HealtHONCHER

"Sheesh. If I knew about HealtHONCHER before I got my Labotamy, I would have had it sooner, or even way before that!"

—Jerr Stonehan

Do What It Do When It Do What It Do

HealtHONCHER makes the RPGamer's dream come true. Instant hit points. 500 of them to be exact. Now you can let that Head Cleric hit you back without much hurt. Heck, let 'em all hit you once just for fun.

Do What You Do When You Did What You Did

Use the HealtHONCHER for Magic Users & Thieves on Magic Users, Clerics, Enchanters, and Thieves. Use the HealtHONCHER for Fighter Classes on Monks, Rangers, Paladins, and Fighters.