

ure Light Wounds

Healer 1

Range: touch Duration: instantaneous

BFRPG Rulebook, P. 20

- Caster heals 1d6+1 HP by laying hands on target creature.
- Undead are affected by this spell, though its affects are opposite that for living creatures.



Healer 2

Range: touch Duration: instantaneous

BFRPG Rulebook, P. 20

- Kills all diseases the target is suffering from.
- Kills parasites afflicting the target character.
- Some special diseases may not be countered by this spell or may require the caster to have a certain level or higher.
- Note: This spell does NOT prevent reinfections after casting if the target is exposed again.



Sure Serious Wounds

Healer 3

Range: touch Duration: instantaneous

BFRPG Rulebook, P. 25

- Caster heals 2d6+1/lvl HP by laying hands on target creature.
- Undead are affected by this spell, though its affects are opposite that for living creatures.



Healer 1

Range: touch Duration: permanent

Healer Suppl., P. 2

• The Healer gains 1d6+2 medicinal herbs, useful for healing as described in the supplement.



Sure Moderate Wounds

Healer 2

Range: touch Duration: instantaneous

Healer Suppl., P. 2

- Caster heals 2d6+1 HP by laying hands on target creature.
- Undead are affected by this spell, though its affects are opposite that for living creatures.



Healer 3

Range: touch

Duration: instantaneous ${\bf BFRPG}$ Rulebook, P. 20

- Spell cures a creature of blindness whether from injury or some kinds of magic.
- This includes light or continual light based blindnesses.
- Blindness cause by a curse spell cannot be cured by this spell.



Healer 1

Range: 90'

Duration: 5 rnds/lvl

BFRPG Rulebook, P. 32

- $\bullet\,$ Put several creatures of ${<}3$ HD into magical slumber.
- 4HD+ creatures mmune.
- Caster slects a point of origin for the spell within range. Creatures within 30' of that point are affected.
- For each creature affected, save vs. Spells negates
- Sleeping creatures helpless unless roused/wounded. Normal noise does not work.
- Sleep does not affect unconscious characters, constructs or undead.
- When the spell expires, sleeping creatures wake up immediately though at the GM's option if made comfortable they may continue to slumber.



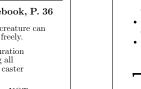
Healer 2

Range: touch

Duration: 2 hrs/lvl

BFRPG Rulebook, P. 36

- The affected creature can breath water freely.
- Divide the duration evenly among all creatures the caster touches.
- This spell does NOT make the creatures unable to breath air.





Healer 3

Range: touch Duration: 1 hr/lvl

BFRPG Rulebook, P. 20

- Target receives Darkvision with a range of 60' for the duration of the spell.
- See page 37 of the rulebook for more details.



Cure Critical Wounds

Healer 4

Range: touch Duration: instantaneous

Healer Suppl., P. 2

- Caster heals 3d6+1/lvl HP by laying hands on target creature.
- Undead are affected by this spell, though its affects are opposite that for living creatures.



Healer 5

Range: 30'/lvl Duration: permanent

BFRPG Rulebook, P. 22

 Restores flesh to stone (including effects like a Medusa's gaze) and restores a petrified creature. It has no effect on stone that never was flesh.



Healer 6

Range: touch Duration: permanent

BFRPG Rulebook, P. 24

- Immediately wipes away target injury and afflictions.
- Ends ability damage, blindness, confusion, deafness, disease, exhaustion, fatigue, feeblemind, insanity, nausea or poison.
- Restore lost HP except 1d4.
- Cannot restore negative levels or restore permanently drained ability scores.
- Against undead, reverse effects.
- Constructs are immune.



Neutralize Poison

Healer 4

Range: touch Duration: instantaneous

BFRPG Rulebook, P. 28

- Detoxifies any venom from creature or object touched.
- No additional effects from poison will harm creature.
- If cast one someone slain by poison in past 10 rounds, can revive the creature with 1 HP.
- If cast on a poisoned object (weapon, trap, etc) the poison is neutralized.



Healer 5

Range: self Duration: 1 hr/lvl

BFRPG Rulebook, P. 29

- Caster changes into another living form but retains own mental abilities.
- New form has no more HD than caster had
- New form has all physical attacks but does not gain special, supernatural or spell like abilities (No dragon breath).
- Spell duration one hour per level of caster or when caster is ready to be done.



Healer 6

Range: touch Duration: instantaneous

BFRPG Rulebook, P. 30

- Complicated Spell, check Rulebook!
- This spell restores life to a deceased human. demi-human or humanoid who has been dead no longer than 1 day/caster level.
- $\bullet\,$ The soul must be free and willing to return or spell fails. The target will lose experience/attributes due to
- Undead and those who died of old age cannot be raised. Incomplete bodies are still incomplete!
- And Much, Much more!



Healer 4

Range: 10

Duration: instantaneous



Healer 5

Range: touch $Duration:\ special$

BFRPG Rulebook, P. 18

- Turn bones/bodies of intact dead creatures into skeletons or zombies to command.
- Animated till destroyed.
- Caster may only control total of 4*LVL HD of those created.
- Zombie HD = 1 +Monster HD



Healer 6

Range: touch Duration: permanent

BFRPG Rulebook, P. 31

- This spell causes severed body parts, broken bones and ruined organs to grown back.
- $\bullet\,$ After spell is cast the regeneration takes 1 round if the members are present and touching the creature. Otherwise a full turn is needed to regrow them.
- Also heals 3d8 points of damage.
- Regenerate has no effect on nonliving creatures, constructs or undead.

Healer Suppl., P. 2 • Caster heals 1d6+1 HP on all creatures within 10' radius. • Undead are affected by this spell, though its affects are opposite that for living creatures.

