

## Shaman Base List 9.43

### SPIRIT HEALING

| Lvl | Spell                | Area of Effect | Duration  | Range | Type |
|-----|----------------------|----------------|-----------|-------|------|
| 1)  | Invigorate I         | 1 target       | —         | 10'   | U    |
| 2)  | Taint Resistance I   | 1 target       | —         | 10'   | F    |
| 3)  | Neutralize Curse I   | 1 curse        | 1 min/lvl | 10'   | F    |
| 4)  | Spirit Assessment    | 1 target       | —         | 10'   | P    |
| 5)  | Purify Spirit        | 1 target       | —         | 10'   | F    |
| 6)  | Invigorate III       | 1 target       | —         | 10'   | U    |
| 7)  | Taint Resistance II  | 1 target       | —         | 10'   | F    |
| 8)  | Exorcism             | 1 target       | —         | 10'   | F    |
| 9)  | Remove Curse         | 1 curse        | —         | 10'   | F    |
| 10) | Return Spirit        | 1 target       | P         | 10'   | U    |
| 11) | Invigorate V         | 1 target       | —         | 10'   | U    |
| 12) | Mass Invigorate I    | 20'R           | —         | self  | U    |
| 13) | Neutralize Curse III | 1 curse        | 1 day/lvl | 10'   | F    |
| 14) |                      |                |           |       |      |
| 15) | Untaint              | 1 target       | —         | 10'   | F    |
| 16) |                      |                |           |       |      |
| 17) |                      |                |           |       |      |
| 18) | Mass Invigorate III  | 20'R           | —         | self  | U    |
| 19) | Invigorate True      | 1 target       | —         | 10'   | U    |
| 20) | Uncurse True         | 1 curse        | P         | 10'   | F    |
| 25) | Uncurse True         | 1 curse        | —         | 10'   | F    |
| 30) | Spirit Healing True  | 1 target       | 1 md/lvl  | 10'   | U    |
| 50) | Reuniting            | 1 target       | P         | 10'   | U    |

**1. Invigorate I** — Caster invokes renewed strength into a spirit. Target feel rejuvenated: regain 1-10 lost CO-points and ignore any penalties from sleep deprivation for 1 hour.

**2. Taint Resistance I** — This spell gives a spirit one additional resistance roll versus the taint incurred. If the RR is successful, the taint is utterly removed along with all damage accrued thereby. If the taint is not removed the caster cannot try again until he has gone up another level of experience.

**3. Neutralize Curse I** — [RR mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell.

**4. Spirit Assessment** — Caster learns the state of one spirit, regarding its mood and integrity. Caster also notice any detrimental spells (curses, hexes) in effect upon the spirit.

**5. Purify Spirit** — Returns a spirit to its wholeness and oneness. Removes any spell that has taken over part of spirit. Spell gets an RR.

**6. Invigorate III** — As *Invigorate I*, except target regain 3-30 lost CO-points and ignore any penalties from sleep deprivation for 3 hours.

**7. Taint Resistance II** — As *Taint Resistance I*, except target gets 2 additional RR.

**8. Exorcism** — Caster can exorcise a possessed spirit of any sort, including those dead or living, removing any foreign spirit in that body. The possessing spirit get a resistance roll.

**9. Remove Curse** — Permanently removes a curse if it fails an RR. The curse's level is the level of its caster. If the curse is not dispelled the caster cannot try again until he has gone up another level of experience.

**10. Return Spirit** — Reunites a spirit to an unconscious (not dead) body. If the spirit is unwilling it is entitled to a resistance roll.

**11. Invigorate V** — As *Invigorate I*, except target regain 5-50 lost CO-points and ignore any penalties from sleep deprivation for 5 hours.

**12. Mass Invigorate I** — As *Invigorate I*, except all within a 20'R of caster is affected.

**13. Neutralize Curse III** — [RR mod: -20] As *Neutralize Curse I*, except for duration.

**15. Untaint** — [RR mod: -20] As *Taint Resistance I*, except if the taint fails to resist this spell then it is fully removed. If the taint resists this spell it may be cast again.

**18. Mass Invigorate III** — As *Invigorate III*, except all within a 20'R of caster is affected.

**19. Invigorate True** — As *Invigorate I*, except target regain any lost CO-points and is as fresh as if newly awakened from good sleep, i.e may act without penalties from sleep deprivation for an entire day.

**25. Uncurse True** — [RR Mod: -50] As *Remove Curse*, except for the RR modification.

**30. Spirit Healing True** — Caster may use any of the spells below 20<sup>th</sup> lvl on this list each round.

**50. Reuniting** — Caster may reunite a soul with the body, provided the body is functional. To restore a dead target to life, the body must first have been healed of any lethal wounds.

### SPECIAL NOTES

1) The spells on this list is applicable on any spirit of any world, dead or living.

2) See RMSS Spell Law, section 7.1.30 for more on curses and removing them.

3) A taint, for the purpose of *Taint Resistance* and *Untaint*, is any spell that changes and/or damages targets spirit, i.e *Guilt*, *Paranoia*, *Neurosis*.

4) The *Exorcism* spell is effective versus spells that forces another spirit into targets body, i.e *Demonic Possession* and *Transferral*.

5) The *Purify Spirit* spell is used to unite targets spirit and is effective against *Subjugation* and *Unsoul Curse*.

6) The *Return Spirit* spell returns a spirit torn away by *Absolution*.