

Healer

Ability Requirements: Intelligence 10

Dexterity 10

Saving Throw Class A

Hit Die d8

Thac0 Advancement 1/3

Healers are a player character class that functions much as the modern doctor and veterinarian combined. While healers do not possess much in the way of combat ability, either in the form of melee or spells, they do possess useful skill for the inventive player.

The Healer is a detective. They must by observation and deduction find pathogens and vectors. They must learn the nature of the disease from the symptoms of the patient. In the cases of animals they do so without direct communication. These skills can be turned to more than medicine. Ideas and suggestion, not just healing spells and salves are the stock in trade of the healer.

Characters of any race may be Healers. A minimum Intelligence and Dexterity of 10 are required to be a Healer. Healers may not use a weapon that draws blood, as bloodletting for any purpose except healing is an anathema to them. They may use staves, maces, clubs, or other weapons that do not draw blood. There is no geas against killing in defense of themselves or others, or for reasons of ethos. They may not use armor except for leather, and/or magical devices and protections. Healers may use magic items that duplicate their abilities and spells. They may use any magic item that does not have a one class restriction, i.e., "cleric" or "mage". However, they may use restricted items that meet the first stipulation.

Healers use Table C5 of level advancement and spell progression. Healer's thac0 advances 1/3 levels. They use the Class A saving throws. Healers use a six sided die (d6) for hit points. They have their own spells.

Healer Skills

Healers have non-magical skills to aid them in their duties. While they can cast many useful spells, they do not rely on them. To determine the initial value of each skill, start with the base scores listed in Table C15. To these base scores

Table C17 -- Healer Skill Formulas & Modifiers

Diagnosis: Skill% + Anatomy

Medicine: Skill% + Anatomy + Patient Con.

Surgery: Skill% + Anatomy + Patient Con + mods

Surgery Modifiers

Surgery takes place outdoors without cover;	- 30%
Surgery takes place outdoors with cover;	- 15%
Surgery takes place indoors or underground;	- 0%
Sterile spell used;	+ 30%
Cure Wounds spell used;	Variable*
Local Anesthetic spell used;	+2
0% to -05%**	
General Anesthetic spell used;	-0
5% to +20%**	
Patient is in shock	-30%

* + 01% per 01% of patient's hit points healed.

**The more invasive the surgery the more desirable General Anesthetic becomes over Local Anesthetic, and vis-a-versa. The DM must decide the exact numbers, the worse one gets the better the other

Saving Throws

Class A	Paralization	Petrification	Rod, Staff, or Wand	Breath Weapon	Spell
	Poison, Death	Polymorph			
1-2	13	15	14	17	16
3-4	12	14	13	16	15
5-6	11	13	12	15	14
7-8	10	12	11	14	13
9-10	9	11	10	13	12
11-12	8	10	9	12	11
13-14	7	9	8	11	10
15-16	6	8	7	10	9
17-18	5	7	6	9	8
19-20	4	6	5	8	7
21+	3	5	4	7	6

add (or subtract) any appropriate modifiers for Intelligence and Dexterity (Tables C19 and Table C20).

The scores arrived at in the preceding paragraph do not reflect the effort a Healer has spent honing his skills and knowledge. To simulate this extra training, all Healers at 1st level receive 60 discretionary percentage points that they can add to their base scores. No more than 15 points can be assigned to any single skill. Other than this restriction the player can distribute the points however he wants.

Each time the Healer rises a level in experience, the player receives another 30 points to distribute. No more than 15 points per level can be assigned to a single skill, and no skill can be raised above 95% without bonuses. The DM may rule that some or all points must be applied to skills used during the adventure.

Skill Explanations

Diagnosis: This is the ability to detect and identify pathological conditions. The skill is expressed as base percentage of correctly identifying diseases and like conditions. Adds for types of beings can be gained with proficiencies, generally 20% for each base proficiency in a given species. Success at this ability is necessary for successful non-magical treatment of the condition. A roll that misses correct identification by more than 30% will result in a wrong diagnosis. The Healer will believe the diagnosis to be correct. Success in this ability is not necessary to cast a *Cure Disease* spell.

Medicine: This is a non-magical non-invasive process to cure a pathological condition. This is expressed as a base percentage plus the patient's Constitution ability score to lower an acute or chronic condition by one level of severity, e.g., from terminal to severe, severe to mild, and mild to cure, each step requiring 1-10 days. A chronic disease will return

Table C15 -- Healer Base Skill Scores

Diagnosis	10%	Nursing ^B	00%
Medicine	05%	Identify Substance	10%
Surgery	-10%	Mix Drugs	05%
First Aid ^A	00%	Make Potion	-30%

A) The Healer starts with a 1d6 hit point recovery to the patient for administering first aid. They rise one die type (d8, d10) for every 35 points placed into the ability to a maximum of 1d12

B) The Healer starts with a +1 to patient hit point recovery due to nursing. They gain an addition +1 for every 35 points

unless the roll to cure is under 10% of the necessary total. I.E. Bork has a chronic skin ailment. Cass the healer needs a roll of 40% or under to cure him of this outbreak. If Cass rolls 04% or under Bork's ailment will not return. As with other abilities, the base percentage can be improved with proficiencies.

Surgery: Surgery is an invasive attempt to correct a problem with mechanical repair of the damage, or removal of the diseased organ or tissue. Surgery is expressed as a base percentage plus the patient's Constitution ability score. A successful roll under this number means that surgery was successful and the patient can recover normally. Failure can mean anything from disability to death, the result must be decided by the DM based on the severity of the patient's condition. Table C17 gives additional modifiers depending on spells used and the prevailing environment. The surgery itself will cause 1-4 hit points damage, depending on the degree of invasiveness, again the DM must decide.

First Aid: This is standard mitigation of trauma and stabilizing of the patient's condition. It is expressed as a die roll representing the number of hit points a character will regain immediately by having their wounds and other injuries tended by the healer within one turn of receiving them. For each turn that passes the benefit of one class of die is lost until the only benefit is cleaning and bandages. Other characters can administer First Aid under the supervision of the healer. Characters tended by those supervised by the healer will regain hit points at one die class under the healer's current class. A minimum of one hit point will be gained. In no case can a character regain more hit points than were lost in that event.

Nursing: This is the continuing care of ill and convalescing patients. An experienced Healer can use nursing to speed the recovery of characters from wounds or illness. This is represented by a bonus to daily hit point recovery while under the care of a Healer. The patient must follow the instructions of the Healer as to level of activity, diet, or any other matter the Healer deems necessary to gain the bonus. One Healer can care for up to ten patients any one time. Patients in a Healer run hospital will gain the benefit of the highest level Healer, provided that there is one Healer for every 10 patients.

Identify Substance: This is the skill of correctly identifying medicinal herbs, common alchemic substances, poisons, potions, prepared medicines, and other such substances. Magical potions can be identified with this ability. The Healer need not taste or otherwise ingest the

Table C14 -- Healer Experience level & Spell Progression^D

Level	Healer	(d6)	Hit Dice					Spells/Level		
			1	2	3	4	5	6	7	
1	0	1	1							
2	2,400	2	2							
3	4,800	3	2	1						
4	9,600	4	2	2						
5	24,000	5	2	2	1					
6	48,000	6	3	2	2					
7	96,000	7	3	2	2	1				
8	180,000	8	3	3	2	1				
9	336,000	9	4	3	2	2				
10	492,000	10	4	3	3	2	1			
11	700,000	10+2	4	4	3	2	1			
12	1,000,000	10+4	5	4	3	3	1			
13	1,300,000	10+6	5	4	4	3	2	1		
14	1,600,000	10+8	5	5	4	3	2	1		
15	1,900,000	10+10	6	5	4	4	2	1		
16	2,200,000	10+12	6	5	5	4	3	1	1	
17	2,500,000	10+14	6	6	5	4	3	2	1	
18	2,800,000	10+16	7	6	5	5	3	2	1	
19	3,100,000	10+18	7	6	6	5	4	2	1	
20	3,400,000	10+20	7	7	6	5	4	3	1	
21	3,700,000	10+22	8	7	6	6	4	3	2	
22	4,000,000	10+24	8	7	7	6	5	3	2	
23	4,300,000	10+26	8	8	7	6	5	4	2	
24	4,600,000	10+28	9	8	7	7	5	4	3	
25	4,900,000	10+30	9	8	8	7	6	4	3	

+ 300,000 each additional level

D) Healers receive bonus spells for high intelligence. Healers keep spell books and must memorize their spells. Healers can research spells. Their magic source is Mana

substance to test it. The DM may give bonuses for very common substances, and minuses for the very rare.

Mix Drugs: The healer needs to make the drugs he uses in his practice. This skill allows the making of non-magical potions, powders, and the like. This is stated as a percentage chance to succeed in the manufacture of a given potion or drug. Failure once does not preclude trying again. A alchemical proficiency will increase the chance of success by 30%. In all cases success is not possible if the proper ingredients are not present.

Make Potion: This is the manufacture of magical potions. It is similar to the skill of Make Drugs, but different in that magic is required to succeed. This is stated as a percentage chance to succeed in the manufacture of a given potion. Failure once does not preclude trying again. A alchemical proficiency will increase the chance of success by 10%. In all cases success is not possible if the proper ingredients and equipment are not present.

To Damage bonus: This represents the fact that knowledge is a two edged sword. The skills that make a Healer able in his profession can also be turned to harm. This is the bonus on damage that a Healer receives for their knowledge of anatomy. This skill is based on level (Table C16). The Healer must have an anatomy proficiency for the creature he is attacking to gain the damage bonus.

Table C16 -- Healer Damage Bonus

Level 1-6	+0
Level 7-13	+1
Level 14-19	+2
Level 20 +	+3

Healer Proficiencies

Healers have a number of special Proficiencies to aid them in their profession. Other than their special list Healers may use any Proficiency from the general lists. Table C18 lists the Healer Proficiencies.

Research: A Healer with this proficiency may seek new drugs and cures, better treatments, new and safer surgical methods, new potions, and other things to improve the Healer profession. A Healer engaged in research may not adventure or engage in activities not related to the current research. Leaving a project for more than a few days will set it back by 1-4 weeks. Exact rules are difficult to make as research is not an exact science. A project can be as focused as a better cure for a single ailment, to as broad as investigating the medicinal properties of a number of new plants. The DM must decide the duration of a given project after the player states the goals his character seeks. Researching a new procedure should take between 2-5 weeks. Investigating the properties of a single plant may take 2-16 months. A successful roll indicates that the desired result is achieved, or something useful is learned. A long project (2 or more months) should be broken into 3 or more rolls. Failure of any one roll will mean that the Healer must restart that segment of his study, or that the project should be abandoned.

Spellcraft: This allows a Healer to research new spells for the profession. The rules for Magician research apply. A healer cannot research a spell that is not beneficial in nature.

Teaching: A healer with this proficiency can teach the profession of Healer to any qualified student. The course of study takes seven years during which time the student serves as the Healer's apprentice. A Healer can teach one apprentice for every two levels he has. Each student can act as a nurse under the supervision of the Healer. Students in the last two years of an apprenticeship can teach first year students.

Team Leading: With this proficiency a Healer can teach simple treatments to non-healers and supervise there use. The skills of First Aid and Nursing can be taught in this manner. The person so taught and supervised will function as 1st level Healers in the skill they have been taught. Each skill will require one proficiency slot from the student. A Healer can supervise up to his level in such nurses. Each nurse under the healer's supervision will expand the number of patients the Healer can personally care for, in a nursing situation, by two.

Table C18 -- Healer Proficiencies

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Research	1	Intelligence	-1
Spellcraft	1	Intelligence	-2
Teaching	2	Intelligence	n/a
Team Leading	1	Intelligence	n/a
Anatomy	1	Special	Special

Anatomy: The term anatomy covers an entire class of proficiencies. Each anatomy taken gives the Healer a +20% bonus in treating that kind of creature. The bonus applies to the skills of Diagnosis, Medicine, and Surgery. The Anatomies are as follows:

- Avian;* all types of birds, from chickens to rocs
- Bovine;* cattle, oxen, goats, and like creatures, this also covers An
- Canine;* any dogs or dog-like creature
- Centaur;* centaurs
- Dragon-kind;* all dragons and wyverns
- Dwarf-kind;* Dwarves, gnomes, and related types.
- Elf-kind;* the various Elven peoples
- Equine;* horses, asses, etc.
- Feline;* cats of every size and shape
- Fey;* Brownies, Sylphs, Pixies, and their kin.
- High Avian;* all greater avians, (phoenix, aviard, etc.)
- Human;* men, Hobbits, and like creatures
- Saurian;* Dragons or other warm blooded reptiles

The above list is not comprehensive. Other anatomy types can be specified and used. Hybrid types (half-elf, half-avian, Leomans, etc.) can be taken as individual anatomy types, or covered under their separate parent types, i.e., A Healer that had the Elf-kind anatomy would get a 10% bonus on treating a Leoman. Should he have Elf-kind and Feline, he would receive the full 20%.

Healer Spells

Healers must learn their spells as do magicians. They have the same bonuses and penalties as magicians for high and low Intelligence. Like a magician, the healer must keep spell books of all the spells they know.



Table C19 -- Intelligence Adjustments. to Healer Skills

Intelligence	Diagnosis	Medicine	Surgery	First Aid	Nursing	Identify Substance	Damage Bonus	Mix Drugs	Make Potions
9	-12%	-10%	-05%	-02%	03%	-05%	n/a	-05%	-10%
10	-09%	-06%	-03%	n/a	n/a	-03%	n/a	-03%	-06%
11	-03%	-02%	-01%	n/a	n/a	-01%	n/a	-01%	-02%
12-15	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
16	03%	03%	01%	01%	01%	n/a	n/a	02%	01%
17	06%	05%	03%	02%	03%	05%	n/a	05%	05%
18	09%	07%	05%	03%	07%	09%	n/a	08%	09%
19	12%	09%	07%	04%	09%	13%	n/a	11%	13%
20	15%	11%	09%	05%	11%	17%	n/a	14%	17%
21	18%	13%	11%	06%	13%	21%	n/a	17%	21%
22	21%	15%	13%	07%	15%	25%	n/a	20%	25%

Table C20 -- Dexterity Adjustments. to Healer Skills

Dexterity	Diagnosis	Medicine	Surgery	First Aid	Nursing	Identify Substance	Damage Bonus	Mix Drugs	Make Potions
9	n/a	n/a	-06%	-03%	n/a	n/a	-06%	n/a	n/a
10	n/a	n/a	-04%	-02%	n/a	n/a	-04%	n/a	n/a
11	n/a	n/a	-02	-01%	n/a	n/a	-02%	n/a	n/a
12-15	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
16	n/a	n/a	02%	01%	n/a	n/a	02%	n/a	n/a
17	n/a	n/a	04%	02%	n/a	n/a	04%	n/a	n/a
18	n/a	n/a	06%	03%	n/a	n/a	06%	n/a	n/a
19	n/a	n/a	08%	04%	n/a	n/a	08%	n/a	n/a
20	n/a	n/a	10%	05%	n/a	n/a	10%	n/a	n/a
21	n/a	n/a	11%	06%	n/a	n/a	12%	n/a	n/a
22	n/a	n/a	12%	07%	n/a	n/a	14%	n/a	n/a

Table C21 -- Healer Average Skills Per Level

Level	Diagnosis	Medicine	Surgery	First Aid	Nursing	Identify Substance	Damage Bonus	Mix Drugs	Make Potions
1	10%	05%	na	1d6	+1	10%	+0	10%	na
2	15%	10%	na	"	"	20%	"	20%	na
3	20%	15%	na	"	"	30%	"	30%	na
4	25%	20%	05%	"	"	40%	"	40%	na
5	30%	25%	10%	"	"	50%	"	50%	na
6	35%	30%	15%	1d8	+2	55%	"	55%	10%
7	40%	35%	20%	"	"	60%	+1	60%	20%
8	45%	40%	25%	"	"	65%	"	65%	30%
9	50%	45%	30%	"	"	70%	"	70%	35%
10	55%	50%	35%	"	"	75%	"	75%	40%
11	60%	55%	40%	1d10	+3	80%	"	80%	45%
12	65%	60%	45%	"	"	82%	"	82%	50%
13	70%	65%	50%	"	"	84%	"	84%	55%
14	75%	70%	55%	"	"	86%	+2	86%	60%
15	80%	75%	60%	"	"	88%	"	88%	65%
16	82%	80%	65%	1d12	+4	90%	"	90%	70%
17	84%	82%	70%	"	"	"	"	"	75%
18	86%	84%	75%	"	"	"	"	"	80%
19	88%	86%	80%	"	"	"	"	"	82%
20	90%	88%	82%	"	"	"	+3	"	84%
21	"	90%	84%	"	"	"	"	"	86%
22	"	"	86%	"	"	"	"	"	88%
23	"	"	88%	"	"	"	"	"	90%
24	"	"	90%	"	"	"	"	"	"

Healer Spell List

1st Level Spells

M K Spell Name

- — Clear Airway
- — Communicate
- — Copy
- — Detect Charm
- — Detect Disease
- — Detect Life

2nd Level Spells

M K Spell Name

- — Cure Disease
- — Cure Wounds 1
- — Detect Invisible
- — Detect Polymorph
- — Dictation

3rd Level spells

M K Spell Name

- — Comfort
- — Continual Light
- — Copy Tome 1
- — Cure Blindness
- — Cure Wounds 2

4th Level Spells

M K Spell Name

- — Create Food & Water
- — Cure Deafness
- — Cure Many 1
- — Cure Wounds 3

5th Level Spells

M K Spell Name

- — Cure Insanity
- — Cure Paralysis
- — Cure Wounds 4

6th Level Spells

M K Spell Name

- — Clone
- — Cure Feeblemind

7th Level Spells

M K Spell Name

- — Heal
- — Limited Wish
- — Organize Library

Character Name:

Spells Per Day: _____

M K Spell Name

- — Detect Magic
- — Detect Poison
- — Easy Death
- — Local Anesthetic
- — Produce Drunkenness/Hangover Cure
- — Remove Fear

Spells Used:

M K Spell Name

- — Sanctuary
- — Slumber
- — Sterilize Item
- — Slow Poison
- — Triage
- — Unseen Servant

Spells Per Day: _____

M K Spell Name

- — Endure Heat/Cold
- — Infravision
- — Preserve
- — Purify Food & Water
- — Remove Charm

Spells Used:

M K Spell Name

- — *Restore Fertility*
- — Shield
- — Water to Blood
- — Word of Command

Spells Per Day: _____

M K Spell Name

- — Death's Door
- — Detect Insanity
- — General Anesthetic
- — Locate Plants

Spells Used:

M K Spell Name

- — Neutralize Poison
- — Sterilize Area
- — Strength
- — Telepathy

Spells Per Day: _____

M K Spell Name

- — Examine
- — Leomund's Tiny Hut
- — Negate Confusion
- — Osmose

Spells Used:

M K Spell Name

- — Remove Curse
- — Stoneskin
- — Summery

Spells Per Day: _____

M K Spell Name

- — Fabricate
- — Neutralize Gas
- — Projection from Fire

Spells Used:

M K Spell Name

- — Surgical Stasis
- — X-ray Vision

Spells Per Day: _____

M K Spell Name

- — Cure Lycanthropy
- — Cure Wounds 5

Spells Used:

M K Spell Name

- — Passtouch
- — Stone to Flesh

Spells Per Day: _____

M K Spell Name

- — Regenerate
- — Rejuvinate
- — Remove Geas

Spells Used:

M K Spell Name

- — Restoration
- — Power Word Stun

Anatomies Known %add

_____	_____
_____	_____
_____	_____
1d _____	_____
+ _____ per day	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Healer Abilities

Ability

Base Score

Bouns

Total Score

Diagnosis

Medicine

Surgery

First Aid

1d _____

Nursing

+ _____ per day

Identify Substance

Mix Drugs

Make Potion

First Level Spells

Clear Airway

Level: 1
Range: Touch
Components: V, S
Duration: 1 turns/level
Casting Time: 1 round
Area of Effect: one creature
Saving Throw: None

By means of this spell the healer can clear and open the airway of any one creature. Perhaps those for whom manual methods are not working, or a creature too large for such manual measures.

The patient's airway will immediately be cleared of any foreign matter. Said matter being ejected from the patient's mouth. If required, the spell will hold a collapsed airway open for the duration of the spell.

Communicate (Alteration)

Level: 1
Range: Touch
Components: V, S
Duration: 3 turns/level
Casting Time: 1 round
Area of Effect: caster
Saving Throw: None

When this spell is cast the recipient is able to understand and speak the language of any person he touches up to the limit of three. The recipient can also understand and speak to anyone else that speaks the same language as the person touched. Only one language can be understood with one spell. Additional castings during the duration of a *communicate* spell will cancel the previous casting. The recipient can not write the language, but can write a translation in their own tongue of what they are hearing.

Note that some knowledge is retained with each casting of the *communicate* spell. If the spell is used daily to aid in communications with persons speaking a single language, a check should be made every month for the healer to gain a proficiency on that language. If gained it will require a proficiency check to understand or be understood. Additional time learning the language will reduce these checks until they are no longer necessary.

Copy (Evocation)

Level: 1
Range: special
Components: V, S, M
Duration: instantaneous
Casting Time: 1 round
Area of Effect: one page

Copy enables the caster to make a perfect copy of a map, letter or any other written or drawn document. The caster must have a blank page the same size as the original and a bottle of ink, (any color they want). The caster places the blank page over the original and passes the bottle of ink over the page while casting the spell; the copy immediately

appears on the blank page. The copy is permanent and a perfect duplicate of the original, including any smudges or blots on the page. A better copy than the original can not be obtained. The ink is consumed as per normal writing.

Detect Charm (Divination)

Level: 1
Range: 30 yards
Components: V, S
Duration: 1 turn
Casting Time: 1
Area of Effect: 1 creature/round
Saving Throw: Negate

When cast this spell allows the Healer to detect if a person or creature is under the influence of a *charm person* spell, or similar control. It doesn't matter of the charm is a spell or a spell like power. The charm is entitled to a saving throw vs. spell, made at the caster's level. If successful the healer learns nothing about that creature. Up to ten different creatures can be checked with one spell.

Detect Disease (Divination)

Level: 1
Range: 10 feet
Components: V, S
Duration: 3 rounds +1round /level
Casting Time: 1 round
Area of Effect: 1 or more creatures
Saving Throw: None

This spell will detect the presence and nature of any disease in the target creature or creatures. The spell will work whether the disease was caused by natural or magical means. The healer will be aware of the type and severity of the disease. One creature may be examined for every three rounds of the spell duration. The creature must be examined for the full three rounds to gain any knowledge.

Detect Life (Divination)

Level: 1
Range: 10 yards
Components: V, S
Duration: 1turn
Casting Time: 1 round
Area of Effect: 1 creature/round
Saving Throw: None

This spell detects the presence of life in an otherwise lifeless looking body. The spell will also detect the spark of life in stoned creatures, a **mirror of life trapping**, or other seemingly lifeless things. Only the fact that a living soul or spirit is present will be known, not its nature.



Detect Magic (Divination)

Level: 1

Range: 0

Components: V, S

Duration: 2 rounds/level

Casting Time: 1

Area of Effect: 10 foot path 60 feet long

Saving Throw: None

When this spell is cast the healer detects magical radiations in a path 10 feet wide and 60 feet long, in the direction he is facing. The intensity of the magic can be determined, and individual objects in the open can be verified to be magical. The caster can turn scanning a 60° arc per round. Stone a foot thick, a yard of wood or earth, or an inch of metal will block the spell.

Detect Poison (Divination)

Level: 1

Range: 0

Components: V, S

Duration: 1 turn

Casting Time: 1

Area of Effect: 30 foot radius

Saving Throw: None

With this spell a Healer can detect the presence and location of poisons in the area of effect. Poisons from both living and non-living sources will be detected. The healer will be aware of the type and strength of the poison.

Easy Death (Enchantment/Charm)

Level: 1

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

This spell will calm a dying creature and ease all pain and discomfort. It can also be used on wounded creatures that can be saved. Just because the spell is used does not mean they must die. The spell will not slow or speed the creature's dying, merely comfort them in their final hours. The spell will last until the creature dies, 1 day has passed, or a second spell of healing nature is cast on them. This does not force the creature to take dying calmly, but will relieve panic.

Local Anesthetic (Alteration)

Level: 1

Range: Touch

Components: V, S, M

Duration: 1 turn + 1 round/level

Casting Time: 1 round

Area of Effect: 1 limb or 6"x6"x3" area on trunk

Saving Throw: None

This spell allows the healer to numb sensation in a small area of a creature's body. One limb (below the needle) or a 6x6x3 inch volume of the trunk or head (centered on the needle) can be numbed. The target creature will lose all

feeling in the affected area. All sensation returns at the end of the spell duration.

The material component is a silver or gold needle placed in the center of the area to be affected. A silver needle will last for five castings, a gold needle for ten.

Produce Drunkenness/Hangover Cure (Alteration)

Level: 1

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 drink

Saving Throw: None

This spell turns 4 ounces of alcoholic drink into a vile tasting concoction that will cure any state of drunkenness, or any hangover, no matter how cruel. The subject (or victim, if you prefer) that drinks the resulting potion will be immediately returned to a state of sober health. The taste of this elixir however is said to be a cross between coal tar and horse sweat.

A by-product of the elixir's effects is that the user cannot partake of any alcoholic beverage for six hours after drinking the cure. Any attempt to do so will render the drinker violently ill.

The material components are 4 ounces of distilled spirits or brandy, and a swizzle stick. The stick is consumed in the casting and the drink becomes the potion. The potion will last indefinitely until used.

Remove Fear (Abjuration)

Level: 1

Range: 30 yards

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: 1 creature/4 levels

Saving Throw: Special

With this spell the healer instills courage in the spell recipients, raising their saving throw against *fear* attacks by +4 for one turn. If the recipient has recently failed a *fear* roll, the spell immediately grants another save with a +4 bonus to the roll. For every four levels the healer possesses one creature can be affected by the spell.

Sanctuary (Abjuration)

Level: 1

Range: Touch

Components: V, S

Duration: 2 rounds + 1 round/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: Special

When a healer casts this spell any opponent attempting to attack the protected creature must save vs. spell. If successful they may attack normally, should they fail they will ignore the warded creature. Those not attempting to attack are not affected. While protected by the spell the subject cannot take any offensive action or they will negate the spell.

Triage

Level: 1
 Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: 2-24 creatures + two creatures per level
 Saving Throw: None

The *triage* spell allows the healer to correctly and quickly choose among a number of wounded or ill creatures those that require the most immediate treatment.

The Healer need but cast the *triage* spell, and move among those needing aid. He must touch all the potential patients, to the spell limit of number. When he has done this he will have an ordered list in his mind as to which is most in need of treatment and which can wait the longest. The spell does not differentiate between wounds, or illness, nor suggests any treatment. It only issues a correct order of treatment by urgency.

Unseen Servant (Conjuration/Summoning)

Level: 1
 Range: 0
 Components: V, S, M
 Duration: 1 hour + 1 turn/level
 Casting Time: 1
 Area of Effect: 30 foot radius
 Saving Throw: None

The *unseen servant* is a non-visible mindless and shapeless force used to step and fetch, hold chairs, as well as clean and mend. It is not strong, but unfailingly obeys the healer. It can carry a maximum of 20 pounds or push/pull 40 pounds over a smooth surface. It can carry out only one activity at a time. The *unseen servant* cannot fight or be killed. It can be dispelled, or eliminated after taking 6 points damage from area effect spells or breath weapons.

The material components are a bit of string and a piece of wood.

Slow Poison (Alteration)

Level: 1
 Range: Touch
 Components: V, S, M
 Duration: 1 hour/level
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is placed on a poisoned individual it greatly slows the effect of the toxin, if it is cast on the victim before the poison takes full effect. While the spell does not neutralize the toxin it does prevent it from harming the individual for the duration of the spell in hope that a full cure can be accomplished.

The material component is a clove of garlic crushed on the wound, or eaten if the poison was ingested.

Sterlize Item (Alteration)

Level: 1
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: 1 item + 1 item per level
 Saving Throw: None

The *sterilize item* spell causes one or more items so treated to become completely clean and free of any disease causing organisms.

Affected items will remain clean so long as they are isolated from any possible source of infection. Such as inside a perfectly sealed sterile glass jar. Sort of such measures the sterilized items will gradually become dirty and unsterile once again.

Slumber (Enchantment/Charm)

Level: 1
 Range: Touch
 Components: V, S
 Duration: 8 hours
 Casting Time: 1
 Area of Effect: 1-12 creatures
 Saving Throw: None

When the healer casts this spell he causes a deep and healthful sleep to come over the spell recipients. Each creature touched will fall into a restful slumber In spite of any pain, discomfort or mental agitation they might be feeling. A creature that is actively aware and resisting the spell is entitled to a saving throw. Creatures affected by the spell will waken if slapped or wounded, but noise will not bother them.

Second Level Spells

Create Water (Alteration)

Level: 1
 Range: 30 yds.
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Up to 27 cu. ft.
 Saving Throw: None

When the healer casts a *create water* spell, up to two gallons of water are generated for every experience level of the caster. The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation. If not dispelled in that time its magic fades leaving normal water that can be used, spilled, evaporated, etc. Water can be created in an area as small as will actually contain the liquid, or in an area as large as 27 cubic feet (1 cubic yard).

Note that water can not be created within a creature. For reference purposes, water weighs 8 pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

The *create water* spell requires at least a drop of water.

Cure Disease (Abjuration)

Level: 2
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None

This spell enables the healer to cure most diseases by placing his hands upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. The spell is also effective against parasitic monsters such as Green Slime, Rot Grubs, and others. This spell will not cure lycanthropy. The spell will not prevent reoccurrence of a disease if the recipient is again exposed.

Cure Wounds 1 (Alteration)

Level: 2
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

This spell will heal the recipient creature of 2-12 hit points (2d6) of damage.

The material component is a bit of clean cloth or raw cotton consumed in the spell

Detect Invisible (Divination)

Level: 2
 Range: 10 yards/level
 Components: V, S
 Duration: 5 rounds/level
 Casting Time: 2
 Area of Effect: 10 foot path
 Saving Throw: None

When the Healer casts a *detect invisible* spell he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase.

Detect Polymorph (Divination)

Level: 2
 Range: 30 yards
 Components: V, S
 Duration: 2 rounds + 1 round/level
 Casting Time: 2
 Area of Effect: 10 foot path
 Saving Throw: None

With this spell the healer can detect whether a creature in the area of effect is under the affects of a *polymorph*, *shapechange*, or curse related polymorph, and the level at which it was cast. One creature can be examined for every two rounds of the spell duration.

Dictation (Evocation)

Level: 2
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: 10' radius
 Saving Throw: None

This spell allows the caster to speak and have the spoken words recorded on the provided material. The spell requires some form of paper or bound book to accept the writing, a pen of fine quality, and ink to write with. The ink is consumed twice the rate of normal writing.

The spell can print 3 pages per level of the caster. The caster cannot be interrupted for more than 2 rounds or the rest of the spell is lost. The rate of printing depends on the speaking rate of the caster. If a pen of at least 500 gp value is used for the spell it doubles the number of pages per level written. If the inkwell os of similar value the ink consumption drops to that of normal usage.

Endure Heat/Endure Cold (Alteration)

Level: 2
 Range: Touch
 Components: V, S
 Duration: 1.5 hours/level
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

The creature receiving this spell is protected from normal extremes of cold or heat, depending on the application the healer selects at the time of casting. The creature can stand unprotected in temperatures as low as -30°f or as high as 130°f , depending on the application. Temperatures beyond these limits inflict 1 point of damage per hour of exposure for every degree beyond the limit. The spell will not mitigate damage from burning, or fire and cold based spells.

Night Vision (Alteration)

Level: 2
 Range: 0
 Components: V, S
 Duration: 2 hours
 Casting Time: 1 round
 Area of Effect: Caster
 Saving Throw: None

By means of this spell the healer is able to see as well normal darkness as they would in full daylight conditions. The range of vision is up to 60 yards. The spell does not allow for vision in magical darkness.



Preserve (Alteration)

Level: 2
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: .5 cuft/level
 Saving Throw: None

A *preserve* spell enables the healer to retain the freshness of perishable items for long periods. Any manner of nonliving matter may be preserved that falls within the caster's volume limit. One item or many like items may be preserved with one spell; i.e. a basket of mushrooms. One or more items can be removed and used without dispelling the *Preserve* on the rest. The material preserved will age at the rate of one day per year until it is used.

Purify Food & Drink (Alteration)

Level: 2
 Range: 30 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 cuft/level
 Saving Throw: None

When cast this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and drink pure and fit for consumption. Up to one cubic foot of food and drink can be rendered suitable for consumption per the healer's level. The spell has no effect on living creatures or magical potions.

Remove Charm (Alteration)

Level: 2
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: Negates

This spell will release one creature from the affect of a *charm* spell or charm effect (vampires charm, the lemmora's fascination, etc). The target creature is entitled to a saving throw vs. spells that if successful will negate the *remove charm* attempt. Once removed the target creature will be aware that a charm had been placed on them.

Resist Disease (Alteration)

Level: 2
 Range: Touch
 Components: V, S, M
 Duration: 2 months
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

The *resist disease* spell will protect one creature from illness for the duration of the spell. Mundane illness is totally prevented. *Resist disease* will also prevent illness from magical causes on the first instance, the resist disease spell

then being canceled. Magical causes can include spells such as *cause disease*, curses, mummy rot, and other means not specified.

Restore Fertility (Alteration)

Reversible
 Level: 2
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

This spell will restore to normal the reproductive function of any creature it is cast upon. It does not matter whether the dysfunction is of mundane or magical origin. The spell will not correct the effects of a curse. The spell will restore damaged sex organs if necessary. It will not restore missing sex organs. If the necessary organs are completely missing, the spell will fail.

The reverse *remove fertility* will render the target creature completely infertile, without interfering with sexual function.

The material component is a fertile egg, for the reverse an egg shaped cinder.

Shield (Evocation)

Level: 2
 Range: 0
 Components: V, S
 Duration: 5 rounds/level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None

When this spell is cast an invisible barrier is brought into being in front of the healer. This shield totally negates *magic missile* attacks. It provides the equivalent of AC 2 against normal missiles and melee attacks. It also provides a +1 to saving throws against magic attacks that are basically frontal.

Water to Blood (Enchantment/Charm)

Level: 2
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: 1 pint of water + 1 oz. Per level
 Saving Throw: None

Water to blood allows the healer to create suitable and healthy blood to replace blood lost from wounds or surgery.

The spell requires a volume of pure water, a drop of the recipient's blood and a container dedicated to the purpose of the spell. The healer will fill the container with water (to the limit of the volume they can effect) and places a drop of the blood required as the spell is cast. The blood itself need not be pure or healthy for the spell to function, but it must be of the type required. Like will produce only like. Blood from one person will not necessarily suit another, and blood from beasts will not suit man, or vice-versa.

The volume of water will become pure and healthy blood

identical to the type of blood used in its creation. The blood is not automatically "inserted" in to the patient, but must be transmitted to the patient's veins by mundane mechanical means. Excess blood will quickly spoil, and it is not advised to retain it.

The material components are the water to be transmuted, a drop of the patient's blood and a container dedicated to the task. It must be of fine workmanship, and clean as possible so as to not taint the newly created blood. The spell consumes part of the container as its material component. A single glass container will last for 50 castings os the spell, after which it will grow thin, and have a 1% cumulative chance of failure. Leaded crystal, will last for 100 castings, and rock crystal will last for 200 castings. It is not advisable to use metal containers as the metal could taint the blood. Only gold or mithrial metal containers can be safely used. Either must be of the pure metal, and will last for thousands of castings. Glazed containers are not suitable as the spell will quickly wear away the glaze, and expose the porous clay.

Word of Command (Enchantment/Charm)

Level: 2
Range: 10 yards
Components: V
Duration: 1 round
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

The spell enables the healer to command another creature with a single sentence. The command must be uttered in a language that the creature understands. The subject will obey to the best of his ability only as long as the command is clear in meaning. Commands to harm oneself or others will be ignored. Creatures with 6 or more hit dice or an intelligence of 13 or higher are entitled to a saving throw vs. Spells.

Third Level Spells

Comfort (Enchantment/Charm)

Level: 3
Range: 30 feet
Components: V, S
Duration: 18 hours
Casting Time: 1 turn
Area of Effect: 12 creatures
Saving Throw: None

When cast this spell sustains all recipients for the full duration without sleep, food, or water, and they will not become fatigued. The spell will relieve any persons that are tired, hungry, or thirsty. At the spell's end all recipients will return to the physical state they were in before the spell was cast. Should an attempt be made to use the spell more than three times in a row, all recipients will fall into an exhausted slumber for 12 hours, and wake ravenous. While sleeping they will be unarouseable and once up must eat before they do anything else.

Continual Light (Alteration)

Level: 3
Range: 60 yards
Components: V, S
Duration: Permanent
Casting Time: 3
Area of Effect: 60' radius
Saving Throw: None

This spell produces a luminous glow that is bright as daylight and will last till negated by magical darkness or a *dispel magic* spell. Creatures who suffer penalties in bright light suffer them in this spell's area of effect. The spell can be cast into the air, or onto an object.

Copy Tome (Evocation)

Level: 3
Range: 30'
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 30'
Saving Throw: Special

This spell allows the caster to copy the contents of a book into a blank of appropriate size. Average book length is 300 pages, and only non-magical writings may be reproduced. 1 copy + 1 copy per level may be produced, blank books of the right size must be present. For volumes of under 30 pages the amount of copies producible multiplies by five, for single sheets, by ten. Books of over 500 pages to 2000 pages cuts the number of copies by half, over 2000 pages by a quarter.

There is a chance of error or failure. The chance that an error or utter failure will occur is 10% plus the number of copies being made, minus the Dexterity and level of the caster. Any failure of 20% or less over the save needed indicates that a flaw has entered the new volumes, unknown to the caster. Failure of greater than 20% means that no copying was done.

If another person is holding the book to be copied it is entitled to a save vs. spell to avoid being copied. If the caster is in possession of the book no save is needed.

Cure Blindness (Alteration)

Level: 3
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

By touching the afflicted creature the healer employing the spell can permanently cure most forms of blindness. The spell will restore lost or damaged eyes. The spell cannot reverse the affects of a curse.

Cure Wounds 2 (Alteration)

Level: 3
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

This spell will heal the recipient creature of 3-18 hit points (3d6) of damage.

The material component is a bit of clean cloth or raw cotton consumed in the spell

Death's Door (Alteration)

Level: 3
 Range: Touch
 Components: V, S
 Duration: 1 turns/level
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

The purpose of this spell is to stop the death process in a creature that would otherwise die. The healer must cast the spell within 1 round of the death blow, and the head of the creature must be intact. If these conditions are met the dead creature will be brought to 0 hit points and, the dying process stopped for the duration of the spell. During this time other healing magic may be used to bring the creature out of danger, and back to health. If the spell duration elapses without further action the creature will die.

Detect Insanity (Divination)

Level: 3
 Range: 20 yards
 Components: V
 Duration: 1 turn
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: None

This spell will inform the healer whether or not the target creature is suffering from insanity or delusion. The caster will become aware of the kind of disorder, and the relative severity of the creature's condition. The caster must be able to closely observe the subject for at least half the spell duration to gain any benefit.

General Anesthetic (Alteration)

Level: 3
 Range: Touch
 Components: V, S, M
 Duration: 1 turn/level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None

This spell numbs sensation as does the 1st level spell *local anesthetic*, except that this time the whole body is affected. In addition the subject of the spell is rendered unconscious for the spell duration.

The material components are a pad of cotton, or linen cloth soaked in aromatic oils. This is consumed in the spell.

Locate Plants (Divination)

Level: 3
 Range: 100 yds + 20 yds/level
 Components: V, S
 Duration: 1 round/level
 Casting Time: 1 round
 Area of Effect: 40' path 20 yrd long/level
 Saving Throw: None

This spell allows the caster to find the direction and distance to any plant he desires. The caster faces in a given direction and thinks of the plant he wants. If the plant is within the range of the 40' wide path the caster will know the exact distance and approximate number to be found. During each round of the spell the caster can face in only one direction.

Neutralize Poison (Alteration)

Level: 3
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 7
 Area of Effect: 1 creature of 1 cbft of substance
 Saving Throw: None

By means of a *neutralize poison* spell a healer detoxifies any sort of venom in the creature or substance touched. An opponent, such as a poisonous snake or reptile, unwilling to be touched requires the healer to make a successful combat roll. This spell can prevent death or further damage to a creature that has been poisoned. This spell is permanent only with respect to poison existing in the touched creature or substance at the time of the touch. Creatures and objects that generate new poison are not permanently detoxified.

Sterilize Area (Alteration)

Level: 3
 Range: 0
 Components: V, S, M
 Duration: 1 turn/level
 Casting Time: 1 round
 Area of Effect: 1000 cuft/level
 Saving Throw: None

This spell kills all organisms of a quarter inch long or smaller in the area of effect, and continues to do so for the duration of the spell. It will render the air and surfaces in the area of effect completely sterile. The spell will not kill organisms that live inside creatures larger than the spell limit. It also will not prevent such organisms from returning once the spell duration has ended. The material component is an amount of carbolic acid dashed into and about the area to be affected.

Strength (Alteration)

Level: 3
 Range: Touch
 Components: V, S
 Duration: 1 hour/level
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

Application of this spell increases the strength of the target creature by 1-8 ability points. Benefits of the spell last for the duration. Creatures without strength scores gain a +1 to attack and damage rolls.

The primary reason for the strength spell is to allow the healer to handle large creatures unaided, or to boost the strength of an assistant who is helping move or manage larger animals. It can also be used to subdue an irrational or disturbed person who might injure himself or others.

Telepathy (Divination)

Level: 3
 Range: Touch
 Components: V, S
 Duration: 1 round/level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None

With the *telepathy* spell the healer is able to communicate with a creature that is unable to speak. The spell allows the caster to hear the surface thoughts of the subject creature, and to send his thoughts in return. Creatures of animal intelligence will only understand basic emotions and instinctive needs. An intelligent and wary subject is entitled to a saving throw, that if successful negates the spell.

Fourth Level Spells

Create Food & Water (Alteration)

Level: 4
 Range: 10 yards
 Components: V, S
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 1 cuft/level
 Saving Throw: None

When cast the spell allows the healer to create food and water. The food is highly nourishing, if rather bland, and the water is clear and cool. Each cubic foot of the food and water can sustain three man-sized creatures or one horse-sized creature for a full day. The food decays after 24 hours, however the water remains usable.

Cure Deafness (Alteration)

Level: 4
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None

By touching the afflicted creature the healer can cure most forms of deafness. The spell will restore lost or damaged hearing organs. It cannot reverse the effects of a curse.

Cure Many 1 (Alteration)

Level: 4
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 4 creatures + 1 creature / two levels
 Saving Throw: None

This spell will heal the recipient creatures of 1-4 hit points (1d4) of damage. The healer moves among the afflicted and with a moment's touch, a kind word, and a little attention some if not all their wounds are healed.

The material component is a bit of clean cloth or raw cotton consumed in the spell. It takes a round of attention per recipient of the spell.

Cure Wounds 3 (Alteration)

Level: 4
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

This spell will heal the recipient creature of 4-24 hit points (4d6) of damage.

The material component is a bit of clean cloth or raw cotton consumed in the spell.

Examine (Divination)

Level: 4
 Range: Touch
 Components: V, S
 Duration: 1 turn
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None

This spell grants the healer complete knowledge of their subject's physical and mental state. All disease, parasites, congenital faults, trauma scars, insanity, magical effects both willing and unwilling, charms, curses, and the probable end result of any of the above will be revealed to the caster. The healer must be in physical contact for the entire spell duration to gain complete knowledge. They may either hold themselves still and receive the divination, or manually examine the patient during the spell duration. The latter method will give greater and more precise data.

A spell of non-detection will render the spell useless, a *mind blank*, will prevent any knowledge of the subject's mental state. In either case the healer will know why the spell failed.

Leomund's Tiny Hut (Alteration)

Level: 4
Range: 0
Components: V, S, M
Duration: 4 hours + 1 hour/level
Casting Time: 4
Area of Effect: 15' sphere
Saving Throw: None

When cast this spell creates an unmoving, opaque sphere of force of any desired color around his person. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to seven other man-sized creatures can fit into the field with its creator, and these can pass freely in and out of the hut without harming it, but if the spellcaster removes himself from it the spell dissipates. The temperature inside the hut is 70°f, if the exterior temperature is between 0°f and 100°f. An external temperature below 0°f or above 100°f lowers or raises the interior temperature on a 1°f for 1°f basis. The Hut also provides protection from the elements such as rain, dust, sandstorms, and the like. The Hut can withstand any force of wind up to 85mph. Winds of greater force will destroy the Hut. The caster can illuminate the inside of the Hut or extinguish it at will. Surgery performed inside the Hut is considered an indoor setting. Note; although the outside of the Hut is opaque, it is transparent on the inside.

The material component is a small crystal bead that shatters when the spell ends.

Negate Confusion (Alteration)

Level: 4
Range: 30 yard radius
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: 1-10 creatures
Saving Throw: None

When this spell is cast the healer negates the effects of a *confusion* spell or like effects including the gaze of umber hulks, or other creatures. This spell will also negate the fascination power of lemoras and other such creatures. Up to ten creatures in the area of effect will be freed from the undesired effects.

Osmose (Divination)

Level: 4
Range: 0
Components: V, M
Duration: Special
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: Negates

This spell allows the caster to gain all the knowledge contained in a volume without reading it. The caster holds

the book to be learned in his hands during the casting. They must remain still and undisturbed for the duration of the spell, while holding the book. The duration is one turn for each 100 pages of the volume. A caster cannot *osmose* more than 100 pages per level they have per casting. An entire volume must be learned in a single casting of the spell.

The caster makes a save vs Intelligence on 5d6+level. If successful they have full knowledge of the book in question as if they had made a careful study of it. Failure takes the full spell duration to realize, and noting is learned.

Remove Curse (Abjuration)

Level: 4
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: Special
Saving Throw: Special

Upon casting this spell the healer is usually able to remove a curse on an object, on a person, or in the form of some undesired sending, or evil presence. The *remove curse* spell does not remove the curse from a cursed magic item, but enables the person afflicted with any such cursed item to be rid of it and its affects.

Certain curses, those made by immortals, curses with special conditions, and the like may not be countered by this spell, or may only be countered by a caster of a certain level.

Resist Disease 2 (Alteration)

Level: 4
Range: Touch
Components: V, S, M
Duration: 2 months
Casting Time: 1 round
Area of Effect: 1 creature + 1 creature per level
Saving Throw: None

The *resist disease 2* spell will protect one creature plus one additional creature per level of the healer from illness for the duration of the spell. Mundane illness is totally prevented. *Resist disease 2* will also prevent illness from magical causes on the first instance, the *resist disease* spell then being canceled. Magical causes can include spells such as *cause disease*, curses, mummy rot, and other means not specified.

Stoneskin (Alteration)

Level: 4
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a **sword of sharpness** cannot affect a creature protected by *Stoneskin*, nor can rock falls, catapult missiles, cannon balls, or snake strike. Magical attacks from spells

such as *fireball*, *lighting bolt*, *magic missile*, and so forth have their normal effect. The spell will not protect from any heat or fire, cold, lightning, gas, or acid. The spell blocks the first successful attack routine and any other attacks in the round the affected creature is first hit, i.e. the creature is protected from all the rocks in an avalanche, or four bandits knocking him down and beating on him for one round.

Summary (Invocation)

Level: 4
Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 book
Saving Throw: None

This spell renders a written summary of any book it is used on. The caster must have paper, ink and quill handy. The spell is cast with the paper on top of the book. At the end of the casting the ink will be consumed, and a concise summary of the contents of the book will be written on the pages provided. At least one page per 50 of the book is required, or the spell will run out of paper.

The written summary must still be read of course, but it will tell the caster if the volume in question is worth further study at that time or not.

Fifth Level Spells

Cure Insanity (Alteration)

Level: 5
Range: 10 yards
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Special

This spell attempts to cure an insane creature of their mental instability. Due to the nature of the mind the spell is not certain in its effects. Both the subject and the healer must roll saving throws vs. spells, and follow the results listed below;

Healer fails -- subject fails; Insanity cured, but the subject will relapse in 1-4 months

Healer fails -- subject saves; Insanity not cured, but the healer will believe that it is cured

Healer saves -- subject fails; Insanity permanently cured

Healer saves -- subject saves; Insanity not cured, but healer is aware of the failure.

In the case of an insane individual aware of their condition, and desiring to be cured of it, the subject save is considered to be automatically failed. However, the subject must be cognizant, and willing.

In any case the spell will not work on undead or other creatures not normally effected by mind altering spells. A *mind blank* or similar spell will also block the *cure insanity* spell.

Cure Paralysis (Alteration)

Level: 5
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

This spell allows the healer to cure any form of paralysis whether caused by disease, trauma, or magic. The affected creature will be restored to full motor function. The *cure paralysis* will not restore lost muscle tone. Should the muscles of the subject be incapable of supporting them, they cannot walk. Movement and improvement are possible. If a chronic disease is the cause, the disease must be cured to prevent a relapse.

Cure Wounds 4 (Alteration)

Level: 5
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

This spell will heal the recipient creature of 5-30 hit points (5d6) of damage.

The material component is a bit of clean cloth or raw cotton consumed in the spell

Fabricate (Alteration)

Level: 5
Range: 5 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: 1 cuyd/level
Saving Throw: None

By means of this spell the healer is able to convert material of one sort into a product that is of the same material. Magical or living things cannot be created or altered by a *fabricate* spell. If a mineral is used the area of effect is reduced to one cubic foot per level. Casting requires one full round per cubic yard (or foot) of material affected by the spell.

Neutralize Gas (Abjuration)

Level: 5
Range: 60 yards
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: 60 yard radius
Saving Throw: None

With this spell the healer is able to neutralize harmful gases. The spell will render harmless all air-born poisons, gaseous spells effects (such as *cloudkill* or *stinking cloud*), or any other harmful vapors. Against breath weapons the spell

is only effective if the caster gains initiative on the breath weapon using creature. The creature is entitled to a saving throw vs. spell. If the creature fails its breath weapon is rendered harmless for that attack, if the creature save successfully the creature attacked are still entitled to their save vs. breath weapon. The spell will not harm those creatures that are gaseous by nature, or can assume gaseous form.

Protection from Fire (Abjuration)

Level: 5
 Range: Touch
 Components: V, S
 Duration: 1 turn + 1 round/level
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: None

This spell will protect the touched creature from any harm from normal fire. It will protect from magical fire (*fireball*, dragon flame) to the extent that should the attacked creature make the appropriate saving throw they will not take any damage, but in any case they will not take more damage than 1 hit point/level or hit die of the attacking creature.

Surgical Stasis (Divination)

Level: 5
 Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round/level
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

This spell suspends the process of living in one creature for the duration of the spell. The recipient's, respiration, heartbeat, and bloodflow all stop without harm to the spell recipient. The recipient is unconscious, and feels no pain for the duration of the spell. However, the usual deathly cold, blue glow of the stasis field is not present. The healer can work on the patient as per normal.

No damage is registered on the recipient of the spell while the duration lasts, incisions can be made, organs worked on, tumors removed, even the heart operated on suspended between the beats.

Magical healing can be applied to wounds made during the period of stasis, and it will function normally. At the end of the spell duration, all life functions will return to normal. If any damage from surgeries remains at the time the spell expires the recipient must make a system shock roll. Failure will indicate that a recovery period of four times the normal duration will be required before they can return to full activity.



X-ray Vision (Divination)

Level: 5
 Range: 0
 Components: V, S
 Duration: 1 turn + 1 round/level
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

This spell allows the healer, or the person he bestows the spell on, to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet with the viewer seeing as if he were looking at something in normal light, and the recipient can focus on any point within their visual limit. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material. Up to 10 feet of stone, or one foot of most metals. Lead, gold, and platinum, cannot be penetrated at all.

Sixth Level Spells

Clone (Necromancy)

Level: 6
 Range: Special
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: Special

The *clone* spell creates a duplicate of a sentient creature. The clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. Note; the clone is the person as he existed at the time the flesh sample was taken. All subsequent knowledge, experience, etc. is totally unknown to the clone. The clone is a physical duplicate, the possessions of the original are another matter entirely.

The growth of the clone takes 4 months to complete after the casting of the *clone* spell. A sample of the person's living flesh is required to begin the clone. The flesh must be preserved with a *preserve* spell, if more than a few hours will elapse between the sample being taken and the sample being used. Even with a *preserve* spell a sample more than a year old cannot be used. A *temporal stasis* spell will preserve a flesh sample indefinitely. A container must be provided for the clone's growth. A proper container will cost 15,000 gp and require a skilled craftsman 2 months to build. Such a container can be used many times. Nutritive fluids must support and surround the growing clone until it is awakened. A single charge of these fluids will cost 5,000 gp. At the end of the 4 month growth period the clone itself must save vs PPD. If successful it awakens and the spell is successful. The clone can live a normal life with all the traits and abilities of the original person, the only difference being the clone will have one less Constitution point than the original person. Should the clone fail its save, it will have a Constitution of 0, and will die within hours of its awakening. A new sample cannot be taken from such a failure.

Cure Feeblemind (Alteration)

Level: 6
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

With this spell the healer can cure an afflicted creature of the affects of a *feeblemind* spell or other intelligence draining effects. The spell will also cure wisdom draining effects such as the touch of the lemora, or other such creatures and effects.

Cure Lycanthropy (Alteration)

Level: 6
 Range: 10 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: 1 creature
 Saving Throw: Special

This spell will cure one creature of the curse of lycanthropy. It requires a cleric *bless* the subject of the spell and the willing cooperation of the subject to be cured. The curse is entitled to a saving throw vs spell at the werebeast's hit dice, minus half the cleric's level that cast the *bless* spell. Should the save be successful the poor wrench will be thrown into painful, violent convulsions. A second attempt cannot be made until a full moon has passed.

An attempt can be made to cure an unwilling subject, however the cleric's level does not factor into the save (the *bless* spell is still required), and the curse saves at one and half times the werebeast's hit dice.

Certain lycanthropes are of a normal nature, and the state, for them, is neither cures or affliction. This sort of lycanthrope cannot be "cured" as they are not "ill" to begin with. *Cure lycanthropy* has no effect on them.

The material components are a bud of wolfsbane or clove of garlic, and a vial of holy water than must be consumed by the subject.

Cure Many 2 (Alteration)

Level: 6
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 4 creatures + 1 creature / two levels
 Saving Throw: None

This spell will heal the recipient creatures of 2-8 hit points (2d4) of damage. The healer moves among the afflicted and with a moment's touch, a kind word, and a little attention some if not all their wounds are healed

The material component is a bit of clean cloth or raw cotton consumed in the spell. It takes a round of attention per recipient of the spell.

Cure Wounds 5 (Alteration)

Level: 6
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

This spell will heal the recipient creature of 6-36 hit points (6d6) of damage.

The material component is a bit of clean cloth or raw cotton consumed in the spell

Passtouch (Alteration)

Level: 6
 Range: 0
 Components: V, S
 Duration: 1 round/level
 Casting Time: 1 round
 Area of Effect: Healer
 Saving Throw: None

This spell allows a healer to reach into a creatures body and remove foreign objects without cutting or other physical intervention. When cast the healer's hands and arms are able to permeate normal flesh as if they were passing through water. This will cause no harm to the creature subject to the *passtouch*, it might feel a bit funny however. The healer can grasp non-organic objects inside the body of a creature, and the spell will induce the same state on the object, allowing the healer to remove it from the creatures body. While the spell lasts the healer is also able to see into flesh as per the *x-ray vision* spell. Only flesh and bone can be seen through in this fashion.

Resist Disease 3 (Alteration)

Level: 6
 Range: Touch
 Components: V, S, M
 Duration: 4 months
 Casting Time: 1 round
 Area of Effect: 1 creature + 1 creature per level
 Saving Throw: None

The *resist disease 3* spell will protect one creature plus one additional creature per level of the healer from illness for the duration of the spell. Mundane illness is totally prevented. *Resist disease 3* will also prevent illness from magical causes. Magical causes can include spells such as *cause disease*, curses, mummy rot, and other means not specified. Each such instance will cut a week from the duration of the spell.

Stone to Flesh (Alteration)

Level: 6
 Range: 10 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: 1 stoned creature
 Saving Throw: Special

The *stone to flesh* spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock roll. Any formerly living creature regardless of size can thus be returned to flesh. Ordinary stone can be turned to flesh in a volume of nine cubic feet per level of the caster. Such flesh is inert, lacking a vital force, unless a life force or magical energy is available. It can be consumed as food by meat-eaters, although taste is not guaranteed.

The material components are a pinch of earth and a drop of blood.

Seventh Level Spells

Heal (Alteration)

Level: 7
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None

The potent *heal* spell enables the healer to wipe away disease and injury in the creature that receives the benefits of the spell. It completely cures all diseases, or blindness of the recipient and heals all damage suffered due to wounds or injury. It dispels a *feelbemind* spell, and cures those mental disorders caused by spells or injury to the brain.

Limited Wish (All)

Sevel: 7
 Range: Special
 Components: V
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: Special

The *limited wish* is a potent but difficult spell. It will fulfill literally, one utterance of the caster. It will duplicate the effect of any spell of any class up to 7th level. Wishes that do not duplicate spell effects may not be fully or permanently granted. The *limited wish* cannot raise the dead.

Regenerate (Alteration)

Level: 7
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 3 rounds
 Area of Effect: 1 creature
 Saving Throw: None

Regenerate causes lost limbs and organs to regrow on the target creature. Legs, arms missing organs, even heads of those creatures that possess more than one. The process of regeneration requires one round per severed/lost part if the missing members are present and touching in the proper places, 2-4 turns otherwise. A maximum of three missing body parts can be restored with one spell.

Rejuvenate (Necromancy)

Level: 7
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: 1 creature
 Saving Throw: Special

When cast this spell will rejuvenate the subject creature ten years. The creature must be willing or the spell will not work. The creature will receive all the benefits of their younger age without any loss of those benefits gained by the experience of their years. At the end of the casting time the spell recipient must make a system shock roll, if successful the spell takes effect and ten years of ageing fall away. Should they fail they will age 1-4 years. Because of this healers are reluctant to use this spell without good cause.

The material components are milk from a new mother (any kind of mammal will do) and 1000 gp of rare incense that must be burnt during the spell casting.

Remove Geas (Abjuration)

Level: 7
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: Special

This spell will remove a geas or quest spell from the subject creature. The geas or quest is entitled to a saving throw vs. spell at the level of its caster. Should the geas or quest succeed in its save, the removal will fail. The spell will not affect geases or quests laid on directly by deities or their immortal servants.



Restoration (Alteration)

Level: 7

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast one of the subject creature's ability scores is raised by 1-4 points. This will reverse any previous loss of ability points that the creature may have suffered due to curse, contact with undead, or other ability draining effects. The healer must choose which ability score they will restore, if multiple abilities have been affected. The recipient cannot gain more ability points than they had before their loss.

Power Word Stun (Conjuration/Summoning)

Level: 7

Range: 5 yards/level

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is uttered any creature of the healer's choice is stunned, reeling, and unable to think coherently, unable to act for a duration dependent on its current hit points. Creatures with 1-30 hit points are stunned for $4d4$ rounds, those with 31-60 are stunned for $3d4$ round, those with 61-90 are stunned for $2d4$ round and creatures with over 90 hit points are stunned for $1d4$ rounds. If a creature is weakened so that its hit points are below its usual maximum, the current number of hit points is used.

This is the only spell healers have that is directly offensive, and most are reluctant to use it.

