

## PURIFICATIONS

1. **Disease Purification** — Stops infection and/or spread of a disease in 1 target after he has acquired the disease. No further damage will occur in uninfected areas of the body.
2. **Food Preservation** — This spell perfectly preserves one day's worth of food for 1 week, after which it will spoil normally.
3. **Poison Purification** — Neutralizes any 1 poison in the system of 1 target. **Note:** *Damage already sustained is not cured.*
4. **Disease Resistance I** — For the duration of the spell, target gets an additional RR versus any disease(s).
5. **Poison Resistance I** — For the duration of the spell, target gets an additional RR versus any poison(s).
6. **Sustenance Purification** — This spell neutralizes abnormal diseases, poison, and other similar substances in one day's worth of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (e.g., it will not neutralize the natural poison in poisoned mushrooms).
8. **Disease Resistance II** — As *Disease Resistance I*, except target gets 2 additional RRs.
9. **Poison Resistance II** — As *Poison Resistance I*, except target gets 2 additional RRs.
10. **Mind Disease Cures** — Target is cured of any 1 mind disease, recovery 1-50 days.
11. **Disease Resistance III** — As *Disease Resistance I*, except target gets 3 additional RRs.
12. **Poison Resistance III** — As *Poison Resistance I*, except target gets 3 additional RRs.
14. **Undisease** — Caster can remove any 1 disease from a target.
15. **Unpoison** — Caster can remove any 1 poison from a target.
18. **Mass Undisease** — Caster can remove any 1 disease from a number of targets equal to his level (e.g., an 18th level caster could remove leprosy from 18 targets).
19. **Mass Unpoison** — Caster can remove any 1 poison from the systems of a number of targets equal to his level.
20. **Mind Disease Cures True** — As *Mind Disease Cures*, except recovery is instantaneous.
25. **Greater Disease Purification** — All disease in the area is eliminated.
30. **Greater Poison Purification** — All poison in the area is neutralized.
50. **Purification True** — Eliminates all poisons and/or diseases in the area.

## OPEN CHANNELING 2.1.7

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Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Disease Purification	1 target	P	touch	U
<input type="checkbox"/> 2)	Food Preservation	varies	1 week	touch	U
<input type="checkbox"/> 3)	Poison Purification	1 target	P	touch	U
<input type="checkbox"/> 4)	Disease Resistance I	1 target	10 min/lvl	touch	U
<input type="checkbox"/> 5)	Poison Resistance I	1 target	10 min/lvl	touch	U
<input type="checkbox"/> 6)	Sustenance Purification	varies	P	touch	U
<input type="checkbox"/> 7)					
<input type="checkbox"/> 8)	Disease Resistance II	1 target	10 min/lvl	touch	U
<input type="checkbox"/> 9)	Poison Resistance II	1 target	10 min/lvl	touch	U
<input type="checkbox"/> 10)	Mind Disease Cures	1 target	P	touch	U
<input type="checkbox"/> 11)	Disease Resistance III	1 target	10 min/lvl	touch	U
<input type="checkbox"/> 12)	Poison Resistance III	1 target	10 min/lvl	touch	U
<input type="checkbox"/> 13)					
<input type="checkbox"/> 14)	Undisease	1 target	P	touch	U
<input type="checkbox"/> 15)	Unpoison	1 target	P	touch	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)					
<input type="checkbox"/> 18)	Mass Undisease	varies	P	100'	U
<input type="checkbox"/> 19)	Mass Unpoison	varies	P	100'	U
<input type="checkbox"/> 20)	Mind Disease Cures Tr.	1 target	P	10'	U
<input type="checkbox"/> 25)	Gr. Disease Purification	varies	P	100'	U
<input type="checkbox"/> 30)	Gr. Poison Purification	varies	P	100'	U
<input type="checkbox"/> 50)	Purification True	varies	P	100'/lvl	U