

Life



LIFE SENSE

Area A sphere with a 5-yard radius centered on a point within your space

Duration 1 minute

You know the locations of any living creatures in the area. Such creatures cannot become hidden from you for the duration.

SHADOW 133

UTILITY 0

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Life



MINOR HEALING

Target One creature you can reach

You touch the target, which heals damage equal to half its healing rate.

SHADOW 133

UTILITY 0

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CURE

Target One creature you can reach

You touch the target, granting one of the following benefits:

- Remove one of the following afflictions from the target: diseased, fatigued, impaired, or poisoned.
- Remove 1 Insanity from the target.
- Remove any penalty to the target's Health.
- The target heals damage equal to half its healing rate.

SHADOW 133

UTILITY 1

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Life



FOUNT OF LIFE

Area A sphere with a 2-yard radius centered on a point you can reach

Duration 1 minute

Healing energies spread through the area, which moves with you for the duration. Whenever a living creature in the area heals damage, it heals extra damage equal to your Power.

SHADOW 133

UTILITY 1

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LIGHT HEALING

Target One creature you can reach

You touch the target, which heals damage equal to its healing rate.

SHADOW 133

UTILITY 1

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MODERATE HEALING

Target One creature you can reach

You touch the target, which heals damage equal to twice its healing rate.

SHADOW 133

UTILITY 2

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VITALITY BURST

Target Up to three living creatures within short range

Each target heals damage equal to its healing rate.

SHADOW 133

UTILITY 2

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GREATER CURE

Target Up to three creatures you can reach

You touch each target, granting one of the following benefits (you can choose a different one for each target):

- Remove one of the following afflictions from the target: diseased, fatigued, impaired, or poisoned.
- Remove 1 Insanity from the target.
- Remove any penalty to the target's Health.
- The target heals damage equal to its healing rate.

Life



MAJOR HEALING

Target One creature you can reach

You touch the target, which heals damage equal to three times its healing rate.

SHADOW 133

UTILITY 3

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TOTAL HEALING

Target One creature you can reach

You touch the target, which heals all damage.

SHADOW 133

UTILITY 4

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RESURRECT

Target One creature, killed no longer than 24 hours ago, that you can reach

You touch the target. You must concentrate for 1 hour, during which time you must maintain physical contact with the target. If your concentration is uninterrupted for the full hour, the target might come back from the dead.

If the target's soul resides in the Underworld, it returns to its body and the target is restored to life. The target heals 1 damage and becomes fatigued and impaired until it completes a rest.

If the target's soul resides in Hell, make a Will challenge roll with a number of banes equal to the target's Corruption. On a success, you restore the target to life as described above. On a failure, the soul is utterly lost. It cannot be returned to its body by further castings of this spell.

Sacrifice You can expend a casting of this spell to cast *total healing*.

SHADOW 133

UTILITY 5

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