

## Healer Spell List

Amrigard Name

Class Level:

Weapons & Shields Taken

Point Cost of Items Taken:

Cost/Max	First Level (Type)	School	Uses	Range	Materials	Incantation (times repeated)
Unlimited/0/-	Cancel (S)	So	U	50'	-	I cancel my magic (x2)
1/4	Cure Poison (E/S)	Sp	1/life	T	ec*	Cure Poison (x10)
Unlimited/0/-	Heal (S)	Sp	U	20'	p	[See heal spell on side] (x1)
1/4	Lost (S)	Sp	1/game	20'	-	I make thee lost (x5)
1/8	Mend (S)	So	1/life	T	-	Make this item whole again (x10)
2/4	Mute (S)	Co	1/life	20'	-	I silence thee (x5)
1/4	Talk to Dead (S)	Sp	1/game	T	dp	Speak to me (x10)
<b>Second Level</b>						
1/4	Banish (S)	So	1/life	20'	u,ep	I banish thee monster (x5)
2/4	Bless (E)	Pr	1/life	T	ec,g	I bless thee (x5)
2/4	Cure Disease (S)	Sp	1/life	T	u,dc	I cure thy illness (x5)
1/2	Entangle (B)	Su	1 bolt/U	-	b	Entangle (x5)
1/4	Heal Extend (S)	Sp	1/life	20'	-	Heal Extend [+ heal spell] (x1)
2/4	Sleep (S)	Su	1/life	20'	-	Listen and let the fighting cease, close thy eyes and sleep in peace (x2)
1/2	Swords to Plowshares (S)	Sp	1/life	20'	-	Cast down your weapons and return to the earth (x2)
<b>Third Level</b>						
1/1	Mass Sleep (S)	Su	1/game	LOS	-	Mass Sleep (x300)
1/4	Protect (E)	Pr	1/game	T	ec	May this magic Protect thee (x10)
1/4	Protection from Disease (E)	Pr	1/game	T	ec	I protect thee from disease (x5)
1/8	Resurrect (S)	Sp	1/game	T	dp	[See resurrect spell on side] (x1)
1/4	Stun (S)	So	1/game	20'	-	By the radiant power of pure white light I stun thee (x2)
1/2	Wounding (S)	De	1/life	20'	-	From my heart I strike off your (right or left/arm or leg) (x2)
2/4	Yield (S)	Co	1/game	50'	-	Yield thy arms and resist no longer, come unto me and be my captive (x3)
<b>Fourth Level</b>						
1/1	Enhancement (N)	Ne	1/game	-	-	Harden this [name of item] (x5)
1/4	Release (S)	So	1/life	20'	ec	From thy bindings thou art released (x3)
2/4	Sever Spirit (S)	Sp	1/life	T	dp	On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit, resides at dusk (x2)
1/4	Touch of Death (E)	So/De	1/game	T	ec	Touch of death (x20)
<b>Fifth Level</b>						
1/4	Awe/Fear (S)	Co	1/game	20'	-	"I make thee in awe" or "I make thee afraid" (x3)
1/2	Extension (N)	Ne	1/life	-	-	Extension + [spell chant] (x1)
1/4	Protection from Death (E)	Pr	1/game	T	ec	I protect thee from death (x5)
1/-	Summon Dead (S)	Sp	1/life	50'	-	I summon thy corpse (x5)
<b>Sixth Level</b>						
2/-	Circle of Protection (FE)	So	U	T	c	Circle of protection (x5)
1/4	Dispel Magic (S)	So	1/game	20'	-	I dispel that magic (x5)
1/4	Protection from Magic (E)	Pr	1/game	T	ec	Protection from all forms of magic (x10)
1/4	Teleport (S)	So	1/game	T	-	Teleport (x5), Arriving (x5)

Type: (E) = Enchantment (FE) = Fixed enchantment (S) = Spell (B) = Magical ball (N) = Neutral

School: Co = Control De = Death Ne = Neutral Pr = Protection So = Sorcery Sp = Spirit Sul = Subdual

Uses: U = Unlimited

Range: T = Touch LOS = Line of Sight

Materials: \* = If used as enchantment b = Padded brown Entangle ball with streamers c = 10 ft cloth dc = Diseased or like type creature dp = Dead Person ec = Enchantment cloth ep = Extra-planar creature g = Item of garb or armor p = Person u = Undead

**Heal Incantation**  
 Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing **descend on thee**, Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing **stop thy spilling blood**, Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing **mend thy bones**, Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing **close thy wounds**, Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing **close thy wounds**.

**Resurrect Incantation**  
 (To resurrect replace the last line with)  
 Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing **hath resurrected thee**.

**Creating a Healer Spell List**  
 Magic points usable to buy magic at that level.

Weapon Level	1st	2nd	3rd	4th	5th	6th
3	4	5	5	6	4	3
4	5	4	4	4	4	5
5	4	3	3	3	3	4
6	5	4	3	2	2	3
7	6	5	4	3	2	2
8	7	6	5	4	3	2
9	8	7	6	5	4	3

Healer Weapons Cost	0	3	3 ft	4 ft	3	3
Dagger	0	3	3 ft	4 ft	3	3
Short (3 ft)	3	3	3	3	3	3
Long (4 ft)	3	3	3	3	3	3
Staff	3	3	3	3	3	3
Hinged Shield	3	3	3	3	3	3
Healer Weapons Cost	6	5	4	4	5	5
Level	1	2	3	4	5	6
1st	10	10	10	10	10	10
2nd	10	10	10	10	10	10
3rd	10	10	10	10	10	10
4th	10	10	10	10	10	10
5th	10	10	10	10	10	10
6th	10	10	10	10	10	10

**Healer**  
 the Hospitaliers  
 Goldmoon, Archangel Raphael, Galenus, and  
**Example:** Hippocrates, Chiron, Eirond, Goldmoon, Archangel Raphael, Galenus, and the Hospitaliers  
**Garb:** Red sash  
**Armor:** None  
**Shield:** Medium (will subtract from magic points),  
**Weapons:** See the Magic section for a listing of weapons used. Weapons subtract from the Healer's magic points.  
**Immunities:** None  
**Lives:** 4  
**Abilities & Traits:**  
 Healers: may cast with either hand. Healers do not require a spell book or scroll to cast Heal. Magic-user: Healers are magic-users and gain magic at each level. See the Magic Section for more details.

**Ribbons and Strips**  
 All ribbons (also called cloths or strips) must be at least two inches wide and eighteen inches in length, and clearly visible (not hidden behind equipment or a shield) on the person or object they are applied to. Class ribbons for healer enchantments and magical effects are white.  
**Shashes**  
 For the purpose of determining what class people are playing, class sashes must run diagonally across the chest from one shoulder to the opposite hip. They must be at least two inches wide. Class shashes for Healers are red.  
**Magical Balls**  
 Magic components used in combat (magical balls, etc) must also be padded and be at least 2.5 inches in diameter. An "Entangle" ball is a Padded brown ball and must have streamers. A magic-user may physically carry no more than 12 magical balls, total.  
**Spell List**  
 All magic classes must have a list of which magic they have bought for that game on them at all times. Failure to have this list renders a player incapable of casting magic.

**Weapon to Magic Point Cost Per Level**  
 This table lists how many points you have left after deducting a weapon's cost from your magic points. In the case of multiple weapons, add their costs together and use the chart for their combined cost. For magic-user's level's 1-3, simply deduct the total weapon cost from each level of magic.

Based on Amrigard, 7th Edition Rules of Play and Healer Magic by Rath  
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**Awe/Fear** (S, Control)  
**C:** Bard 4, Healer 5  
**I:** For Awe repeat x3 "I make thee in awe" or for Fear repeat x3 "I make thee afraid."  
**R:** 20 ft.  
**E:** Target may not attack or cast magic at the caster and must remain at least 20 ft away from the caster at all times for a 300 count.  
**L:** If the caster attacks or casts another magic at the target, this spell's effect is negated.  
**N:** Victims may still cast area-effect magic (like Doomsday) that would affect the caster but do not specifically target him.

**Banish** (S, Spirit)  
**C:** Healer 2  
**M:** Undead or extra-planar creature.  
**I:** Repeat x5 "I banish thee monster."  
**R:** 20 ft.  
**E:** Monster is removed from play for a 300 count. It will come back at the spot where it was Banished -does not count as a life lost for the creature. Three successful Banishments on the same life of a creature will kill the creature.  
**N:** May not be dispelled. Only usable on undead and extra-planar creatures.

**Bless** (E, Protection)  
**C:** Healer 2  
**M:** Enchantment cloth, item of garb or armor  
**I:** Touch item and repeat x5 "I bless thee," tie cloth to item.  
**E:** Person is immune to the first physical hit of any type, excluding magical balls.  
**L:** Immunity only applies to areas covered by the item. May not be simul-cast.  
**N:** Is not armor, may not be Mended or Healed. Is considered a form of limited invulnerability.

**Cancel** (S, Sorcery)  
**C:** Bard 1, Druid 1, Healer 1, Wizard 1  
**I:** Repeat x2 "I cancel my magic."  
**R:** 50 ft  
**E:** A spell, enchantment, or fixed enchantment you cast is negated and expended  
**L:** May not be used on a magical ball already thrown. Magic that is completed when cast such as Heal and Resurrect cannot be cancelled.

**Circle of Protection** (FE, Sorcery)  
**C:** Healer 6, Wizard 2  
**M:** 10 ft cloth  
**I:** Lay cloth in circle, repeat x5 "Circle of protection," place person(s) and/or item(s) you wish to protect inside.  
**E:** Person(s)/item(s) inside can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or anything outside the circle. Forces outside the Circle of Protection may not affect them.  
**L:** Can't block or restrict access to an area. Cannot be used as a cage. No one can enter without recasting the magic. Neither game items, nor persons acting as game items may be put inside. Protection starts when you step inside the cast circle.  
**N:** Magic in the process of being cast inside the circle is broken when the circle is broken (e.g., no Doomsday circles). Players outside the circle can detect its presence (it is linked to this plane). May be removed by Dispel Magic or having an Anti-Magic fixed enchantment cast with the circle inside its area of effect.

**Cure Disease** (S, Spirit)  
**C:** Druid 2, Healer 2  
**M:** An undead, diseased or like type creature  
**I:** Repeat x5 "I cure thy illness"  
**R:** Touch  
**E:** Converts diseased or undead creature back to human.  
**N:** This is not a Resurrect spell. If dead, the target must still come back to life normally.

**Cure Poison** (E/S, Spirit)  
**C:** Druid 1, Healer 1  
**S:** Spirit  
**M:** Enchantment cloth (if used as enchantment)  
**I:** Repeat x10 "Cure Poison," tie cloth to person.  
**E:** Makes person immune to the next poison effect (but not the wound itself) against him, or may be used to cure poison on a person at time of casting.  
**N:** Is not a Heal spell, wounds remain after Cure Poison is cast

**Dispel Magic** (S, Sorcery)  
**C:** Healer 6, Wizard 3  
**I:** Repeat x5 "I dispel that magic."  
**R:** 20 ft.  
**E:** If cast on a player, all spells and enchantments on a player are dispelled, including any enchantments on their equipment; Reanimated players die. If cast on an object, all enchantments on it are dispelled. May target a fixed enchantment to remove it.  
**L:** Not usable against relics. It does not affect Extraordinary class abilities or skills, nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (such as Heal), Commune, Messenger, Teleport in the act of being completed, Lost, or Banish. Dispel Magic can cancel Anti-Magic only if cast from the outside.  
**N:** Will cancel Protection from Magic. Will remove all enchantments from the target's equipment even if not currently in the possession of the target. Example: Throwing down an Imbued Weapon sword will not prevent Dispel Magic from removing the enchantment.

**Enhancement** (N, Neutral)  
**C:** Healer 4  
**E:** May purchase three points worth of first, second or third level healer magic.

**Entangle** (B, Subdual)  
**C:** Druid 1, Healer 2  
**M:** Padded brown "Entangle" ball with streamers  
**I:** Hold ball and repeat x5 "Entangle."  
**E:** Victim is stuck in place for 150 count. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be effected in any way - except where noted below. Engulfing.  
**L:** Beings immune to Flame may not be freed by a Fireball or Flameblade. A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free.  
**N:** Dispel Magic or a touch from a weapon enchanted with Flameblade will instantly negate the effect. One Fireball striking the victim will instantly negate the effect. Multiple Fireballs striking the victim will cause the victim to be freed by the initial Fireball, and affected normally by any others. Shove, Teleport, and Wind may be used normally on an affected victim.

**Extension** (N, Neutral)  
**C:** Bard 3, Druid 3, Healer 5, Wizard 3  
**I:** State "Extension" loudly before a spell.  
**E:** Doubles range of the spell for one use. If the spell has a range of "Touch", grants range of 20 ft and the caster must point at the target in lieu of touching.  
**L:** May not be used more than once on the same casting (e.g., no doubling range twice).

**N:** The Extension is expended when "Extension" is stated, even if the accompanying spell is not completed.

**Harden** (E, Protection)  
**C:** Healer 4, Wizard 2  
**M:** Enchantment cloth  
**I:** Tie cloth on object, repeat x5 "Harden this (name of item)."  
**E:** Makes object indestructible, except versus Sphere of Annihilation.  
**L:** Cannot be placed on players, garb, armor or anything else that covers a player directly. May be cast on shields.

**Heal** (S, Spirit)  
**C:** Druid 1, Healer 1  
**M:** Person  
**I:** Touch person and state: "Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing descend on thee.  
Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing stop thy spilling blood.  
Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing mend thy bones.  
Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing close thy wounds.  
Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing restore thy vigor.  
Sword Cut, spear stab, mace smash, arrow jab, The white light of healing hath healed thee."  
**R:** Touch  
**E:** Person's wound is healed.  
**N:** May be used on self. Will repair one point of natural armor on any one hit location. Healers do not require a spell book or scroll to cast Heal.

**Heal Extend** (S, Spirit)  
**C:** Healer 2  
**I:** State "Heal Extend" then recite the Heal spell.  
**R:** 20 ft.  
**E:** Except for range, identical to the Heal spell. Lost (S, Subdual)

**Lost** (S, Subdual)  
**C:** Healer 1  
**I:** Repeat x5 "I make thee lost."  
**R:** 20 ft.  
**E:** Person must go back to their base or Nirvana (whichever is farthest away) before they can do anything else. The person is out of game until he reaches his destination. L: May not be used on Teammates.  
**N:** May not be dispelled.

**Mass Sleep** (S, Subdual)  
**C:** Healer 3  
**I:** Repeat x300 "Mass Sleep (present count)."  
**R:** Line of sight.  
**E:** As per Sleep, except effects everybody (both teams) in line of sight.

**Mend** (S, Sorcery)  
**C:** Druid 2, Healer 1, Wizard 2  
**I:** Repeat x10 "Make this item whole again."  
**R:** Touch  
**E:** Will repair a destroyed item or restore one point of armor in one location.  
**L:** Cannot be used to negate the affects of Heat Weapon.  
**N:** If an enchanted item is Mended, its enchantment stays intact.

**Mute** (S, Control)  
**C:** Bard 5, Healer 1  
**I:** Repeat x5 "I silence thee."  
**R:** 20 ft.  
**E:** Victim cannot speak or cast magic for a 100 count.  
**N:** Speaking requirements used in class abilities to allow others to know what the player is doing (sanctuary chant, etc) are not affected and may still be used.

**Protect** (E, Protection)  
**C:** Healer 3, Wizard 3  
**M:** Enchantment cloth  
**I:** Repeat x10 "May this magic Protect thee," tie cloth on person.  
**E:** Person enchanted is immune to the first hit of any kind or the first magic cast against him. This is one level of invulnerability.  
**N:** May be simul-cast up to two times on the same person, protecting against the next two hits. May not be Mended.

**Protection from Death** (E, Protection)  
**C:** Healer 5  
**M:** Enchantment cloth  
**I:** Repeat x5 "I protect thee from death," tie cloth on person  
**E:** Target is immune to Death magic and abilities.

**Protection from Disease** (E, Protection)  
**C:** Druid 3, Healer 3  
**M:** Enchantment cloth  
**I:** Repeat x5 "I protect thee from disease," tie cloth on person.  
**E:** Person is immune to all forms of disease.  
**N:** This will protect a person from being converted to an undead or lycanthrope.

**Protection from Magic** (E, Protection)  
**C:** Wizard 4, Healer 6  
**M:** Enchantment cloth  
**I:** Repeat x10 "Protection from all forms of magic," tie cloth on person or object.  
**E:** Blocks all forms of magic, even beneficial magic such as Heal and Resurrect.  
**N:** Treat weapons with Imbue Weapon cast on them as normal weapons. Protection from Magic will prevent other enchantments from being cast on a target.

**Release** (S, Sorcery)  
**C:** Healer 4, Bard 6, Druid 5  
**I:** Repeat x3 "From thy bindings thou art released."  
**R:** 20 ft  
**E:** Dispels the effects of one subdual or control magic such as Yield, Entangle, or Petrify, upon the target. Target is immediately freed.  
**N:** If cast on someone in a Legend, they may not be retargeted by that Legend spell for its duration.

**Resurrect** (S, Spirit)  
**C:** Healer 3  
**M:** Dead Person  
**I:** State once:  
"Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing descend on thee.  
Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing stop thy spilling blood  
Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing mend thy bones.  
Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing close thy wounds.  
Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing restore thy vigor.  
Sword Cut, spear stab, mace smash, arrow jab, The white light of healing hath resurrected thee."  
**R:** Touch  
**E:** The dead person is alive again, negating the last death and removing all negative effects on the player such as Yield or Poison.  
**L:** A dead person cannot move on his own nor speak in order to encourage a caster to Resurrect him. A person that reaches nirvana cannot be Resurrected except by means of the Summon Dead spell. Will not turn monsters back to human. Monsters created by magic may not be Resurrected. All wounds and damage to natural armor the dead person had prior to dying are repaired.

**N:** A dead person may remain on the field as long as he wishes, but may not affect the battle or impede play. Enchantments not eliminated by combat effects or not specifically prohibited may be retained by a Resurrected person.

**Sever Spirit** (S, Spirit)  
**C:** Healer 4, Wizard 4  
**M:** Already dead victim  
**I:** Repeat x2 "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."  
**R:** Touch  
**E:** Causes corpse to be impossible to Resurrect, Reincarnate, Transform, or raise from the dead in any manner.  
**L:** May only be used on dead bodies (undead creatures must be killed and then Cured before this spell will work on them, though see below).  
**N:** Will permanently kill undead creatures that are on their last life and will kill a Lich outright. May be used on any player that has not yet reached Nirvana, even if they have moved from where they died.

**Sleep** (S, Subdual)  
**C:** Bard 3, Healer 2  
**I:** Repeat x2 "Listen and let the fighting cease, close thy eyes and sleep in peace."  
**R:** 20 ft.  
**E:** Victim must lie down and "Sleep" for a 100 count.  
**L:** Sleeping people cannot be killed. The target and their possessions may not be harmed. The target may not be moved except via the Shove and Wind spells. The target's possessions may not be removed from his person. This spell may not be Cancelled.

**Stun** (S, Sorcery)  
**C:** Healer 3  
**I:** Repeat x 2 "By the radiant power of pure white light I stun thee."  
**R:** 20 ft.  
**E:** Affected player may not move, speak, cast magic, fight, or use class abilities for a 100 count. They are considered completely senseless to the world around them.

**Summon Dead** (S, Spirit)  
**C:** Healer 5  
**I:** Repeat x5 "I summon thy corpse."  
**R:** 50 ft.  
**E:** Dead person may return to the healer but is not again alive.  
**N:** May be used on people in nirvana (if in range); this does not interrupt the count on a person's death. The player is not compelled to return to the caster, but only has the option to do so. The spell is expended either way.

**Swords to Plowshares** (S, Spirit)  
**C:** Healer 2  
**I:** Repeat x2 "Cast down your weapons and return to the earth"  
**R:** 20 ft.  
**E:** Target wounded person is healed of all wounds. One weapon carried or wielded by target is destroyed (casters choice).  
**N:** May only be used on a wounded person carrying or wielding weapons.

**Talk to Dead** (S, Spirit)  
**C:** Bard 2, Healer 1, Wizard 1  
**M:** Dead Person  
**I:** Repeat x10 "Speak to me."  
**R:** Touch  
**E:** Dead person must answer one "yes or no" question truthfully with "yes," "no," or "I don't know."

**Teleport** (S, Sorcery)  
**C:** Druid 5, Healer 6, Wizard 4  
**I:** Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."  
**R:** Touch  
**E:** Target goes to any one location of the caster's choice. Cannot harm others nor be harmed during transit. Treat as Out of Game until at location, and may not be affected until the final "Arriving" has been stated. Example: A player casts Teleport and chooses as his destination the base of his enemy. The enemy cannot notice his transit to the area, but does notice when he starts repeating "arriving" and may not affect him in any way until he finishes the final "arriving."

**L:** Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed (Exception - Tracking). Location must be a fixed location, cannot be something like "Where the bandits are hiding the captives" if this location is not known. Cannot be used on unwilling targets and attempting to do so results in the spell being wasted.

**Touch of Death** (E, Sorcery (Effect is Death))  
**C:** Healer 4, Wizard 3  
**M:** Enchantment cloth  
**I:** Repeat x20 "Touch of death," tie strip on person.  
**E:** Bearer of enchantment's touch kills (via either hand).  
**L:** Will work through clothing, but not armor of any sort.  
**N:** Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Death magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

**Wounding** (S, Death)  
**C:** Healer 3, Wizard 2  
**I:** Repeat x2 "From my heart I strike off your (right or left/arm or leg)."  
**R:** 20 ft.  
**E:** Victim's limb is wounded.  
**L:** The victim must be unwounded prior to spell casting.  
**N:** May be cast while moving. Wizards do not require a spell book or scroll to cast. Has no effect on an injured player. Will outright kill monsters that die on wounds.

**Yield** (S, Control)  
**C:** Bard 5, Healer 3, Wizard 3  
**I:** Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."  
**R:** 50 ft.  
**E:** Victim lowers weapons and surrenders to the caster, moving in a straight line at a brisk walk - until at the caster's side - where they then begin a 300 count. During this spell they stay by the caster's side and cannot fight, cast magic, or use abilities. The caster may free the victim at any time for any reason. If they are not killed before the spell ends, they must return to their base, and are then able to act freely. May not be physically restrained to prevent the player from returning to base or going to the caster. If the caster dies the player remains near the body until their count expires.  
**N:** Other magic may still affect the victim during the duration of Yield.

**Magic Format Key:**  
**C:** Classes who can use the magic and the level needed to cast them.  
**I:** Incantation and gestures  
**R:** Range (if any)  
**E:** Effect  
**L:** Limitations or Restrictions  
**M:** Physical component.  
**N:** Notes