

I Need Healing!



New Options for Healing,
Injuries, and Medicine



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New Options for Medicine, Injuries, and Healing

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BARD COLLEGE

COLLEGE OF HEALING

It is said that entertainment is an ideal medicine, and bards of the College of Healing take this idea literally. They weave together medicine, song, and healing magic to soothe the weary and mend the wounded. Bards of this college study the practices of the great healers of the world, from physicians to clerics, and often pay homage to gods of healing to gain their favor.

BEDSIDE MANNER

At 3rd level, you gain proficiency in Medicine if you do not already have it, and you learn the *cure wounds* spell, which doesn't count against your number of spells known. When a creature regains hitpoints from your Song of Rest feature, they regain additional hitpoints equal to your Charisma modifier.

SOOTHING INSPIRATION

Starting at 3rd level, your inspiration can dull the pain of battle. When a creature expends one of your Bardic Inspiration dice, the target also gains temporary hitpoints equal to the number rolled, which last for 1 minute.

SECRETS OF THE HEALING ARTS

At 6th level, you learn the *aura of vitality*, *mass healing word*, and *prayer of healing* spells, which count as bard spells for you but don't count against the number of bard spells you know.

MASTERFUL HEALING

Starting at 14th level, whenever a creature regains hitpoints from your Song of Rest feature, or gains temporary hitpoints from your Soothing Inspiration feature, they use the highest number possible for each die.

MARTIAL ARCHETYPE

MEDIC

Medics are those fighters who take up the practice of battlefield medicine, using mundane means to patch up their comrades and keep them in the fight.

GENERAL PRACTICE

When you choose this archetype at 3rd level, you gain proficiency in Medicine if you don't already have it, and you can use your Intelligence modifier instead of your Wisdom modifier for checks made with it.

Additionally, you can expend one use of a healer's kit to help revitalize your wounded allies during a short rest. If you or any friendly creatures within 30 feet of you regain hitpoints at the end of the short rest by spending one or more Hit Dice, each of those creatures regains extra hitpoints equal to your Intelligence modifier.

FIELD MEDICINE

Starting at level 3, you know how to quickly patch up wounds, given the right tools. As an action, you can expend one use of a healer's kit to tend to a creature you touch. The creature can spend one Hit Die and roll it, adding both its Constitution modifier and your Intelligence modifier to it. The creature regains hitpoints equal to the total (minimum of 1). The creature can't regain hitpoints from this feature again until it finishes a short or long rest.

BLOOD & GUTS

At 7th level, you've seen enough carnage to have a close understanding of battlefield wounds. You gain expertise in Medicine, which means your proficiency bonus is doubled for any ability check you make with it.

Additionally, once per turn after you deal damage to a creature, you can make a Wisdom (Medicine) or Intelligence (Medicine) check. The DC equals 8 + the creature's challenge rating (rounded down). On a success, you learn the target's current hitpoints.

HEROIC RESCUE

Starting at 10th level, when a friendly creature you can see is reduced to 0 hitpoints, you can use your reaction to move up to your speed towards the creature without provoking attacks of opportunity. If you end this movement within 5 feet of the creature, it is stabilized and you protect it from further harm. Hostile creatures have disadvantage on attack rolls against the creature until the start of your next turn.

COMBAT TRIAGE

At 15th level, you are adept at healing amidst the chaos of battle. When you use an action to tend to a creature with a healer's kit or use a potion that restores hitpoints, you can make one weapon attack as a bonus action.

RESUSCITATE

Beginning at 18th level, your will to keep your comrades alive can bring them back even from death itself. As an action you can touch a creature that has died within the last minute. That creature returns to life with 1 hitpoint. Once you revive a creature with this feature, you can't do so again until you finish a short or long rest.



MONASTIC TRADITION

WAY OF RENEWAL

The life force of Ki permeates all living creatures, and the monks of the Way of Renewal learn to harness it for healing. Their ancient techniques are able to restore broken bodies and worn spirits, blending martial technique and healing magic. Their flurries of blows bring both helping hands and punitive fists.

TRADITIONAL MEDICINE

At 3rd level, you become adept with the old healing arts that have been passed down for generations. You learn the *spare the dying* cantrip, and can cast it as a bonus action. You also gain proficiency with two of the following skills or tools of your choice: Medicine, Nature, herbalism kits, or brewer's supplies.

HEALING HANDS

Starting at 3rd level, you gain the ability to channel mystic energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your monk level.

As a bonus action, you can heal one creature that you touch, spending one die from the pool. The target regains a number of hitpoints equal to the number rolled. Whenever you make an unarmed strike, you can replace it with a usage of this feature.

Your pool regains all expended dice when you finish a long rest.

RESPIRE FOR THE WEARY

Beginning at 6th level, when a friendly creature within 30 feet of you is reduced to 0 hitpoints, you can use your reaction to move up to half your speed towards them, without provoking attacks of opportunity.

Additionally, when you use your Healing Hands, you can forgo the healing to instead cure the target of one disease or neutralize one poison affecting it.

KI-EMPOWERED HEALING

At 11th level, you learn to channel your own ki directly into others to bolster their healing. When you use your Healing Hands, you can spend 1 ki point to double the amount of hitpoints restored.

Additionally, you regain one expended healing die when you complete a short rest.

MASTER OF RENEWAL

Beginning at 17th level, your healing dice increase to d8s, and when you use your Healing Hands, the target regains additional hitpoints equal to your Wisdom modifier.

Additionally, you can cast the *greater restoration* spell without material components. Once you cast the spell using this feature, you can't do so again until you complete a long rest.



ROGUSH ARCHETYPE

SAWBONES

You have studied the humanoid body on a more intimate level than other Rogues. While others may know where best to stab in order to kill, you also know how to repair the wounds you inflict, as well as how to make them even deeper. You delve into the secrets of the body, learning as much medical knowledge as you can get your hands on, regardless of how dirty the work becomes.

GENERAL PRACTICE

When you choose this archetype at 3rd level, you gain proficiency in Medicine if you don't already have it, and you can use your Intelligence modifier instead of your Wisdom modifier for checks made with it.

Additionally, you can expend one use of a healer's kit to help revitalize your wounded allies during a short rest. If you or any friendly creatures within 30 feet of you regain hitpoints at the end of the short rest by spending one or more Hit Dice, each of those creatures regains extra hitpoints equal to your Intelligence modifier.

SWIFT SURGERY

Starting at level 3, you know how to quickly patch up wounds, given the right tools. As an action, you can expend one use of a healer's kit to tend to a creature you touch. The creature can spend one Hit Die and roll it, adding both its Constitution modifier and your Intelligence modifier to it. The creature regains hitpoints equal to the total (minimum of 1). The creature can't regain hitpoints from this feature again until it finishes a short or long rest.

DEBILITATING STRIKE

At 9th level, you learn to apply your anatomical knowledge in direct combat, hindering your targets by attacking weak points in their biology. When you deal Sneak Attack damage to a creature, you can choose to forgo rolling three of your Sneak Attack dice to hinder the creature. The target must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or suffer one of the following effects of your choice for 1 minute:

Bleed. At the start of each of the target's turns, it loses 2d6 hitpoints due to blood loss.

Hamper. The target's move speed is reduced by 15 feet, and it has disadvantage on Dexterity saving throws.

Pain. The target has disadvantage on attack rolls and Strength checks.

Constructs, oozes, and creatures without appropriate physiology are immune to these effects. For example, a Skeleton can't bleed or feel pain, but it can be hampered.

A creature can only suffer from one of these effects at a time. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DOSAGE CONTROL

Starting at 13th level, your knowledge of medicine allows you to refine potions into a more concentrated form, seemingly doubling or even tripling their usefulness. Over the course of 1 hour, which can be done during a rest, you can refine a *healing salve* or *potion of healing* (of any rarity) within reach. When a creature drinks the refined potion, they roll a d20. On a result of 11 or higher, the potion is not consumed and can be drank again.

PEERLESS PHYSICIAN

At 17th level, your knowledge of medicine is unmatched, and your capability in healing rivals that of great clerics. When a creature benefits from your General Practice or Swift Surgery features, they use the highest number possible for each of their Hit Dice spent, instead of rolling.

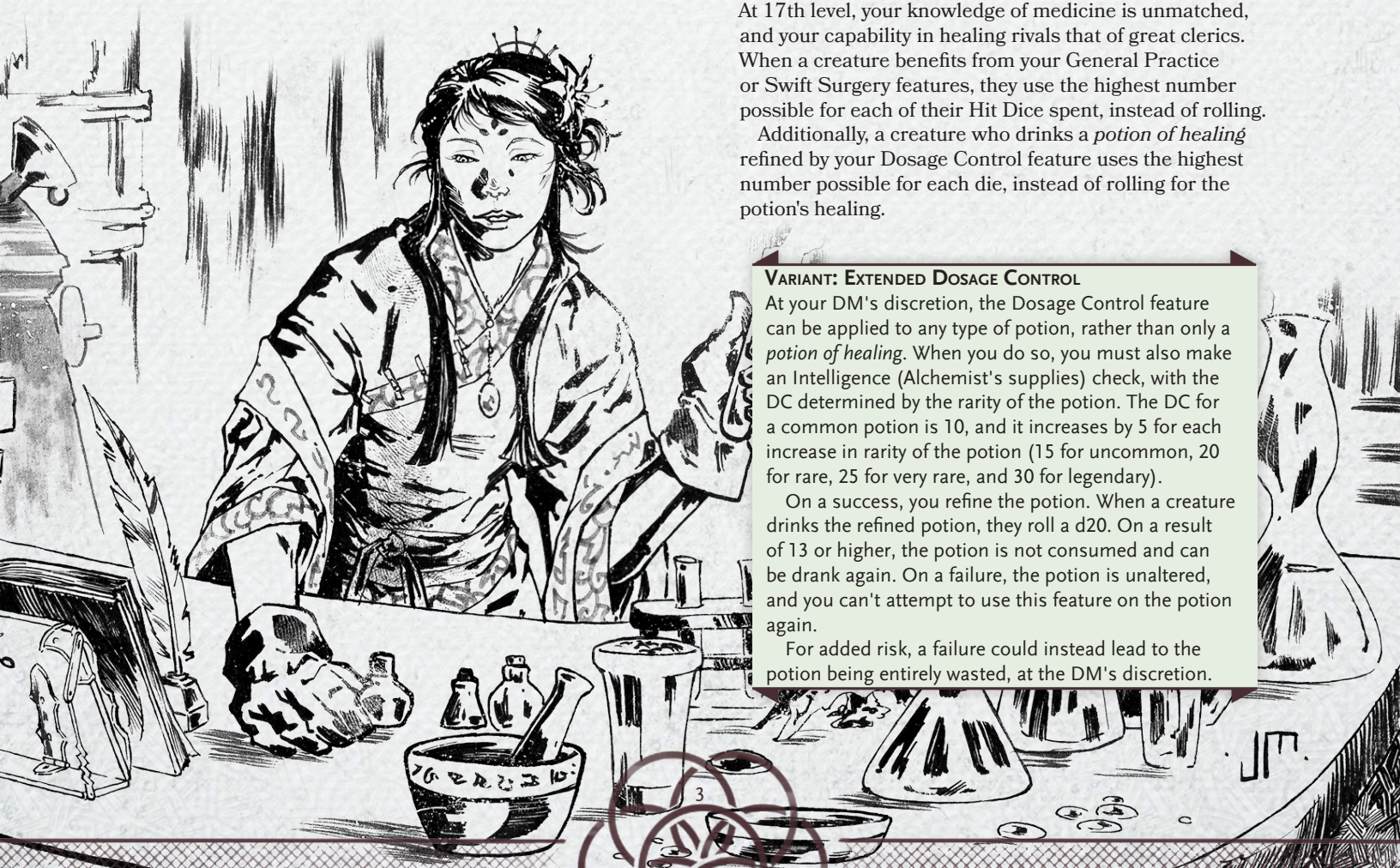
Additionally, a creature who drinks a *potion of healing* refined by your Dosage Control feature uses the highest number possible for each die, instead of rolling for the potion's healing.

VARIANT: EXTENDED DOSAGE CONTROL

At your DM's discretion, the Dosage Control feature can be applied to any type of potion, rather than only a *potion of healing*. When you do so, you must also make an Intelligence (Alchemist's supplies) check, with the DC determined by the rarity of the potion. The DC for a common potion is 10, and it increases by 5 for each increase in rarity of the potion (15 for uncommon, 20 for rare, 25 for very rare, and 30 for legendary).

On a success, you refine the potion. When a creature drinks the refined potion, they roll a d20. On a result of 13 or higher, the potion is not consumed and can be drank again. On a failure, the potion is unaltered, and you can't attempt to use this feature on the potion again.

For added risk, a failure could instead lead to the potion being entirely wasted, at the DM's discretion.



INJURIES AND LETHALITY

Presented here are additional rules for combat and injuries to add an extra layer of lethality to your game.

Battle Fatigue makes going down in combat a bigger deal, and helps prevent "yo-yo" healing from dominating tactics.

Massive Damage is a streamlined version of the similar rule from the *Dungeon Master's Guide*, adding heightened drama to large, single blows.

Impactful Injuries adds a new, easy to use system for characters to suffer long-term and even permanent impediments based on the traumas they suffer on their adventures.

OPTIONAL RULE: BATTLE FATIGUE

When you are reduced to 0 hitpoints, you gain a level of exhaustion.

OPTIONAL RULE: MASSIVE DAMAGE

When a creature takes damage from a single source equal to or greater than half its hitpoint maximum, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn. If the creature fails this save by 5 or more (effectively a DC 10), it instead drops to 0 hitpoints. For example, a creature that has a hitpoint maximum of 30 must make that Constitution save if it takes 15 damage or more from a single source.

OPTIONAL RULE: IMPACTFUL INJURIES

When you fail a death saving throw by 5 or more, or are reduced to 0 hitpoints by a critical hit or Massive Damage (either enough damage to trigger it or failing the save), you sustain an injury. Once you have sustained an injury, you can't do so again until you finish a long rest.

When you sustain an injury, roll a Constitution saving throw and compare the result to the Severity table, to determine how impactful the injury is, and how hard it is to treat. A more severe injury is often, but not always, a greater detriment than a lesser one. A Natural 20 is always a Momentary injury, and a Natural 1 is always a Permanent injury. The DM will then determine the effects of the injury based on what caused it. The Generic Injury table offers some general-purpose examples of injury effects.

INJURY SEVERITY	Magical	Medicine	Successes	Uses per	
Save	Severity	Healing	DC	Needed	Check
0-2	Permanent	7th-level	—	—	—
3-5	Debilitating	7th-level	25	10	3
6-10	Major	5th-level	20	7	2
11-15	Moderate	3rd-level	15	4	1
16-21	Minor	1st-level	10	2	1
22+	Momentary	1st-level	5	1	1

Treating Injuries. Injuries can either be treated with an appropriate level of magical healing, or treated through Downtime healing. Spells that restore hitpoints, and the *lesser restoration* or *greater restoration* spells, can be used to heal an injury instead of their regular effect, if they are at least the level specified in the Magical Healing entry for the severity of the injury. Non-spell sources of magical healing, such as spending 5 points of Lay on Hands, can also act as 1st-level magical healing at the DM's discretion.

In order to heal an injury without magic, you must spend Downtime relaxing and recovering from the injury. Each day spent recovering, someone proficient in Medicine must treat you using a healer's kit and making a Medicine check. You may treat yourself if you are proficient in Medicine, but have disadvantage on the check. The Injury Severity table lists the DC for the Medicine checks, as well as how many uses of a Healer's Kit must be expended for each check.

You may only attempt to treat an injury once per day. Once the injury has been successfully treated a certain number of times, as shown on the Injury Severity table, it is healed.

Minor and Momentary injuries may be treated with 2 hours of light activity, rather than requiring Downtime. Permanent injuries are only treatable with magic.

GENERIC INJURIES

Location	Injury
Head	Concussion. Disadvantage on Intelligence, Wisdom, and Charisma checks and saving throws.
Torso	Internal Injury. Can't recover hitpoints or exhaustion naturally. Disadvantage on Constitution checks and saving throws.
Arm	Broken. Can't use arm for anything strenuous, can't use weapon or shield in that hand, or use two-handed weapons. Disadvantage on Strength checks and saving throws.
Leg	Limp. Movement speed halved. Can't Dash. Disadvantage on Dexterity checks and saving throws.

If the location of an injury is uncertain, you can roll on the following table to determine it:

INJURY LOCATION	
d12	Location
1	Head
2-4	Torso
5-6	Right Arm
7-8	Left Arm
9-10	Right Leg
11-12	Left Leg



MAGIC ITEMS

This section contains some additional magic items that interact with healing and injuries. The items are sorted by rarity. Some of these items interact with the optional rules presented on page 4.

HEALING SALVE

Potion, rarity varies

This small flask contains an herbal remedy that can stimulate the body's natural healing processes. When you drink this potion, you can immediately spend a number of Hit Dice, rolling each die and adding your Constitution modifier to it. You regain hitpoints equal to the total (minimum of 0). The maximum number of Hit Dice you can spend at once is depends on the rarity of the potion, as shown on the Healing Salves table.

HEALING SALVES

Salve	Rarity	Max # of Hit Dice Spent
Healing Salve	Common	1
Greater Salve	Uncommon	2
Superior Salve	Rare	4
Supreme Salve	Very Rare	8

POTION OF RESTORATION

Potion, rarity varies

When you drink this potion, one of your injuries is immediately healed. This potion can't restore missing body parts. The maximum severity of the injury to be healed depends on the rarity of the potion, as shown on the Restoration Potions table.

RESTORATION POTIONS

Potion of...	Rarity	Max Severity
Restoration	Uncommon	Minor
Greater Restoration	Rare	Moderate
Superior Restoration	Very Rare	Major
Supreme Restoration	Legendary	Debilitating

BRUTAL WEAPON

Weapon (any heavy), uncommon

This weapon inflicts terrible blows on lesser creatures. Creatures that suffer Massive Damage from this weapon have disadvantage on the constitution saving throw to avoid being stunned.

RANGER'S WATERSKIN

Wondrous item, uncommon

This waterskin is well-worn and has a silver stopper. When you drink water from it, your exhaustion level, if any, is decreased by 1. Once this property is used, it can't be used again until the next dawn.

BAND OF STURDINESS

Wondrous item, rare (requires attunement)

This golden bangle is studded with rubies, and confers on the wearer a supernatural resilience to injury. Whenever you suffer an injury while wearing the band, its severity is reduced by one tier. For example, when you would suffer a major injury, you instead suffer a moderate injury. If the injury would be momentary, you instead suffer no injury.

BLOODY BREASTPLATE

Armor (breastplate), rare (requires attunement)

This breastplate is worn with wrapped bandages stained with old blood, and grows in strength as the wearer weakens. For each injury of moderate or greater severity you are currently suffering, you gain a +1 bonus to your AC while wearing the armor, up to a maximum of +4. A permanent injury counts as having two injuries for the purpose of this bonus.

MEDIC'S CROSSBOW

Weapon (light crossbow), rare

The strings of this crossbow are a brilliant cyan color, and a symbol of healing is marked on its side. The crossbow has 6 charges, regaining 1d6 charges each day at dawn.

When you make an attack with the crossbow, instead of loosing a bolt at an enemy, you can conjure one of the following types of energy bolts and direct it at a friendly creature within 120 feet of you:

Healing. (1 charge) The target regains 2d6 hitpoints.

Shielding. (2 charges) The target gains 2d6 temporary hitpoints.

Boosting. (3 charges) Until the end of its next turn, the target's movement speed is increased by 10 feet, and it does not provoke attacks of opportunity.

TOOLS OF THE RENOWNED PHYSICIAN

Wondrous item, rare

This healer's kit contains the highest quality tools of the medical trade, and regains all expended uses each day at dawn. You have advantage on Wisdom (Medicine) checks made to treat injuries using the kit.

CIRCLLET OF THE LIFEGIVER

Wondrous item, very rare (requires attunement)

Elegantly fashioned from gold and diamonds, this circlet is imbued with holy powers of healing. The circlet has 20 charges, regaining 1d12 charges each day at dawn. If you expend the last charge, roll a d20. On a 1, the gems on the circlet shatter, and the circlet loses its power and becomes nonmagical.

While wearing the circlet, you can touch a willing creature and spend up to 5 charges as a bonus action. For each charge spent, the creature regains 1d6 hitpoints.

When you restore hitpoints to a creature while wearing the circlet, you can spend 3 charges to regain hitpoints equal to half the number of hitpoints restored.



HELM OF THE VAMPIRE KNIGHT

Wondrous item, very rare (requires attunement)

This wicked helmet was once worn by a formidable knight-turned-vampire, and it still confers some of its maker's undead fortitude upon the wearer. While wearing the helmet, you are immune to exhaustion, Massive Damage, and can't suffer injuries. You also have resistance to necrotic and poison damage, and advantage on saving throws against disease or poison.

When you reduce a creature to 0 hitpoints while wearing the helm, you regain 3d4 hitpoints.

SHIELD OF HOPE

Armor (shield), legendary (requires attunement by a Good creature)

This golden shield is blessed with celestial power, shining forth from the wielder as a symbol of hope. You gain a +1 bonus to AC while wielding the shield. The shield has 12 charges, regaining 2d6 charges each day at dawn.

The shield glows with sunlight, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. You can douse or reignite this light as a bonus action while holding the shield.

While wielding the shield, you can expend charges to cast the following spells, using the shield's Wisdom as your spellcasting modifier: *cure wounds* (1 charge), *healing word* (1 charge), *heroism* (1 charge), *lesser restoration* (2 charges), *prayer of healing* (2 charges), *beacon of hope* (2 charges), *aura of vitality* (3 charges), *mass healing word* (3 charges), *greater restoration* (5 charges), *mass cure wounds* (5 charges).

If you drop to 0 hitpoints while attuned to the shield, you are immediately stabilized. If you die while attuned to the shield, you are immediately put under the effects of a *gentle repose* spell, unless your body is destroyed.

As a bonus action, you can spend 3 charges to raise the shield and bring a surge of hope in dark times. Each friendly creature within 60 feet of you gains 2d8 temporary hitpoints, and any effect that cause it to be frightened is ended on that creature.

When a friendly creature within 10 feet of you takes damage, you can use your reaction to reduce that damage by 1d8. When you do so, you can spend 1 charge to reduce the damage by an additional 1d8.

Sentient. The shield is a sentient Lawful Good item with an Intelligence of 10, a Wisdom of 18, and a Charisma of 15. It has hearing and blindsight with a radius of 60 feet.

The shield communicates telepathically with its wielder and can speak and understand Common and Celestial. It often gives words of encouragement to those nearby, especially in dark times.

Personality. The shield speaks with the voice of a paladin, able to be both inspiring and soft as needed.

The shield's purpose is to aid its wielder and their comrades against evil, the greater the better. It promotes acts of selflessness in service to others, and enjoys facing off against powerful evils such as fiends, liches, or mind flayers.

When its wielder falters or fails against evil, the shield takes this as a failing of itself, often becoming melancholy for a time. It can often become attached to a seemingly lost cause, becoming more assured of a good outcome the worse a situation becomes.

ELIXIR OF ETERNITY

Potion, artifact (requires attunement)

The ultimate dream of all alchemists and transmuters is to unlock the key of eternal life, the Elixir of Eternity. Only the greatest and most cunning of them ever come close to unlocking its formula, let alone carrying out its creation. To craft such a thing, the most exotic and powerful of ingredients are needed, and decades of refinement in the most advanced laboratory imagined.

Ground unicorn horn, the hearts of slain celestials, elemental water from the beginning of time, many such exotic ingredients are thought to be part of its construction. Though the exact recipe is unknown, all of the ingredients are assuredly esoteric to uncover, deadly difficult to acquire, and absurdly expensive to refine and use. Those who seek out its ingredients are guaranteed to draw the ire of existing immortals in the universe, good and evil, who prefer to keep their immortality an exclusive trait.

Such a powerful potion requires an equally powerful container. The elixir must be contained in a perfectly symmetrical diamond bottle, crafted and imbued with powerful magics to make it indestructible. As a potion that defies time itself, its bottle acts as an anchor to reality, preventing it from merely slipping into the past or future.

When you drink this potion, you immediately attune to it, gaining its benefits as long as you remain attuned to it.

Freedom from Time. You do not age, and you can't be aged magically. You do not require air, food, drink, or sleep.

Freedom from Death. You are immune to poison and disease. When you would be reduced to 0 hitpoints, you are reduced to 1 hitpoint instead, even if you would normally die outright. You cannot die through any means, including divine intervention or the *wish* spell.

Random Properties. The elixir has the following random properties:

- 1 minor beneficial property
- 1 minor detrimental property

The Perfect Bottle. Once drank from its diamond bottle, the potion reappears there the next day at dawn. You must drink the potion again from the bottle each day to maintain your attunement to the it. If you have not drank the potion for 24 hours, you un-attune from it, and lose its benefits. Time does not catch up with you, and you begin aging again as if you were the age you were when you attuned to the potion.

Destroying the Elixir. The potion itself is mere liquid, and can be poured out of its bottle, but to no avail, as it will still reappear in its crystal bottle each day. To truly remove the potion from existence, you must drink it while under the effect of the *time stop* spell. Then, you must have the bottle in your possession precisely 24 hours later, when it would reappear, and be under the effect of the *time stop* spell again. The Elixir of Eternity will become anchored to that moment of frozen time. Once the spell ends, the potion will become solid, immovable, and undrinkable, forever fixed to the bottom of the bottle.

