Healer
Trade Manual

This manual belongs to:

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=== **Trade Description** ===

The healer skill allows you to heal wounds, recover hit points, cure diseases and keep people from dying. The exact style and implements used may vary. You must find, trade for or purchase some of the reagents needed.

You are required to actively role play the action you are trying to achieve. You cannot begin the timer and then wander off. To "use" a reagent, you must hand it over to a herald at the start of the action that uses the reagent. You cannot use a reagent without first getting the approval of a herald. Only one reagent can be used and effects cannot be stacked. For example, if you can use a reagent to cut a time in half, you cannot use two reagents to cut the time in half again. Reagents must be approved in-game reagents.

A Healer may use multiple bedrolls, allowing them to give aid to others and have several patients resting at a time.

=== **Equipment Required** ===
- Bandages
- Clean & Bloody Towels
- Bucket of Water (clean)
- Limb Splints
- Cot or resting mat/bed roll

walking, or fighting resets the timers.
Reagents:
1 Fae Leaf, Pineed Sap, Malturn Root, Red Fynch, Gold Fynch Reagent = reduce rest time by half

Resuscitate
Time: 5 minutes of aid, then 10 minutes of rest
Action: Role play actively trying to save the patient's life. Armor heavier than Garment on the most grievously wounded location must be removed before aid can be given. This should involve a number of healing implements and bloody towels packed into/on the wound and a definite sense of urgency. Once the armor is removed and the healing process begins, the bleed out timer is halted. If the process is significantly halted, the timer restarts where it had been stopped. This does not heal any wounds but it does bring a patient back from Dying to Mortally Wounded after they rest.
Reagents:
1 Fae Leaf, Pineed Sap, Malturn Root, Red Fynch, Gold Fynch Reagent = reduce rest time by half

back support during this process and will develop severe fatigue and fever while their body purges the disease. Standing, walking, or fighting resets the Rest timer.

Reagents:
1 moon flower, blue fynch, or gold fynch = reduce rest time by half

Expel Poison
Time: 2 minutes of aid, then 10 minutes of rest
Action: A Healer only has basic knowledge for being able to remove toxins and poisons from the body. Although terribly inefficient, a crude method that can save a life is far better than doing nothing.
This method requires a reagent to be "used" in the process. The healer will role play grinding up a potent concoction that the patient will drink. The patient must be lying down or against a back support during this process and will develop severe fatigue, searing pain in the stomach, and nausea while their ingredients attempt to purge the poison. Standing, walking, or fighting resets the Rest timer.
The concoction removes all Hits from the patient and inflicts a light wound to the stomach as their body wretches violently. There is a 50% chance that the concoction works and ex-

pels the poison. If unsuccessful, the reagent is used but further attempts can be made. A second attempt will degrade the stomach wound to a Mortal wound. A third attempt will degrade a patient to Dying. No further attempts can be made as it would kill the patient.

Reagents:
Any reagent = required to attempt, used up each time

Heal Light Wounds
Time: 5 minutes of aid per Light Wound, then 5 minutes of rest
Action: Wounds must be treated (bandaged) before they can be healed. If not treated, add 10 minutes of aid time per wound to treat it during the healing process.. Role play actively trying to heal the wound.
• Armor heavier than Garment on the wounded location must be removed before aid can be given.
• The wound must be cleansed of dirt and infection for one minute.
• The wound must then be closed for one minute.
• The patient may sit up during this process but must sit down. Standing, walking, or fighting resets the timers.

Reagents:
1 Fae Leaf, Pineed Sap, Malturn Root, Red Fynch, Gold Fynch Reagent = reduce rest time by half

Heal Mortal Wounds
Time: 10 minutes of aid per Mortal Wound, then 10 minutes of rest
Action: Wounds must be treated (bloody bandaged) before they can be healed. If not treated, add 10 minutes of aid time per wound to treat it during the healing process. Role play actively trying to heal the wound.
•   Armor heavier than Garment on the wounded location must be removed before aid can be given.
•   If a limb, a splint must be placed to help set bones.
•   If a torso, the wound must be packed with towels to stop internal bleeding.
•   The bleeding on the wound must be stopped for one minute.
•   The wound must be cleansed of dirt and infection for one minute.
•   The wound must then be closed for one minute.
•   The patient must be lying down or against a back support during this process. Standing,

- Tools to Stop Bleeding, Cleanse Wounds, Close Wounds
- Sand Timer & Die Counters

=== **Time & Actions** ===
Restore Hit Points
Time: 1 minute of aid, then 10 minutes of rest
Action: Role play checking for swelling, bruises, cuts and scrapes and cleaning and tending to them. Examples could be massaging damaged muscles, cooling bruises or swelling, cleaning scrapes and cuts, etc. Recipient must be resting on or near your mat during this time. Standing, walking, or fighting resets the Rest timer.

Cure Disease
Time: 5 minutes of aid, then 10 minutes of rest
Action: Role play trying to actively cleanse the disease out of the patient. Armor heavier than Garment on the diseased location must be removed before aid can be given. If no location, Torso armor must be removed to work with the largest area of the body. The affected area must be cleansed of disease for one minute and covered in towels and the patient given a drink to simulate a potent blend of healing remedies. The patient must be lying down or against a