

Light Soul Spells

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Name	Level	Range	Description
Heal 1	1	Touch	Allows the soul caster to heal one point of damage to the touched target
Cure Poison 1	1	Touch	Allows the soul caster to cure a level one poison on the touched target
Cure Disease 1	1	Touch	Allows the soul caster to cure a level one disease on the target
Hold Undead 1	1	LoS	Allows a soul caster to hold a level one undead for as long as he concentrates
Fear Ward	1	Touch	Target is protected from the next fear effect used on them.
Heal 2	2	Touch	Allows the soul caster to heal two points of damage to the touched target
Cure Poison 2	2	Touch	Allows the soul caster to cure a level two poison on the touched target
Cure Disease 2	2	Touch	Allows the soul caster to cure a level two disease on the target
Hold Undead 2	2	LoS	Allows a soul caster to hold a level two undead for as long as he concentrates
Lifes Blessing	2	Touch	Using this power a soul caster can extend time for a character. The character may still act normally except for the fact the soul caster must remain touching him for the effect to work. While this spell is in effect, any timed effect upon the target is halted, for example if used on a character in their death time; the death time would be suspended while this power was in effect. If used on a character that has been poisoned then the poison would not take effect for as long as this power was in force. Also, if used on a character that was paralysed, they would remain paralysed for as long as this spell was in effect. If the soul caster stops touching the target of this spell all times resume from where they were suspended. This spell can only halt the time for one effect on the target at any one time.
Heal 3	3	Touch	Allows the soul caster to heal three points of damage to the touched target
Cure poison 3	3	Touch	Allows the soul caster to cure a level three poison on the touched target
Cure Disease 3	3	Touch	Allows the soul caster to cure a level three disease on the target
Hold Undead 3	3	LoS	Allows a soul caster to hold a level three undead for as long as he concentrates
Ring of Life	3	Self	This creates a ring 10ft around the caster, the ring lasts for 5 minutes, it does not move with the caster. Undead may not enter the area. Undead within the area are NOT forced out and are trapped within the barrier.
Chloroblast 1	3	LoS	This spell heals one point of damage to a target in the line of sight of the caster.
Heal 4	4	Touch	Allows the soul caster to heal four points of damage to the touched target
Cure Poison 4	4	Touch	Allows the soul caster to cure a level four poison on the touched target
Cure Disease 4	4	Touch	Allows the soul caster to cure a level four disease on the target
Hold Undead 4	4	LoS	Allows a soul caster to hold a level four undead for as long as he concentrates
Sleep Well	4	Touch	This spell allows the touched person to gain the effects of a full nights sleep in only one hour. They regain hit points as if having slept for the full night as well as mana points. Once a day abilities are unaffected.
Mass Repel Death	4	Self	All undead within 10ft of the caster are forced 20ft away from the caster unless the spell is resisted.
Soul Bind	4	Touch	This spell allows the caster to closely bind two living souls for a short time. When casting the spell the soul caster must be touching the two people he wishes to be bound. The binding will last for five minutes from the time of casting. Once bound, the two individuals can move freely apart any distance but a healing spell cast on one of them will also affect the other. Only two souls can be bound together at one time.
Heal 5	5	Touch	Allows the soul caster to heal five points of damage to the touched target
Cure Poison 5	5	Touch	Allows the soul caster to cure a level five poison on the touched target
Cure Disease 5	5	Touch	Allows the soul caster to cure a level five disease on the target
Hold Undead 5	5	LoS	Allows a soul caster to hold a level five undead for as long as he concentrates
Remove Paralysis	5	Touch	Cures the touched target of the paralysis call so they can move again.
Disruption Weapon	5	Self	This spell creates a weapon in the hand of the soul caster. The weapon can be of any type the caster wishes. The weapon does +2 damage vs. undead but cannot harm a living creature. The weapon cannot be disarmed but may only be used by the caster.
Heal 6	6	Touch	Allows the soul caster to heal six points of damage to the touched target
Cure Poison 6	6	Touch	Allows the soul caster to cure a level six poison on the touched target
Cure Disease 6	6	Touch	Allows the soul caster to cure a level six disease on the target
Hold Undead 6	6	LoS	Allows a soul caster to hold a level six undead for as long as he concentrates

Light Restoration	6	Touch	Cures all temporary life drain effects to the touched location on the target
Protection of Light	6	Self	You gain hits to blows vs undead and all other damage is reduced by 1 to a minimum of 1. Spells still effect you normally.
Chloroblast 2	6	LoS	As per Chloroblast I but does 2 points of healing.
Heal 7	7	Touch	Allows the soul caster to heal seven points of damage to the touched target
Cure Poison 7	7	Touch	Allows the soul caster to cure a level seven poison on the touched target
Cure Disease 7	7	Touch	Allows the soul caster to cure a level seven disease on the target
Hold Undead 7	7	LoS	Allows a soul caster to hold a level seven undead for as long as he concentrates
Light Aura	7	Self	Damage spells used on the caster are reduced by 1 point of damage to a minimum of 1. Natural abilities of undead (other than melee effects) do not affect the caster when under this spell (e.g. a dread's crush would still effect the caster as it's a melee ability but a spectres freeze life would not)
Heal 8	8	Touch	Allows the soul caster to heal eight points of damage to the touched target
Cure Poison 8	8	Touch	Allows the soul caster to cure a level eight poison on the touched target
Cure Disease 8	8	Touch	Allows the soul caster to cure a level eight disease on the target
Hold Undead 8	8	LoS	Allows a soul caster to hold a level eight undead for as long as he concentrates
Repair Location	8	LoS	Allows the caster to heal the effects of a crush call to the touched location. Other wounds to the location are unaffected
Retribution	8	20ft Circle Around Caster	When cast, this spell affects everyone within 20ft of the caster, all foes take damage of one point to all locations; for every foe affected the caster gains three points of healing that they can use by touching injured people. The healing can be split between multiple people and requires no verbal to use; if it is not used by the end of the encounter (or 5 mins) then it is lost. If there are no foes in the area of effect then this spell will not work.
Heal 9	9	Touch	Allows the soul caster to heal nine points of damage to the touched target
Cure Poison 9	9	Touch	Allows the soul caster to cure a level nine poison on the touched target
Cure Disease 9	9	Touch	Allows the soul caster to cure a level nine disease on the target
Hold Undead 9	9	LoS	Allows a soul caster to hold a level nine undead for as long as he concentrates
Lightwell	9	Touch	Lightwell must be cast on a living person and for the duration of the spell or as long as the person remains alive no harm effects, poisons or diseases will work in a 20ft area around the Lightwell. The effect will move with the person this spell is cast upon.
Chloroblast	9	LoS	As per Chloroblast but heals three points of damage.
Sanctuary	9	Self	Once cast the caster is protected by the spell and cannot be harmed by any weapon or attack. However he must adhere to the following conditions or the spell is broken.
Heal 10	10	Touch	Allows the soul caster to heal ten points of damage to the touched target
Cure Poison 10	10	Touch	Allows the soul caster to cure a level ten poison on the touched target
Cure Disease 10	10	Touch	Allows the soul caster to cure a level ten disease on the target
Hold Undead 10	10	LoS	Allows a soul caster to hold a level ten undead for as long as he concentrates
Soul Restoration	10	Touch	Allows the caster to remove one permanent life drain effect from the touched target.

Light Avatar pt 1	10	Self	<p>Everyone is created unique and as such how they manifest a soul avatar is unique to them. When a character reaches level 10 soul casting they may create their avatar from the following lists. Once created the avatar is fixed and cannot be changed. NOTE: This cannot be cast via joint casting. The caster must have level 10 light soul to be able to use this power.</p> <p>Soul casters have 15 points to spend on abilities from the following lists:</p> <p style="text-align: center;">1 Point Skills</p> <ul style="list-style-type: none"> - Immune to Sleep - Immune to Pain - Immune to Poison - Immune to Disease - Immune to Sickness - Immune to Subdue - Immune to Chill - Immune to Fell (you still take damage but the fell effect is ignored) <ul style="list-style-type: none"> - +1 Strength (max of Quad) - Heal self when spell is cast (not poisons, diseases or special calls) <ul style="list-style-type: none"> - Cure Disease level 1 by touch (no mana cost) <p style="text-align: center;">2 Point Skills</p> <ul style="list-style-type: none"> - Immune to Freeze - Immune to Paralysis - Immune to Crush - +2 Strength (must have +1, highest plus is used, plusses are not cumulative, max of Quad) <ul style="list-style-type: none"> - Disruption Weapon - Cure Disease Level 2 by touch (no mana cost) <p style="text-align: center;">3 Point Skills</p> <ul style="list-style-type: none"> - Double Current Loc - Current Mana Pool Doubled - -1 mana cost when casting spells (to a minimum of 1) - +3 Strength (must have +2, highest plus is used, plusses are not cumulative, max of Quad) <ul style="list-style-type: none"> - +1 melee damage - Protection of Light - Light Aura Aura - Cure Disease Level 3 by touch (no mana cost)
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Light Avatar pt 2	10	Self	<p>4 Point Skills</p> <ul style="list-style-type: none">- Hits to Blows vs melee- Hits to Blows vs magic- Hits x 10 but take 10 x damage from magic (cannot buy with hits to blows skills) <p>- +4 Strength (must have +3, highest plus is used, plusses are not cumulative, max of Quad)</p> <ul style="list-style-type: none">- +2 Melee damage (must have +1, highest plus is used, plusses are not cumulative)- Count as a lightwell- Cure Disease Level 4 by touch (no mana cost) <p>5 Point Skills</p> <ul style="list-style-type: none">- +3 Melee damage (must have +2, highest plus is used, plusses are not cumulative)- Cure Disease Level 5 buy touch (no mana cost)
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