

## Healing And Death In D&D

Characters who are wounded will seek magical healing or natural healing. Magical Healing can come from spells, potions, and some magic items. These are well described in the **PLAYER'S HANDBOOK** and **DUNGEON MASTER'S GUIDE**. Natural healing is different though.

For each day that a character rests and only engages in light activity, they gain one hit point per level. This can only be done if the character sleeps for eight hours and does not engage in combat, or other intense physical activity that day. Even a single instance of heavy physical activity (like combat) can ruin the characters chance for healing for that day.

When a character remains in bed, having complete bed rest, then they may heal two hit points per level per day. If a character spends the entire week resting in bed then the character's Constitution Bonus may be added to the week's healing. If the character engages in any activity more strenuous than reading or talking though the benefit of bed rest is lost.

Characters with the Healing proficiency can increase other characters healing rates. Characters under the care of someone skilled in Healing can still gain the healing rate of those engaging in only light activity (1 hit point per level per day) even while traveling, provided they do not engage in combat and the healer makes their proficiency roll.

If the patient is getting complete bed rest while being cared for by someone with the Healing skill then they can gain three hit points per level per day. And after a full week of bed rest the character can still add their Constitution Hit Point Bonus to the week's. A character skilled in healing may attend a maximum of four individuals at a time.

If a character falls below zero hit points and above -10 hit points then they are unconscious and unable to act, they will be in a coma until healed. They do have a 10% chance each hour to wake up though. Characters at zero hit points are stable and if left alone will gain 1 hit point after 8 hours, they will also not fall unconscious. They can perform only 1 action per round, doing anything else will deliver 1 hit point of damage bringing them below zero hit points.

If a character falls below zero hit points, but still above -9 then they are in a coma and fading fast. For each round that the character is left alone they will lose one hit point, until finally falling below -9. If the comatose character has their wounds bound (anyone can do this) then they will stop taking further damage, yet remain in a coma. Binding a character's wounds will take one round and can provoke attacks of opportunity.

When below 0 hit points the character has a 10% chance per round of becoming stabilized, they remain unconscious, but take no more damage. Unconscious characters have a 10% chance per hour of recovering consciousness on their own, otherwise they need help and will remain unconscious until brought to +1 hit points. First Aid from a character with the Healing Proficiency may restore 1D4 hit points if the check is successful, but this may only be done once per character per day.

Characters can recover from stat damage at the rate of 1 ability point per day. This doesn't require rest, but magical healing will not speed up stat recovery unless a *Heal* or *Restoration* spell is used.

Healers should take a pick in or Knowledge (Nature) and read the Wounds and Weeds article allowing them to use herbalism with their healing.

Task	Heal DC
First Aid (Heals 1d4 hit points) only once per day	15
Treat Wound from caltrop, <i>spike growth</i> or <i>spike stones</i>	15
Treat Poison	Poison's save DC
Treat Disease	Disease's save DC

There is a Cure Spell at every level from level 1 to level 4:

Spell	Level	Heals
<i>cure minor wounds</i>	0th	1
<i>cure light wounds</i>	1st	1d8 +1/level up to 5
<i>cure moderate wounds</i>	2nd	2d8 +1/level up to 10
<i>cure serious wounds</i>	3rd	3d8 +1/level up to 15
<i>cure critical wounds</i>	4th	4d8 +1/level up to 40

The level is for a cleric or bard, druids, paladins and rangers typically get the spell one level later.

Then the *cure mass wounds* spells kick in. Just how powerful is a cure spell? First it takes a *regeneration* to reattach or replace any lost body parts, (even just a cut off finger). However there are a lot of other areas where the power of the cure spells matter.

Level	Spell	Heals (a greater spell can heal all that the lesser spells can heal)
0th	<i>cure minor wounds</i>	Any minor wound can even restore that hymen to a former virgin provided she gets the spell within 2 days after that it heals over. Damage from <i>caltrops</i> , <i>spike growth</i> or <i>spike stones</i> .
1st	<i>cure light wounds</i>	Any light wound, including a sprain or greenstick fracture. Minor scars can be healed. Can restore a hymen.
2nd	<i>cure moderate wounds</i>	A simple broken fracture where the bone doesn't protrude from the skin. Major scars and small tumors can be healed.
3rd	<i>cure serious wounds</i>	A compound fracture where the bone breaks completely and it breaks the skin. Major tumors and damaged organs that improve life, like a gall bladder or liver.
4th	<i>cure critical wounds</i>	Damaged organs that sustain life like lungs and heart, but it cannot replace the organ if it is missing.

The level is for a cleric or bard, druids, paladins and rangers typically get the spell one level later. A *cure* spell can be used to treat the scars from a disease, but they are useless against ability damage that is left for *restoration* spells.

