The Healercraft

Craft Contact: *adoptable craftmastership (morgav@kadanzer.org)*
Current Mastercraftert: *Masterhealer Talloran*
Mastercrafthall Location: *Kadanzer Hold*
Other Notable Crafthalls: *TBD*

GENERAL INFORMATION

The Healercraft is concerned with all manner of knowledge about the human body and mind, the illnesses thereof, and cures for same. Medical science on Pern is relatively advanced for the tech level; healers have a good understanding of hygiene and germs, and a wide knowledge of herbs and medicines. They can even do some surgery, though this is risky and generally viewed with terror by the average person on Pern.

Many holders have a basic knowledge of healing herbs and first aid, though that is the limit outside the healercraft itself. Nearly every minor hold has a healer, and often a journeyman will act as a circuit rider to care for all the cotholds in an area.

The Healercraft cooperates closely with the Farmcraft, which produces the herbs that the healers turn into medicines.

HEALERCRAFTHALL

Located at Kadanzer Hold, the Southern healerhall is a large sprawling building with 3 floors above ground and one floor below; hot water is supplied to all levels by a series of clay pipes and an underground aqueduct from the thermal springs above Kadanzer Hold. A large sealed 'water chimney' rises 3 stories on the exterior west wall of the Hall. Pipes and a series of valves control the flow of water into each level. The Building is constructed from 2' thick granite blocks, and it has copper window shutters and a slate Mansard roof.

The below-ground level contains a kitchen with ceiling vents, as well as storage and drudge quarters.

The first floor holds Masterhealer Talloran's private quarters/office, examination rooms, and a laboratory.

The second floor contains an operating theater and recovery ward, as well as lecture rooms.

The topmost floor holds apprentice quarters, and the library and archives, including a study hall.

On the top of the roof is a small, open-air Solarium

APPRENTICES

A prospective apprentice would enter craft at between 11 and 13 turns of age. Apprenticeships generally last about five to seven Turns. Not all apprentices "walk the tables" to journeyman. Once apprenticed, the student is assigned general studies to give him a firm foundation in all of that craft's knowledge. (This is much like a med student focusing on the basics for the first couple of years of his or her collegiate career.) After three Turns of general studies, the apprentice graduates to an internship-like senior apprenticeship, where the individual takes on nursing duties as well as intensive, hands-on training.

Many apprentices don't travel to the main crafthall to begin their apprenticeship until they are senior apprentices -- the majority of apprentices begin their careers studying with the journeyman assigned to their hold or hall, working with their journeyman until the journeyman can train them no farther in the craft. Senior apprentices may find they have several more Turns of study to go before their earn their journeyman knots -- or they may be assessed by the craftmasters at the Hall to be already graduate-level and ready to walk the tables for their promotion to journeyman.

JOURNEYMEN

The majority of journeymen produced by the HealerHall are general practitioners -- in Real World terms, these are the young people who have graduated from college or trade school with their degrees in hand and who are ready to practice in their field of expertise. Some journeymen, however, may show exceptional talents and interest in a specific field of study. These individuals are usually singled out as senior apprentices and study directly under the craftmaster of that specialty. (For example -- Sr. Apprentice Gedd of the Healer Hall has exceptional hand-eye coordination and dexterity, and is singled out by the Surgeon Master).

The majority of journeymen don't have any need to earn a craftmaster's knots. Journeymen are respected professionals in their field, who are able to recruit and train apprentices. At times a journeyman may decide to specialize in a particular field of study. In this case, the journeyman then travels to study with a craftmaster of that specialty. Most often this means returning to the Mastercrafthall -- but could mean traveling to another minor crafthall where a craftmaster in that field resides and works. For example, if Journeyman Healer Gedd wanted to specialize in the treatment of burns, he would be best off traveling to the Weyr to study under Craftmaster Glynda, since the Weyr sees the most types of burn injuries, and in the most quantity.

Posting requests from holds, Weyrs, and other crafthalls would be received by the Masterhealer who would then review the needs of the community requesting a posting and match up the community needs with the skills, talents, and

temperaments of his available journeymen. A posting assignment can be of short-term nature, or can turn into a life-long residency-- again, depending on the needs of both the community and of the individual journeyman.

IMPORTANT PEOPLE

Masterhealer Talloran -- M, HT=6'0", E=hazel. Talloran is quietly arrogant; he treats illness as a 'personal affront' to his capabilities and sees human and animal suffering as the same. He is obsessive about cleanliness in his surroundings. He secretly fears that time when, regardless of his medical skill, he will lose a patient that is an important part of his life; as a result, he seldom makes close personal friendships. Talloran enjoys the company of his fellow human beings but whenever possible, will escape to a place of seclusion in order to re-energize. He has a sharp tongue when annoyed and a satirical sense of humor. He will not tolerate stupidity or duplicity. Talloran is a vegetarian at heart; he is particularly appreciative of fine wines and prefers herbal teas to klah. He has quite a temper but rarely displays it; more often than not, it is directed towards himself. (Adoptable NPC)

Gault - Master of Diagnosis (NPC)

Janus - Master of Pediatrics (NPC)

Derris - Master of Geriatrics (NPC)

Pelorat - Master of Obstetrics/Midwifery (NPC)

Roman - Master of Urology (NPC)

Narren - Master Herbalist (NPC)

Alwen - Master of Dentistry (NPC)

Pahletten - Master of Surgery (NPC)

Mellor - Master of Respiratory Ailments (NPC)

Brogen - Master of Trauma/Burns (NPC)

Soral - Hall Steward (NPC)