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# The Dragonhealercraft

**Craft Contact:** adoptable craftmastership  
([morgav@kadanzer.org](mailto:morgav@kadanzer.org))

**Current Mastercraftier:** Masterdragonhealer Karestin

**Mastercraftihall Location:** Igen Weyr

**Other Notable Craftihalls:** One at each Weyr

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## A basic guide to the elements of learning the dragonhealing craft.

Each class is listed with the Turn the class is begun, the length of time spent learning it, and the topics that are covered in it. **Note:** Human healer training is fairly similar, although human physiology is quite a bit more complicated and therefore the training takes longer. Dragonhealer training takes 2 - 3 Turns; human healer training takes at least 4 Turns, and maybe as much as 6 or 7, particularly to train for a specialty.



### Apprentice: A student in the craft

#### Basic First Aid: Begun first Turn, lasts one Turn

- Bandages-type and wrapping
- Wound cleaning, typing and dressing
- Using and applying salves
- Shock signs, care and treatment

#### Administrative Work: Begun first Turn, lasts one Turn

- Reading and writing refinement
- Math
- Filing
- Note-taking
- Begin terminologies
- Patient relationships

#### Anatomy: Begun first Turn, lasts two Turns (study of the structure of the dragon's body and the relationship between its parts)

- Bone structure
- Musculature
- Development
- Inter-relation of anatomical structures

#### Physiology: Begun first Turn, lasts two Turns (study of how a living organism functions)

- Internal organ identification and locations
- Circulation
- Relationship between nutrition, metabolism and development
- Normal system functions of the organs

#### Alchemy/Pharmacology: Begun at 6 months, lasts 2 Turns (deals with discovery, chemistry, effects, uses and manufacture of drugs)

- Plant identities and properties
- Plant storage and preparation

- Mixing, grinding, and drying plants
- Dilution, concentration and combination reactions
- Distillation of plant properties
- Making powders, salves and liquids
- Toxicity and allergic testing
- Organ-specific toxicity
- Drug classification
- Drug administration, absorption and elimination
- Laboratory conduct and practice

#### Diagnostics: Begun second Turn, lasts one Turn (ascertaining the nature of diseases by means of their symptoms or signs)

- Symptoms and signs of disease or internal injuries
- Abnormalities
- Occupational hazards (healers and dragons)

#### Intensive First Aid: Begun at 6 months, lasts one Turn (EMT-type training)

- Patient stabilization
- Deep wound care and treatment
- Seizure signs, care and treatment
- Airway management
- Diagnosis and management of common fractures and joint injuries
- Applying splints

#### Triage /Emergency Based First Aid: Begun at 1 Turn, lasts 1 Turn (sorting and classifying patients/casualties to determine priority of need)

- Applying casts
- Soft tissue injuries
- Assessment of injuries and illnesses
- Resuscitation of the critically ill or injured
- Care of an unconscious patient

#### Surgery: Begun third Turn, lasts two to three Turns (treatment by manual and/or instrumental means)

- Postoperative pain relief, care and therapy
- Physical therapy
- Excisions and biopsies
- Bedside manners
- General surgery
- Wound dressing
- Control of infection through sterilization
- Antibiotics and surgical infection
- Control of bleeding and shock

Apprentices are accepted into the craft at the age of twelve. The typical length of an apprenticeship is five to six years. Within the apprentices are rankings of beginner, junior, and senior level designations for hall status.

Certain apprentices who show a strength in any one area above the norm are generally adopted by individual craftmasters for further development and instruction in specialized aspects (such as surgery or alchemy).

A special arrangements has been developed at Kadanzer due to the shortage of trained dragonhealers. Usually, no dragonrider can cross-craft, but an exception has been made that any weyring with any dragonhealing training may pursue his or her craft training in place of the chores usually

assigned to weyrings. Upon graduation, or in the case of a dragonrider transferring in to the Weyr who has any amount of dragonhealer training, these riders are permanently assigned to the Queen's Wing as this makes it easier to call them out of combat if the need arises to assist with healing injured dragons.



**Journeyman: Professional earning a living at the craft**

Perform above duties on a regular basis. Instruct students in their apprentice lessons, tutor those who need help (such as those who arrive with no reading or writing ability) and assist craftmasters in teaching the apprentices. Collect information pertinent to the craft and report back to their Master. Maintain instruments, hides, drugs and records located at their posting while helping to expand the primary records at their site.

Like apprentices, journeymen have a beginner, junior and senior designation within their own ranks. This rank is generally held for ten to fifteen Turns and study more advanced lessons to specialize if they choose and take the craftmastery exams.



**Craftmaster: A leader in the craft**

Their job is to perform all the duties of the above as their primary function. To instruct all apprentices entering the craft under their area of expertise and to tutor those students who show a special talent that must be developed further. Other duties include collecting information on their craft to report to their Master and to record it in the Weyr's records. Research and development to refine and expand their craft's techniques and knowledge base. Maintain records, instruments, tools of the trade, etc. Be proficient in their area of expertise and maintain their dragonhealing skills.

There is some level distinction between the craftmasters, but it is based on seniority rather than level designations. Due to the time required to learn their specialized area within their craft and the craftmastery exams, most craftmasters are over the age of thirty-five.



**Masterdragonhealer: Single, elected head of the entire craft**

Master Dragonhealer Karestin is the Mastercrafter for the entire craft, as well as being the craftmaster for Igen Weyr. As the only Weyr-based craft, there is only one Master crafthall for both continents, and in addition to his other duties, Master Karestin is also responsible for the

assignment of trained dragonhealers to all the Weyrs of Pern.

Overseeing the health, welfare and safety of all dragons within their Weyrs. Oversee the collection and storage of all needed supplies. Provide education and proper training of all apprentices, journeymen, craftmasters and staff. Supervise all lower ranking individuals. Post all journeymen. Arbitrate disputes among his crafters (which includes punishments). Promote their craft. The hiring and firing of all non-crafter personnel. Distribute approved methods, treatments, etc. Proficient in all aspects of training and skills required of their craft. Approving transfers between Weyrs. Assign daily, weekly and monthly duty rosters for personnel.