

Closed Channeling 2.2.9

ORGAN LAW

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Organ Lore	1 target	instant	touch	I
2)					
3)	Minor Nose Repair	1 target	5-50 min	touch	U
4)	Minor Ear Repair	1 target	5-50 min	touch	U
5)	Organ Preservation	1 organ	1 day/lvl	touch	U
6)					
7)	Minor Eye Repair	1 eye	5-50 min	touch	U
8)					
9)					
10)	Organ Transplant	1 organ	1-10 days	touch	U
11)					
12)	Joining ‡	1 limb	1-10 days	touch	U
13)	Major Eye Repair	1 eye	1-10 hours	touch	U
14)					
15)	Organ Repair	1 organ	5-50 hours	touch	U
16)					
17)					
18)					
19)					
20)	Rapid Organ Repair	1 organ	5-50 min	touch	U
25)	Joining True ‡	1 limb	instant	touch	U
30)	Brain Repair	1 brain	5-50 hours	touch	U
50)	Organ Regeneration	1 target	1-10 days	touch	U

1. Organ Lore — Caster acquires complete understanding of any organ damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.

3. Minor Nose Repair — Allows caster to repair any nose damage short of complete loss. Recovery time is 5-50 minutes.

4. Minor Ear Repair — Allows caster to repair any exterior ear damage short of complete loss. Recovery time is 5-50 minutes.

5. Organ Preservation — Allows caster to prevent the deterioration of any specific organ (e.g., eye, ear, liver), even if it is “outside” of its body.

7. Minor Eye Repair — Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.). Recovery time is 5-50 minutes.

10. Organ Transplant — Allows caster to transplant a healthy organ (not including brain or nervous system) into the target. Requires a 1 hour operation. Recovery time is 1-10 days. There is a chance that the target’s body will reject the new organ: 10% if organ is from the same race as the target, 50% if the organ is from a similiar race.

12. Joining — Allows caster to reattach one severed limb. Also requires the use of the other 3 *Joining* spells to make limb fully functional. Limb is functional after 1-10 days.

13. Major Eye Repair — As *Minor Eye Repair*, except caster can repair any eye damage short of complete eye loss. Recovery time is 1-10 hours.

15. Organ Repair — Caster can repair any damage to 1 organ (except the brain) that has not been completely destroyed. Recovery time is 5-50 hours.

20. Rapid Organ Repair — As *Organ Repair*, except that recovery time is 5-50 minutes.

25. Joining True — As *Joining*, except caster must cast the other 3 *Joining True* spells **and** recovery is instantaneous.

30. Brain Repair — Caster can repair brain damage (if caused by physical trauma, e.g. a skull fracture, the skull bone must be healed first). Target may suffer from memory and/or experience loss at the discretion of the GM). Recovery time is 5-50 hours.

50. Organ Regeneration — Allows caster to completely regenerate a lost organ. This process takes 1-10 hours and recovery takes 1-10 days. The target remains in coma during recovery (this spell will not regenerate the brain).

SPECIAL NOTES

1) See RMSS Spell Law section 7.2 for more on healing.

2) RMSS Spell Law section 7.2.3 classifies injuries in Light, Medium and Severe. A Light Wound conferring a penalty between -0 and -20, a Medium Wound a penalty between -21 and -50 and anything with a penalty of -51 or more is considered a Severe Wound. The Nerve Repair spells on this list corresponds to that classification, with *Minor Nerve Repair*, *Nerve Repair* and *Major Nerve Repair*.

3) Organ damage is often fatal, e.g. “*Foe dies in 3 rounds due to internal organ damage*”, but if healed before Soul Departure rounds has passed the target may survive. For the purpose of healing even the lowest (10th level) *Organ Transplant* spell will do, as long as there is a willing (or not actively resisting) donator. Target will be inactive during the 1 hour operation and hospitalized during the recovery time of 1-10 days.