

The spells here are replacements in the Elemental group of Common spells. When buying the common group, the mage may choose to either buy all of the spells here or all of the spell in the standard common. The mage cannot mix and match these spells and the existing spells.

7 – Lesser Heal

Time to Cast:	5R	All within the area that are willing or fail the RC are healed 1d6
Resist Check:	4d6 vs WIL negates	DP.
Target:	LOS 10' + 5/F'	
Duration:	instantaneous	
Area:	10' + 5/F' radius	
Effect:	heals all in area	

10 - Heal

Time to Cast:	5R	All within the area that are willing or fail the RC are healed 2d6
Resist Check:	5d6 vs WIL negates	DP.
Target:	LOS 10' + 5/F'	
Duration:	instantaneous	
Area:	10' + 5/F' radius	
Effect:	heals all in area	

15 – Greater Heal

Time to Cast:	1R	All within the area that are willing or fail the RC are healed 6d6
Resist Check:	6d6 vs WIL negates	DP.
Target:	LOS 100' + 20/F'	
Duration:	instantaneous	
Area:	100' + 20/F' radius	
Effect:	heals all in area	