

# TEMPLE OF LIFE



*To our newest Healer,*

We at the Temple of Life welcome you to our faith. Here you will learn all of the healing arts from a wide array of dedicated Healers. We hope to see you bringing light and life into the world through our assistance.

## **Vows**

As a member of the Temple of Life we only accept those who will cause no death; as such warrior-priests are not permitted, though they may be directed to the Paladins of the North. This vow extends not only to other intelligent creatures but to the animals around us, so to be a Healer is to eschew all meat and be a vegetarian. Not only this, but to be a true Healer is to heal and protect those who need it - in particular those who are innocents, whom we will always heal regardless of personal cost.

## **Skills**

As a Healer we are given certain benefits from the Path of Life. Our members enjoy a greater standing with their gods through which they can cast their miracles. We are also afforded some degree of protection as our dedication to the way of the Healer increases. Finally, our members enjoy access to rapid training in all medical skills.

## **Healing arts and patrolling**

Healers may not be the shield against which the enemy breaks, nor the sword upon which they fall, but we have a long tradition of supporting patrols through our healing arts. We can also use the gifts of our Path against the undead, which are the enemies of all living things, whether through the use of Holy power to destroy them, or bolstering the minds of our allies against such abominations.

*I look forward to seeing you in our halls,*

*Healer Cadfael*

# OOC: Playing a Healer

You can find out the details of being in the Temple of Life on the website:

Player Rules > The Kingdom > Guilds > Temples > Temple of Life

Healers are members of the Temple of Life and seek to preserve life as much as is possible. This can sometimes lead to some interesting role play with the your typical bunch of patrollees willing to summarily execute any wrong-doer they cross.

People join this Temple for the same reason that they do any other. They worship the Path or a god of Life and feel the calling to be a member of the Temple. Given the restrictions of the Guild, it's not a decision a character would make lightly- only a devout follower of Life is likely to dedicate themselves to the life of a Healer.

As a Healer you will unsurprisingly do a fair bit of healing; the Life list also contains a few buffs and support castings, as well as abilities to harm the undead (who are already dead so you need feel no remorse for ending their unlife). As such you make a competent support caster with a range of skills to assist your allies.

Healers are a difficult Guild to play due to the restrictions involved, so if you want to play one it's worth discussing the idea with an experienced player first. The 'no killing' restriction in particular is a hard one to work with when most patrols involve kill-or-be-killed situations; there is a Subdue skill, and there are spells that will immobilise an enemy without hurting them, so there are ways and means.