

Healer Spells

0th Level

Create Water
Cure Minor Wounds
Deathwatch
Detect Magic
Detect Poison
Light
Mending
Purify Food and Drink
Read Magic

1st Level

Bless Water
Cure Light Wounds
Goodberry
Protection from Evil
Remove Fear
Remove Paralysis
Sanctuary
Speak with Animals

2nd Level

Calm Emotions
Cure Moderate Wounds
Delay Poison
Gentle Repose
Remove Blindness/Deafness
Remove Disease
Lesser Restoration

3rd Level

Close Wounds (Mini H.)
Create Food and Water
Cure Serious Wounds
Neutralize Poison
Remove Curse
Restoration
Status

4th Level

Cure Critical Wounds
Cure Light Wounds, Mass
Death Ward
Freedom of Movement
Panacea (Mini. H.)

5th Level

Atonement
Break Enchantment
Cure Moderate Wounds, Mass
Raise Dead
Revivify (Mini. H.)
Stone to Flesh
True Seeing

6th Level

Greater Restoration
Heal
Hero's Feast
Cure Moderate Wounds, Mass
Regenerate
Status, Greater

7th Level

Cure Critical Wounds, Mass
Repulsion
Resurrection

8th Level

Discern Location
Holy Aura
Heal, Mass

9th Level

Foresight
Gate
True Resurrection

Notes:

(Mini. H.) = Miniatures Handbook