

HEALER

You are a healer, you are a wise man (or woman) of the world, and nothing escapes your notice. You are able to cast some spells and you can fight if cornered. A healer is a little bit of the three main classes (Fighter, Magic-User, and Cleric), as such they are very versatile. However, it is difficult to qualify for this class, a character must have at least INT, WIS, and DEX of 13+ to enter this class.

Healer Class Abilities

Weapon/Armor Restrictions: Healers may not wear any armor, or use shields. They can, however, use any weapon.

Spell Casting: Like the Magic-user, a Healer owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the book, the Healer presses his chosen spell formulae into his mind, “preparing” these spells. Once a prepared spell is cast, it disappears from the Healer’s memory. It is possible to prepare a spell multiple times using the available “slots” in the Healer’s memory/capability. If the Healer finds scrolls while adventuring, he can copy them into his spell book.

Saving Throws: A healer gets a +2 bonus on saving throws vs. death and poisons.

Level Based Special Abilities: The Healer also receives the below special abilities at the following levels of experience:

- At 4th level: Can detect Molds, Slimes, etc. at 40 feet.
- At 6th level: Can determine types of potions.
- At 8th level: Can read magical and clerical scrolls.

HEALER ADVANCEMENT TABLE

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2,000	2	+0	14
3	4,000	3	+0	13
4	8,000	3+1	+1	12
5	16,000	4	+1	11
6	32,000	5	+1	10
7	64,000	6	+2	9
8	128,000	6+1	+2	8
9	256,000	7	+3	7
10	512,000	8	+3	6

HEALER SPELL ADVANCEMENT TABLE

Level	1	2	3	4	5
1	1	-	-	-	-
2	1	-	-	-	-
3	1	1	1	-	-
4	2	1	1	1	-
5	2	2	1	1	1
6	2	2	2	1	1
7	3	2	2	2	1
8	3	3	2	2	2
9	3	3	3	2	2
10	4	3	3	3	2

Healer Spell List

Level 1

- Cure Light Wounds
- Detect Magic
- Detect Chaos
- Detect Poison
- Detect Disease
- Detect Invisible

Level 2

- Neutralize Poison
- Cure Disease
- Purify Food & Water
- Slow
- Haste

Level 3

- Cure Serious Wounds
- Cure Blindness
- ESP
- Animate Dead
- Strength

Level 4

- Stone-to-Flesh
- Mind Blank
- Energy
- Cure Lycanthropy
- Wake Spell

Level 5

- Raise Dead
- Cure Insanity
- Cure Paralysis
- Longevity

NEW SPELL DESCRIPTIONS:

Detect Poison

Spell Level: H1

Range: Touch

Duration: Immediate

Allows the caster to determine if poison is being used within a 30 foot radius – and where. It also identifies the type of poison in use.

Detect Disease

Spell Level: H1

Range: Touch

Duration: Immediate

This spell will inform the caster of the type of disease within a 30 foot radius.

Cure Blindness

Spell Level: H3

Range: Touch

Duration: Immediate

This spell will cure the blindness of a character (regardless of the cause, even a curse).

Energy

Spell Level: H4

Range: Touch

Duration: Immediate

This spell restores one level to any character that has lost a level (due to a wraith, or similar experience).

Cure Lycanthropy

Spell Level: H4

Range: Touch

Duration: Immediate

This spell will remove lycanthropy from the afflicted person.

Wake Spell

Spell Level: H4

Range: Touch

Duration: Immediate

This spell will instantly awaken one target put to sleep by magical means.

Cure Insanity:

Spell Level: H5

Range: Touch

Duration: Immediate

Allows the caster to cure a target of any insanity.

Cure Paralysis

Spell Level: H5

Range: Touch

Duration: Immediate

Allows the caster to cure paralysis or negate its effects.

Longevity

Spell Level: H5

Range: Touch

Duration: Immediate

Reduces the age of its target by 10 years (can be used to counter magical effects that age a character).