Detect Poison

**Scrolls & Potions:** Player gains the ability to produce scrolls and potions. Potions may be consumed by anyone, Scrolls may only be used if the user knows Read/Write Arcana.

To Create Potions or Scrolls, please refer to the full Scroll/Potion ruleset for limitations and mechanics.

**Holy Armor:** (Spell) Absorbs the first 1 point of damage taken by the target, regardless of location. Once 1 point of damage is absorbed the spell fades, and belt flag should be removed at first opportunity.

Phys Rep: 35 word spell in spellbook, red belt flag with one white stripe, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier. Holy Armor may not be stacked with other Holy Armors, or Arcane Armor.

**Remove Curse/Blessing:** (Spell) Can be used to remove curse/blessing on players, objects, and locations. Before breaking an unknown curse/blessing, the magic in question must be identified through the use of “Divine Holy/Cursed.” Remove Blessing/Curse is successful only if the tier of the caster is equal to or higher than the tier of the Curse/Blessing being dispelled. Can be cast at a higher tier level if the player has access. (RP time multiplied by level cast).

Phys Rep: 35 word spell in spellbook, and roleplay.

Limitations:May be used 1x per day +1 per Healer Tier, single object, person, location (10’ sq) ..

Prerequisite: Sense Blessed/Curse

**Cross-Training:** At Tier 2 you may train in one of the other Skill Paths*.* Cross Training skills are repeatable.

**Warrior Training 1:** The Player dedicates time to learning the craft of warriors. They can choose one tier 1 or lower ability from the Warriors Skill path.

**Mage Training 1:** The Player studies the craft of the magi of the realm. They can choose one tier 1 or lower ability from the Mage skill path.

**Rogue Training 1:** The Player studies and watches the rogues around them. They can choose one tier 1 or lower ability from the Rogue skill path.

**Tier 3 Abilities:**

**Heal Group Minor:** (Spell) The player may heal 1 point of damage to the limbs of a group of players all at once.

Phys Rep: 50 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 3, may not be used to heal torso/mortal wounds, Target number of persons up to caster’s highest tier. Must make contact with each Target during casting. See Heal (minor) for other mechanics/effects

Prerequisite: Heal Major

**Self Sacrifice:** (Spell) The player may take the place of a wounded or killed player. This spell may also be used to assume the affliction of another player, such as blindness, or silence, or take on the illness of another player, such as poison, or disease effects. The other player is healed and restored to play, including armor and items.

Phys Rep: 50 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day

**Heal Senses:** (Spell) The player may heal/restore the senses of target player. This spell will restore sight, hearing, and touch. It will also restore the voice of a character that has been silenced.

Phys Rep: 50 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 3.

**Forstall Death:** (Spell) A healer may approach a player that is on death’s door (mortally wounded or dead no longer than three minutes) and delay the effects of death. Forstall death will stabilize the injured player enough to be moved and hold on until more healing can be provided.

Phys Rep: 50 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 3. Forstall Death does not restore armor.

**Compel Truth:** (Spell) The player may ask another player, or NPC, a number of yes or no questions equal to their highest Healing Tier. The target player or NPC must answer the questions to the best of their abilities and may answer with a yes, no, or brief unambiguous statement.

Phys Rep: 50 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 3. Iron Will, Mind Shield, and other abilities or spells with similar mental effects will negate Compel Truth based on Tier of user.

**Inflict Wounds/Spiritual Hammer:** (Combat Magic) Player summons spiritual energy that can be thrown at target player or NPC that does 1 point of damage, that damage counts as holy and magical.

Phys Rep: 50 word spell in spellbook, and roleplay. Minimum 4” black spellball, alternatively character themed coreless throwing weapons painted black may also be used, such as darts, knives, or hammers.

Limitations: May be used 1x per day +1 per Healer Tier above 3. May be blocked by shields, normal armor rules apply.

**Speak With Dead:** (Spell) The player is able to contact and communicate with the dead and is able to ask 3 questions. The soul of the deceased must answer questions truthfully and to the best of their abilities.

Phys Rep: 50 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 3.

**Tier 4 Abilities:**

**Cure Disease:** (Spell) Eliminates disease affecting target player.

Phys Rep: 75 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 4.

Prerequisite: Detect Disease

**Holy Armor 2:** (Spell) Absorbs the first 2 points of damage taken by the target, regardless of location. Once 2 points of damage are absorbed the spell fades, and belt flag should be removed.

Phys Rep: 75 word spell in spellbook, and roleplay. Red belt flag with two white stripes.

Limitations: May be used 2x per day +1 per Healer Tier above 4. Holy Armor 2 may not be stacked with other Holy Armors, or Arcane Armor.

Prerequisite: Holy Armor

**Augury:** (Spell) When cast the player will receive an omen or message from an otherworldly entity about the results of a specific course of action that the players plan to take within the next 30 minutes.

Phys Rep: 75 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day. Requires Game Official to be present.

**Bless/Curse Weapon/Item:** (Spell) Adds +1 damage, all damage from weapon is Holy/Unholy. May overcome standard weapon resistance of some creatures. Duration: 4 hours or the life of the player wielding the Blessed/Cursed weapon.

Phys Rep: 75 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 4. Limited duration.

Prerequisite: Bless/Curse

**Hold Person:** (Combat Magic) Player summons spiritual energy in the form of a sphere that may be thrown at the target player or NPC. If a target is hit by the Hold Person spell they are frozen in place for 3 minutes (count to 180) May not be blocked by shields.

Phys Rep: 75 word spell in spellbook, and roleplay. 6” White Spell Ball

Limitations: May be used 1x per day +1 per every 2 Healer Tiers.

**Animate Dead:** (Spell) The player may animate any one corpse, turning it basically into a zombie, their personal automaton. If cast on a player they are animated for 10 minutes, after that they may continue to role play as the undead minion of the casting player until death if they wish, or return to play as normal, with no memory of their death, or what they did while animated. Players may choose not to be animated, but suffer a 5 minute time out, at the end of which they may return to play as normal after a death. Players animated by this spell become Skeletons as per the Bestiary/Land Search Chart, a1 hit creature, ignores arrows, and stabs. An NPC cannot refuse animation unless they are needed elsewhere by the organizers. Animated dead are only permitted to follow simple commands such as “walk this way”, “guard”, “attack”,’ or “go get that.” If the spell caster dies the undead will go berserk until destroyed.

Phys Rep: 75 word spell in spellbook, and roleplay. Gray headband with a black skull or skeleton mask.

Limitations: May be used 1x per day +1 per every 2 Healer Tiers. Players may decline to be animated. A player may only have one Animated Dead in play per 2 Tiers

**Create Undead Knight:** (Spell) Continued study in the necromantic arts allows the player to increase the strength of their undead minions. Create Undead Knight is played as per Animate Dead except the Undead Knight is a 3 hit creature, ignores arrows, and stabs.

Phys Rep: 75 word spell in spellbook, and roleplay. Gray headband with two black skulls or an even meaner skeleton mask.

Limitations: May be used 1x per day +1 per every 2 Healer Tiers. Players may decline to be animated. A player may only have one Undead Knight in play per 3 Tiers of experience.

Prerequisite: Animate Dead

**Cross-Training:** At Tier 4 you may train in one of the other Skill Paths. The player must have the previous training level in the appropriate path to pursue the second stage of cross path training. Cross Training skills are repeatable.

**Warrior Training 2:** The Player dedicates time to learning the craft of warriors. They can choose one tier 2 or lower ability from the Healer skill path.

**Mage Training 2:** The Player studies the craft of the magi of the realm. They can choose one tier 2 or lower ability from the Mage skill path.

**Rogue Training 2:** The Player studies and watches the rogues around them. They can choose one tier 2 or lower ability from the Rogue skill path.

**Tier 5 Abilities:**

**Resurrection:** (Spell) Target is brought back to life from death. They are fully healed and can remember their death and the events leading up to it. Does restore armor and other items

Phys Rep: 100 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 5.

Prerequisite: Self Sacrifice

**Heal Group Major:** (Spell) The player may heal a group from up to mortal wounds all at once.

Phys Rep: 100 word spell in spellbook, and roleplay.

Limitations: May be used 1x per day +1 per Healer Tier above 5, does not restore armor. Target number of persons up to caster’s highest tier. Must make contact with each Target during casting. See Heal Major for other mechanics/effects

Prerequisite: Heal Group Minor

**Swift Heal:** (Spell) Once this spell is written in the player's spell book, the player may half the casting time of basic Healing spells.

Phys Rep: 100 word spell in spellbook.

Limitations: Only applies to Heal Minor, Heal Major, and the group versions of those spells.

Prerequisite: Heal Group Major

**Create/Destroy Holy/Unholy Relic Weapon/Item:** (Spell) The player imbues an item with Holy/Unholy energy, Holy Relic weapons deal +1 damage, all damage from weapon is considered Holy/Unholy. May overcome standard weapon resistance of some creatures. Duration: Permanent

Phys Rep:100 word spell in spellbook, ritual magic roleplay. Blue ribbon and white ribbon tied on the weapon marked "HOLY RELIC"

Limitations: A player may only have one Holy Relic in play at a time.

Prerequisite: Bless/Curse Weapon/Item

**Smite:** (Combat Magic) The character has developed the ability to gather and focus their spiritual energy and faith into a powerful attack, once cast the player’s next attack that lands on an opponent does double damage during combat, that damage counts as holy and magical. A player using this ability with a two-handed strike, also gains the ability to destroy shields with this attack.

Phys Rep: 100 word spell in spellbook, and roleplay.

Limitations: May only be used once per combat, up to a maximum of 3 times per adventure day.

**Warp Wood/ Decay:** (Combat Magic) The player has learned to channel the negative energy of nature into an offensive power that they can throw at enemies or objects. A target hit by Warp Wood/Decay will warp all wood and decay natural materials on a humanoid-sized target rendering them unusable. Warp Wood will affect items including shields, bows, arrows, crossbows, bolts, javelins, polearms. A single Warp Wood/Decay will not affect large items such as siege weapons, gates, ships, ect., but a game organizer may determine if, and how many Warp Wood/Decay spell attacks may be able to damage some larger than humanoid sized targets.

Phys Rep: 100 word spell in spellbook, and roleplay. 6” Brown Spell Ball

Limitations: May be used 1x per day +1 per every 2 Healer Tiers.

**Animate Group of Dead:** (Spell) You are reaching the pinnacle of necromantic power and can now tap directly into the negative material plane and animate multiple skeletons with a single spell. The caster may now animate the number of corpses up to their current Tier as per the Animate Dead spell.

Phys Rep: 100 word spell in spellbook, and roleplay. Gray headbands with a black skull, for each undead raised, or skeleton masks.

Limitations: May be used 1x per day +1 per every 2 Healer Tiers. Players may decline to be animated.

Prerequisite:Create Undead Knight

***Tier 6 Abilities***

**Restore Memory:** (Spell) Time is a funny thing, and memory is fleeting. Restore Memory gives the caster the ability to bring back lost memories from the target’s previous lives, or memories lost, or shrouded by other magics. When a Healer casts Restore Memory the target player or NPC can recall what happened in their last life, and the circumstances surrounding and deaths during that day/event. In the case of memories lost, or shrouded by other magics an Organizer may be necessary in order to determine the Tier of the other caster, and nature of the memories to be recovered.

Phys Rep: 140 word spell in spellbook, and roleplay.

Limitations: If the caster of the magics clouding the memories to be restored is greater than the Tier of the Healer, then they can not be restored. Can only be used 1 time per day + 1x per healer tier after 6th.

**Healer’s Bulwark:** The healer is able to use their shield as their spell focus and it is imbued with magical resistance. The healer’s shield becomes a wall of faith, and the channel of their power. The healer may now cast without referencing their spellbook. A good effort should be made to affix representations of the healer's spell on the back of their shield, and casting time remains the same, and players must recite invocation lines. If a magical effect would cause your shield to be destroyed it remains intact. All other spell effects still apply. Shield is still vulnerable to non magical skills and abilities that destroy shields.

Phys Rep: 140 word spell in spellbook, and roleplay. The caster must memorize their spells, and/or have them written on the back of the shield, to jog their memory.

Prerequisite: Shield Training

**Spontaneous Spell:** (Spell) Healers use Spontaneous Spell to imbue an item, like a holy symbol, healing icon, or other focus item with a spell for later use. The player casts Spontaneous Spell first, and then the spell that they wish to be used instantly later, excluding the invocation line. When the player wants to unleash the stored spell they first must declare “Spontaneous Spell” and then recite the invocation line of the stored spell to be cast.

Phys Rep: 140 word spell in spellbook, holy symbol, healing icon, or other spiritual focus, and role play.

Limitations: May be used 1x per day +1 per Healer Tier above 6. One spell at Healer Tier 6, plus one spell per Tier after may be stored using Instaheal.

**Healer’s Chant/Words of Curse:** (Combat Magic)Words can heal, there is power in them when spoken with faith. While chanting this spell, and for every time the chant and roleplay is repeated within touch of the target heal 1 wound or hit of damage to the desired target.

If words can heal, they can also hurt. While chanting this spell, and for every time the chant and roleplay is repeated within touch of the target deal 1 wound or hit of damage to the desired target. Spell Lasts until interrupted, or chanting stops. 1x use per event.

Either variation of this spell lasts until interrupted, or chanting stops. 1x use per event.

Phys Rep: 140 word spell in spellbook, and roleplay. The caster must create a six word chant that they will rhythmically speak or sing for the duration of the spell. For every Tier after 6th you may reduce the chant by one word.

**Spiritual Ray:** (Combat Magic) Through continued study and prayer the player has learned to focus spiritual energy into a powerful force.This energy can be thrown at an enemy. If the target is a player hit by the spell they are engulfed in the energy and killed regardless of armor. If the target is an NPC it takes 4 wounds of holy/unholy magic damage. May not be blocked by normal shields.

Phys Rep: 140 word spell in spellbook, and roleplay. 6” Yellow Spell Ball

Limitations: May be used 1x per day +1 per every 2 Healer Tiers.

Prerequisite: Inflict Wounds/Spiritual Hammer

**Healing Ray:** (Combat Magic) The reverse of Spiritual Ray, the player summons spiritual energy that can be thrown at target player or NPC that heals up to 4 points of damage.

Phys Rep: 140 word spell in spellbook, and roleplay. 6” yellow spellball, alternatively character themed coreless themed throwing items in pink may also be used, such as hammers.

Limitations: May be used 1x per day +1 per Healer Tier above 6. May be blocked by shields, normal armor rules apply.

Prerequisite:Inflict Wounds/Spiritual Hammer

**Necrotic Blast:** (Spell) The player is able to draw energy from the negative material plane and cast a ball of necrotic energy at his foes. If the target is a player hit by the spell they are engulfed in a blast of necrotic energy, the life force is drained out of them and they are killed regardless of armor. If the target is an NPC it takes 4 wounds of holy/unholy magic damage. May not be blocked by normal shields.

Phys Rep:140 word spell in spellbook, and roleplay. 6” Black Spell Ball

Limitations: May be used 1x per day +1 per every 2 Healer Tiers.

**Cross-Training:** At Tier 6 you may train in one of the other Skill Paths. The player must have the previous training level in the appropriate path to pursue the second stage of cross path training. Cross Training skills are repeatable.

**Warrior Training 3:** The Player dedicates time to learning the craft of warriors. They can choose one tier 3 or lower ability from the Healer skill path.

**Mage Training 3:** The Player studies the craft of the magi of the realm. They can choose one tier 3 or lower ability from the Mage skill path.

**Rogue Training 3:** The Player studies and watches the rogues around them. They can choose one tier 3 or lower ability from the Rogue skill path.