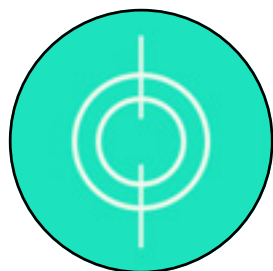


THE VEDA OF THE GREAT HEALER ARKHIATROS

"Death is a malfunction," said the ageless leech Ziva Lunga.

At least, that is how her fragmentary words are translated today. After the Great Forget only the most arrogant charlatan would claim to know now all the wonders of the iatric mediwizards.



THE MEDIMAGIC OF THE EVERLIVING

As recounted with perfect accuracy by the succulent Hsu Doru.

At the height of oldtech, some humans became abmortal. Barring accidents, they could live forever. When hearts failed, they were regrown. When ennui threatened,

minds were refreshed. When existential terrors came, meanings were remade.

The lords of earth and sky and sea found that if only one could live long enough, the magic of cumulative interest would see their fortunes outstrip all rivals and dreams. However, with vast fortunes came vast fears, and societies and religions were constructed around the utter necessity of preserving the hierarchical distribution of wealth, power, and—crucially—time. Lifetimes upon lifetimes to enjoy the world for those who could appreciate and afford it.

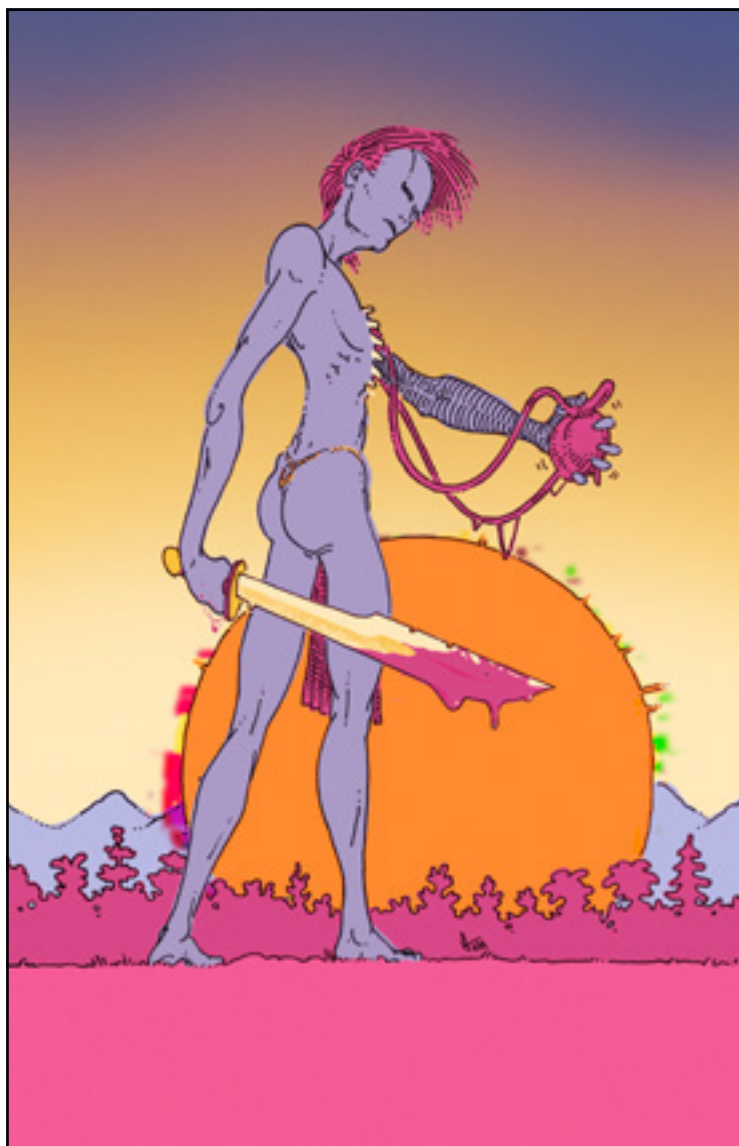
Within three generations of abmortals, humanity had speciated into many forms and lifespans, from the mind-shackled gamma servitors to the teeming baselines, the hardened peacemakers to the undying lings, and, atop the pyramid of that just society, the chosen ones. The godlike members of the Virtuous Institute of Life Enhancement.

The best mediwizards were prized above all other wizards, their fees were enormous and meritorious. Soon, the lords of earth and sky and sea corralled these wizards into luxury guilds, provided them with gilded prison palaces and restricted their magics to their own chosen undying castes.

When that society [section missing] the many iatric clans were scattered and broken. In their blood memories, during the winter years after the bursting of the suns, succulent doctor [?] flesh became a delicacy for the peacemaker varieties of humanity.

GREAT HEALER TRAITS

1. **Bedside Manner.** Willing patients suffer less pain and recover better under your care.
2. **Dosemaster.** You always get the dose right. Your drugs, medicines, potions, and poisons last twice as long.
3. **Electric Doctor.** You have an implanted daemonic brain-friend, who just happens to know a complete medical encyclopedia from Long Ago and is great at diagnostics.
4. **Self-Diagnostic Routine.** Your body always tells you exactly what is going on with it. Any treatments you perform on yourself are twice as effective.
5. **Telemagic.** You can execute spells at a distance, through a vidy crystal or a communication screen.
6. **Watchful Nurse.** Your patients recover an additional attribute when they rest under your care.



MODERN HEALING FANTASCIENCES

BURDEN SHARE

Sanator's Empathy Ritual

P: 1 **R:** touch **T:** 1 creature **D:** several hours

The caster taps into a creature's essence to transfer one of its burdens—fatigue, injury, anxiety, or other affliction. This burden transforms into a spiritual stone, a healer's burden, which passes into another nearby creature. It has a slight negative impact on abilities, but causes no permanent damage and dissipates normally with rest.

Overcharge: The ritual takes several minutes, but inflicts minor damage to both parties.

RESTORATIVE SLUMBER

Medeorite's Healing Dream Ritual

P: 2 **R:** touch **T:** 1 creature **D:** 3 days and nights

The caster's dream-form leads the patient into a deep, healing sleep. While asleep, the patient appears lifeless. After the spell concludes, the patient awakes rejuvenated, with one attribute restored or one burden lifted.

Overcharge: Restore an additional attribute or lift a second burden. Alternatively, reduce the patient's slumber three-fold.

METEMPSYCHOSIS

Serapefti's Ka-Ba Translation

P: 6 **R:** touch **T:** 1 patient and 1 host **D:** 1 day and night

Transfers a patient's essence into a new physical host. A perfect replica of the original body is ideal, but alternate hosts such as crude golems, animals, crystals and even vats of memory liquid can suffice. Changing forms may result in temporary psychophysical stress.

Overcharge: Attempt to overwrite the mind of a non-compliant host. Alternatively, reduce the psychophysical stress of transfer.

PARASOMA TRANSFERENCE

Hsu Doru's Life Shunt

P: 2 **R:** touch **T:** 2 creatures **D:** instantaneous

Manipulates the underlying energy patterns to transfer life from one creature to another, or directly from the caster's reserves.

Overcharge: Amplification restores an additional 1d4 life per point transferred.

REAL-TIME REBUILD

Zdarovar's Rapid Healing

P: variable **R:** touch **T:** 1 creature **D:** minutes

Invokes the oneiroi Quiscus and Sanatus to reach into a creature's essence and replace damaged code with a pristine version. This painful process deals damage equal to the spell's power.

Variable: (2) removes cosmetic blemishes, (4) flushes toxins or afflictions, (6) restores a damaged organ to factory settings, (10) regrows a limb, (16) regrows a head or torso, (25) rebuilds a whole body from dust and fragments.

Overcharge: The healing process is accelerated to just a few seconds, but this doubles the pain experienced by the target.

PRIMARY DESENESCENCE

Wissa's Fountain of Youthification™

P: 6 **R:** touch **T:** 1 creature **D:** a week

Restores a creature to its biological state of a year earlier, while preserving most of its current memories.

Overcharge: Restores a creature to its state of six years earlier.

ANNE ASTEC

Iatric Priest Painkiller

P: 1 **R:** touch **T:** 1 creature **D:** a day

Overrides a creature's pain response, providing relief from pain and burdens. Wait, did the scribe mishear "anesthetic"?

Overcharge: It lasts a week.