

# Healer

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## YOU ARE A HEALER.

Your abilities allow you to soothe the pain of others and render their wounds harmless. This makes you both precious ally and valuable asset to those you travel with. You have no permanent group, instead being hired by different groups for a few missions at a time.

This game will ask you to draw cards in response to a prompt. When you are asked to narrate, add an entry to your journal to answer the question, using the cards drawn as inspiration. Pull from the card's prescribed meaning as well as images and details on the card itself.

**Draw two cards.** The first signifies the **environment** of your world. The second signifies its **people**.

*Narrate: what is it like to live in your world?*

**Draw two cards.** The first signifies the **nature of your powers**. The second signifies the **part of you outside of your powers**.

*Narrate: who are you?*

**Set these four cards where they can be seen at all times.**

## FINDING A PARTY

Choose the party you join.

- A group of rookies
- A group of veterans
- A group of outcasts
- A group of tourists
- A well-equipped group
- An unprepared group

*Draw one card to signify what makes it distinct.*

*Narrate: how do you meet this party? What is your first impression of them?*

For each member of the party (2-4), *draw one card to signify their role*. Use its suit to determine the type of role.

- Swords = Martial
- Wands = Magic
- Pentacles = Stealth
- Cups = Religious
- Majors = Advanced Class

*Narrate: how do they treat you?*

Now, the party will take on a dungeon. *Set the party's cards where they can be easily seen.* Go to THE DUNGEON section and return here when the dungeon is complete.

## AFTER THE DUNGEON

*Shuffle the dungeon cards into the deck.*

If you would like to stay with this party, start a different DUNGEON.

*Narrate: who in the party do you get to know better in the interim? How?*

If you would like to find a different party, *shuffle the party cards into the deck* and return to FINDING A PARTY.

*Narrate: how are things better and worse while you're on your own?*

If you would like to retire from adventuring, *draw as many cards as you need.* Your story, or this part of it, is over.

*Narrate: what has changed about you? What hasn't?*

## THE DUNGEON

*Lay the cards for the dungeon in a row as you draw.*

Choose the dungeon's location.

- Plains
- Desert
- City
- Mountains
- Forest
- Swamp
- Tundra
- Island

*Draw one card to signify what makes it distinct.*

*Narrate: how do you know you're at the dungeon?*

Choose the party's goal.

- Slay a monster
- Find an artifact
- Recover knowledge
- Foil the enemy
- Discovery
- Escort someone

*Draw one card to signify what makes it dangerous.*

*Narrate: what have you heard about your goal?*

*Draw between 2 and 6 cards based on the size of the dungeon. (2 is small, 6 is massive.) Each card signifies an encounter, with type given by its suit.*

- Swords = Combat
- Wands = Traps
- Pentacles = Treasure
- Cups = Difficult Terrain
- Majors = a Rest

*Narrate for each: what danger presents itself? What do you learn?*

Decide after each obstacle whether the party continues or not.

If the party turns back before the end, return to AFTER THE DUNGEON.

*Narrate: what could you have changed?*

If the party makes it past all obstacles, *draw between 1 and 3 cards to signify the final encounter.*

*Narrate: what did you face, and what was the outcome? How did you prove yourself either indispensable or superfluous?*

Return to AFTER THE DUNGEON.

