

The Society of Physicians

Preface

This document is part of the "Hârń-Guild-Team"-project (HGT), initiated and coordinated by the European Hârń Guild (EHG). The goal of the HGT is to elaborate all the guilds and societies forming the hârńic Mangai.

Many sections haven't been worked on by now, they are marked with [...].

If you have any kind of comments, please send me an email to:

(duentgen@fsinfo.cs.uni-dortmund.de).

Christian Düntgen.

Introduction

[...]

When not indicated otherwise, all informations given in this article refer to the situation of 720 TR. References to other articles are marked by using their names in CAPITALS. Quotations are printed in *"italics"*. The sidebars provide additional informations and illustrations or short summeries on specific topics within the main text.

Signs

"The Honourable Society of the Rightful Heirs of Tirrala, the Foremost Healer and Physician" – commonly known as "The Society of Physicians" – uses a badge as heraldic symbol. The badge identifies a person as a Master Physician. The symbol is also used to sign the practices of resident Master Physicians. Wearing this badge or using the symbol in any other way without legitimation of the Society of Physicians is prohibited by law and may be pursued as a breach of guild privilege. The correct heraldic description follows:

"Gules, an urn gold and a surgeon's knife proper."

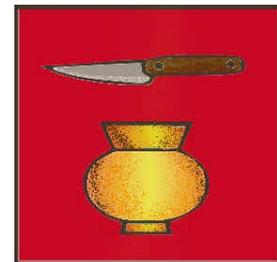
History

The first organised groups of healers can be proved within the khûzan communities during the codominium. As far as we know, the *Khûzduł* social system has always depended on a clan structure. All members of a clan have the same occupation; a Khûzduł who wants to carry on an other than his family trade, has to be adopted by an other clan. Khûzan healers are still organised in clans, as e.g. Clan Ephynis in Azadmere.

The *Sindarin* never used strict occupational systems. They choose their profession by interest and talent rather than by birth. Apprentices are trained individually by a mentor.

The first *human* occupational societies date from unremembered times. There is some dispute between scholars, who claim that the guilds are a completely human design, developed from groups of traveling trademen who cooperated to increase their safety in foreign lands, and those, who propagate the opinion, that the early humans first adopted the khûzan clan system which then further developed into what is known as guilds now.

It seems, as if the first human healers had been shamans or priests, who passed their office to their descendants.



Badge of the Society of Physicians

Guild History

~500 BT	
~600 BT	
600 BT - 200 TR	Foundation of hospitals around the Venarian Sea
7 TR	
200-400 TR	medical schools in Azerya
493 TR	<i>Charter of the Mangai</i> , Foundation of the Mangai at Coranan
497 TR	first attempts to unite the societies
504 TR	Foundation of the Society of Physicians at
509 TR	Society of Physicians joins the Mangai.
515 TR	Badge registered at the Palace of the Golden Orb

Later in history, healers began to meet on a regular basis to share their wisdom and to train their successors on the arts of medicine in a more efficient way. It is plausible, but not proved, that this process is correlated with the formation of the major religions.

At least, the development of the physician societies of western Lythia is closely related to the development of the peonian church:

In 600 BT, the healers of Reksyna had organised themselves in small groups. Tirrala, a young and gifted female healer from Reksyna, started her journey to Perna, to preach a renewal of the peonian confession and cult.

[she preached to found hospitals within temples and cloisters]

After her ascension to Valon in 600 BT, Tirrala was worshiped as the "Foremost of Healers" and the partriote of physicians, the Surgeon's knife and urn became the physicians' symbol.

As almost all peonian temples used to have a Lerovana (master of healing) whose education followed the traditional reksynian form, the reksynian concepts of the physician's profession and apprenticeship spread throughout all lands bordering the Venarian Sea.

[foundation of hospitals at ...]

[first apothecaries within the peonian hospitals]

With the rise of the Azeryan Empire during the 3rd century TR, the small societies of physicians began to grow. The reason can be sought within the growth of population and the increasing pressure on the physicians who often had to pay for morgathian activities.

[The Lerovana XXX of YYY begins their travel as Reslava. During his journey, he introduces several apprentices to his arts. During the following years, more peonian priests follow XXX's example.]

[7 TR: reformation of the peonian church; Ecumenical Council of Perna develops the Doctrine of Holy Virginitv and Monocreation, declaring that though it may be believed by some that Peoni has born children, she remains virginal.]

[During this period, medical schools were founded in several locations around the Venarian Sea. In accordance to the local chantries of the newly forming Guilds of Arcane Lore, those schools were lead by a seneschal who was appointed by election of the master physicians.]

When the *Charter of the Mangai* was signed at Coronan in 493 to focus the guilds' interests and power, there was no united physicians' guild to support the proclamation.

[Foundation of the Physicians' Society in 504; Name: "The Honourable Society of the Rightful Heirs of Tirrala, the Foremost Healer and Physician"]

[Physicians' Society signs Charter of the Mangai in 509]

Monopolies and privileges

The Society of Physicians holds the monopoly on any medical treatment of diseases and injuries of humans throughout Western Lythia. Unlike most other guilds, the Society undertakes few efforts to press their rights.

Ranks

"There are no journeymen, nor are there bonded masters in any real sense; physicians may operate as freemasters or under contract to an employer as they deem appropriate." (HårnWorld, HÅRNDEX)

"Physical skill is one of the most widely practised "guilded" vocations. Many warriors know enough to provide first aid and emergency treatment of battlefield wounds. The Society does not seem to care much about preserving its monopoly. Nevertheless, the best physicians are guild members." (Hårnmaster Gold, Player Edition, PHYSICIAN 1)

Unlike most of the other guilds, the Society of Physicians knows only three ranks: Apprentice, Master and Guildmaster. The "missing" rank of Journeymen is deemed to be useless. The most important argument says that it would be unacceptable to allow someone who isn't trained in all aspects of the art to set hands on a patient; if s/he failed, this could fall back to the Society. And somebody who is fully trained shouldn't be called "Journeyman", but "Master".

Another reason is the method to find one's patients: In sparsely settled regions like Hårn, settlements tend to be small and perhaps scattered. So, most physicians prefer an itinerant lifestyle. Because no heavy equipment is needed to cure patients, it is easy to travel from village to village (or manor to manor) and offer one's service to varying people. Some physicians travel through a certain region in circles, returning to teach village e.g. once a month.

Apprentices

Apprentices are physicians in training.

Requirements to apprenticeship

Master physicians may accept as many apprentices as they please, without any reference to the Society of Physicians. Itinerant physicians usually will have none to two apprentices on training, resident masters might profit of the cheap service of additional apprentices.

Most masters accept only boys and girls with a healthy constitution, as they might get in contact with infectious diseases during their apprenticeship. It seems as if many highly gifted healers are born in winter, and so candidates born under the sign of Masara might be favoured for an apprenticeship.

Normally, master physicians give their own offspring into apprenticeship of a befriended master. As usual, a position as apprentice can be purchased for the amount of a bonded master's annual net income. Sometimes religious orders bring up this high sum to train one of their novices in medical arts, only few other people want to spend so much money to train on such a job. At last, gifted free boys or girls might be granted an apprenticeship for free.

Apprenticeship

A typical apprenticeship will last for seven years of training, followed by an oral examination.

The first things to be thought of an apprentice are the cleaning and preparation of the surgical instruments, the nursing of patients and the cleaning and dressing of wounds. More experienced apprentices may assist their master with major surgery.

Usually the master teaches his/her medical knowledge and practice when ever an appropriate opportunity arises (usually in form of a patient). This exemplary training might be accompanied by additional theoretical lectures on topics as ethics, anatomy, pharmacology or physiology.

Junior apprentices will have to help running their master's household: cleaning rooms, doing courier jobs, purchasing daily needs. Other typical tasks are the preparation of surgical instruments and the nursing of bedridden patients (preparation of diets, feeding, maintenance of dressings, application of different kinds of therapies). Senior apprentices assist their masters during diagnostics and operations. They will treat (less important) patients independently, but under their master's supervision.

Ranks within the Society of Physicians:

- Apprentice
- Master
- Guildmaster

The Tirralan Oath

"I swear by Peoni, the Restorer and Bringer of Life, and by Tirrala the Foremost of Healers, and Health, and All-heal, and all the gods and goddesses, that, according to my ability and judgment, I will keep this Oath and this stipulation to reckon him who taught me this Art equally dear to me as my parents, to share my substance with him, and relieve his necessities if required; to look upon his offspring in the same footing as my own brothers, and to teach them this art, if they shall wish to learn it, without fee or stipulation; and that by precept, lecture, and every other mode of instruction, I will impart a knowledge of the Art to my own sons, and those of my teachers, and to disciples bound by a stipulation and oath according to the law of medicine, but to none others.

I will follow that system of regimen which, according to my ability and judgment, I consider for the benefit of my patients, and abstain from whatever is deleterious and mischievous.

I will give no deadly medicine to any one if asked, nor suggest any such counsel; and in like manner I will not give to a woman a pessary to produce abortion. With purity and with holiness I will pass my life and practice my Art.

Into whatever houses I enter, I will go into them for the benefit of the sick, and will abstain from every voluntary act of mischief and corruption; and, further from the seduction of females or males, of freemen and slaves.

Whatever, in connection with my professional practice or not, in connection with it, I see or hear, in the life of men, which ought not to be spoken of abroad, I will not divulge, as reckoning that all such should be kept secret.

While I continue to keep this Oath unviolated, may it be granted to me to enjoy life and the practice of the art, respected by all men, in all times! But should I trespass and violate this Oath, may the reverse be my lot!"

Guildmasters

- elected by local Society Chapter
- attends the Chapter within the local Mangai and local authorities
- represents the Chapter in regional Society Councils
- examines apprentices
- mediates among resident masters
- collects guild taxes and fees
- administers the Society's properties

Masters

Only a physician who has passed an examination in front of a guildmaster may call her/himself a Master Physician. He is a full member of the Society of Physicians with all the rights and duties as described below.

Examination for Master Physician's Diploma

A master thinking his/her apprentice to be well prepared for the promotion to the rank of a master physician will appeal to the local Guildmaster for an examination. S/he attests, that the apprentice *"is free and his/her character is of a honorable and conscientious kind"* and that s/he *"has been thought in all the knowledge and skills to recognize and fight pestilence and afflictions"*.

The Guildmaster and at least two other Master Physicians will test the candidate's medical knowledge and skills. The first test is a theoretical examination with subjects in diagnostics, pharmacology, surgery, treatment of different diseases. During a subsequent practical examination, the candidate has to prove his/her diagnostical and surgical skills. S/he has to identify common drugs and must prepare different medicines.

After a successful examination, the candidate has to swear the TIRRALAN OATH. This oath's mean intention is to protect the physician's person from wrong suspicions and to avert harm from the Society that could arise from such.

After this, the apprentice will be promoted a Master Physician. S/he receives a diploma of promotion and a token, brooch or other kind of badge showing the Society's sign. His/her name is entered into the Society's member rolls.

Rights and duties of a Master Physician

A Master Physician may treat any person who asks for her/his service or advice. S/he might take as many apprentices at a time as s/he can teach (occasionally, this rule becomes the topic of a lawsuit).

The resident Masters within each chapter elect a Guildmaster among their number.

A Master Physician who has set up a practice shall give one tenth of her/his income to the local Chapter of the Society of Physicians (respectively the Guildmaster) to maintain the Society's common facilities; an itinerant Master shall give one twentieth of her/his income to the Society (the Society doesn't need to pay the missing 10% to the town's government).

On call of the district's Guildmaster, a resident Master Physician has to attend to a promotion committee.

Guildmasters

Each district or *chapter* is supervised by a Guildmaster. S/he is usually found near or within the largest settlement of a district.

Within the Society, Guildmasters are responsible for the examination of apprentices, to settle disputes between physician Masters and to investigate against physicians who are charged for breach of their oath, and – theoretically – against persons who breach the Society's privileges. They also have to hold the Society Chapter Meetings of all residential Master Physicians – these meetings are usually held on 14th to 17th Larane, Halane and Navek, while during 14th - 17th of Peonu the annual Society Councils are held.

The Guildmaster attends the Society's interests with the local spiritual and secular authorities. S/he represents the Society within the local Mangai and is sent as the chapter's delegate to regional conventions (Society Councils) of the Society.

The Guildmaster is elected directly by the masters resident within a district – there is no Board of Syndics like in most other guilds to elect the Guildmaster.

A candidate for the office of a Guildmaster shall have appropriate medical knowledge and the necessary skills to meet the Society's political and legal interests.

Unguilded physicians

There are a lot of unguilded people who act as physicians in some way: midwives, herb women, shamans, priests, etc. They provide their services throughout the country and in the wilderness regions of Hârn and Lythia, but also within the walled cities. Although they have not passed a strictly ordered instruction, they are often skilled in herblore and medicine.

As the Society of Physicians seldom pursues anyone for breach of privilege, it is relatively riskless for unguilded healers to practice without the Society's permission.

Midwives

Midwives consult women in all things related to pregnancy and will assist during child births. Some are able and willing to commit abductions as well (despite the fact, that abductions are illegal in most communities). Most midwives have some profound understandings of gynaecology. They often consult infertile couples and provide help by donation of appropriate drugs (e.g. herbal teas).

Most midwives have some experience in dealing with common diseases and injuries by the usage of traditional treatments. Usually they prepare the necessary drugs themselves.

Most villagers can find a woman with appropriate skills within less than a one day's march.

Herb women and herbalists

Herb women or herbalists can be found all throughout the country. They are somewhat of unguilded apothecaries with additional knowledge of traditional treatments for diseases. They are also called to help with all other kind of problems (including rejected love, infertility, or the poisoning of an opponent).

Herbalists are often deemed to deal with magic and therefore they are welcomed targets of witch-huntings. To prevent problems, they often choose a secluded way of life.

Village quacks

Village quacks are persons who travel around the country to sell their treatment and medicines to the rural population. They seldom offer their services in larger settlements for they often fear legal interventions by franchise holders of the Society of Physicians. While some quacks are pure swindlers who sell false "miracle cures" to gullible peasants, others are competent doctors, surgeons and apothecaries. Some have learned their skills from priests, physicians or other scholars, some by own experience and some are outcast former members of the Society of Physicians. Especially these latter quacks can be quite competent healers.

Barbers

Barbers can be found in cities and other densely populated settlements. Their occupation is to provide physical treatments of all kind to increase their clients' fitness/health and outer appearance. This includes as simple services as bathings, massages, delousing, shaves or hairdressing, but also distinctive forms of medical treatment (e.g. phlebotomy/cupping, tooth extraction, wound dressing and simple surgery).

Compared to the fees charged by most physicians, barbers could be payed even by the urban poor.

Priests

Almost all religious orders are concerned with medicine in one or another way. The church of Peoni regards medical services to the needy as part of their duty to the divinity. The belligerent churches of Larani and Agrik are dependent on medicine for as they have to treat their injured combatants. Some orders, as those of Naveh, Morgath and Halea, are interested in special medical aspects (anatomy, toxicology, drugs), while other orders like Ilvir's or Save K'nor's study medical arts out of pure academic or religious/mystical interest.

Members of accepted clerical orders may practise in medical arts without permission or franchise of the Society of Physicians or the Apothecaries' Guild. Some physicians enter an clerical order after they have been appointed to masters. In other cases, cleri-



A cesarian section

Midwife (main occupation +3 yrs)	
HM1	Physician/3, Herblore/3; main oppugation ; 4 option points
HM2	Physician/3, Herblore/3; main oppugation ; 4 option points
HMG	Physician1/3, Herblore1/3; main oppugation ; 4 option points

Herbwoman/Herbalist (6 yrs)	
HM1	Physician/3, Herblore/3, Alchemy/2, Agriculture/3, Foraging/3; 4 option points
HM2	Physician/3, Herblore/3, Alchemy/2, Agriculture/3, Foraging/3; 4 option points
HMG	Physician2/3, Herblore2/3, Alchemy1/2, Agriculture2/3, Foraging2/3; 4 option points

Village Quack (6 yrs)	
HM1	Physician/3, Herblore/2, Alchemy/2, Oratory/4, Rethoric/4; 5 option points
HM2	Physician/3, Herblore/2, Alchemy/2, Oratory/4, Rethoric/4; 5 option points
HMG	Physician2/3, Herblore1/2, Alchemy1/2, Oratory3/4, Rethoric3/4; 5 option points

Barber (5 yrs)	
HM1	Physician/2, Herblore/2, Alchemy/2, Perfumery/2; 5 option points
HM2	Physician/2, Herblore/2, Alchemy/2, Perfumery/2; 5 option points
HMG	Physician1/2, Herblore1/2, Alchemy1/2, Perfumery1/2; 5 option points

Priest (different)	
HM1	see RELIGION
HM2	see RELIGION
HMG	see RELIGION

Shek-Pvar (different)

HM1	see SHEK-PVAR
HM2	see SHEK-PVAR
HMG	see SHEK-PVAR

Shamans (different)

HM1	see RELIGION
HM2	see RELIGION
HMG	see RELIGION

cal orders sponsor gifted novices the apprenticeship in the Society of Physicians. Most cloisters provide medical service to the surrounding settlements and to travellers in need (e.g. pilgrims). Patients are usually expected to make donations (money, labour or a quest) to the order in return for the treatment. In addition to their mundane medicine skills, priests may rely on ritual invocations to their deities to perform healings.

Shek-Pvar

Some Shek-Pvar have developed powerful spells of healing. Above all, members of the Fyria convocation are interested in the aspects of life and death, infection and healing. Since most Shek-Pvar have to conceal their special abilities, they usually pretend to practise an occupation that fits their skills. In case of a Fyria Shek-Pvar, this is commonly some kind of healer. In fact, some of the most rumoured physicians are fyrian shenava or viran.

Shamans

Most tribal nations don't have the concept or the variety of occupations as found in more civilized cultures. Only a few arts are taught to privileged or gifted successors. The most important of these offices is that of the tribe's shaman. The shaman is the tribe's connection to the transcendental world, the sphere of spirits, ghosts and gods. S/he is responsible for the tradition of the community's knowledge, experience, history and identity. S/he is asked, whenever a problem arises, as is in the case of illness. Shamans are a blend of all types of healers mentioned before. They might use ritual invocations, magic spells, or psionic talents in addition to mundane skills to perform healings. Some are also pure quacks.

Physicians as Player Characters

A Player Character should start as a just appointed Master Physician with the following occupational skills (*NOTE: the occupational skills for UNGUILDED PHYSICIANS can be found on the sidebar next to the description of the different professions*):

Rules in use	Occupational Skills
<i>Hârn Master 1st Edition</i>	Physician/4, Herblore/3, Alchemy/2, local script; 5 option points
<i>Hârn Master 2nd Edition (HM Core Rules)</i>	Physician/4, Herblore/3, Alchemy/2, script; 5 option points
<i>Hârn Master 2nd Edition (HM Gold Player Edition)</i>	Physician 2/4, Herblore 2/3, Alchemy 1/3, script; 5 option points

S/he should own a collection of surgical instruments, dressing material, drugs or other appropriate equipment (*GM discretion*).

If the specialisation rules are in use, the physician should specialize in at least one of the specializations listed in the LYTHIAN MEDICINE chapter below.

Organisation

„The society of physicians is a loosely organized body with a wide variation in expertise among its masters. Some are incompetent quacks (but cheap) others are very skilled and quite expensive. A freemaster physician can take on as many apprentices as he wishes with little or no reference to the guild. Little effort is made to maintain any standards, although a physician who maims or kills too many people will experience severe difficulties staying alive..“ (*Hârndex*)

The organisation of the hârnic Society of Physicians reflects the political situation on Hârn. Each kingdom who respects the *Charter of the Mangai* forms an own regional *Society Council* consisting of several *Society Chapters*.

A Society Chapter is formed by all free or bonded Master Physicians *resident* within the same shire or freetown. Travelling physicians may not attend to a Chapter until they settle down and register with the local Chapter's Guildmaster. Society Chapters

Society Chapters

- all resident Masters within a shire/freetown
- elect Guildmaster
- settle disputes among resident Masters
- gain and withdraw "franchises" for resident Masters

usually meet on 14th - 17th of Larane, Halane and Navek to discuss their interests and to elect or replace their Guildmaster.

The Guildmaster represents her/his Society Chapter within the regional Society Council. The Society Councils are held once a year on 14th - 17th of Peonu.

Regions without Guildmasters officially respected by the regional authorities (e.g. Orbaal, Azadmere, Erael) are entited to send an elected delegate to represent their regional members of the Physicians' Society.

The Society Councils claim the right to expel a member from the Society of Physicians resident within their region. They also send their own delegates to the triennial All-Hârníc Covention of the Mangai.

Society Councils

- expels Members from the Society
- sends a syndic to the triennial Convention of the Mangai
- settles disputes among different Chapters
- passes basic regulations concerning examinations and promotions

The Society's Organisation

- In feudal states, each shire has its own Chapter; in the Thardic Republic, each Province has its own Chapter
- Freetowns usually have an extra Chapter
- Chybisa isn't subdivided into different Chapters. There is only one chapter and its Guildmaster.
- There are no official Chapters in Azadmere, Evael and Orbaal. In Orbaal and Azadmere, *clans* hold rights similar to the guild's privileges. While the jarinese Physicians of Orbaal and Azadmere usually send an 'unofficial' delegate to the All-Hârnic Convent of the Mangai, the ivinian physicians of Orbaal, the khûzan healers of Azadmere and the sindarin healers of Evael don't show any interest in the Society's affairs, at all.

<i>Society Council</i>	<i>Society Chapter</i>	<i>Actual Guildmaster/Location</i>
Azadmere	—	—
Chybisa	Chybisa	
Evael	—	—
Kaldor	Balimshire	
	Meselyshire	
	Nephshire	
	Oselshire	
	Oselmarch	
	Semetshire	
	Thelshire	
	Vemionshire	
Kanday	Aleath	
	Daenshire	
	Erynashire	
	Noriashire	
	Perishire	
	Selionshire	
	Torenshire	
	Urienshire	
Melderyn	Birensire	
	Cherfinshire	
	Dathshire	
	Dyriamarch	
	Elorinshire	
	Ikoshire	
	Lenedshire	
Thay		
Orbaal	—	—
Rethem	Golotha	
	Hohnamshire	
	Parachshire	
	Zabinshire	
Tharda	Coronan	
	Coronan Province	
	Eidel Provinc	
	Gerium Province	
	Kom Province	
	Ramala Province	
Shiran Province		

Known guildhalls and resident Masters

The following table contains information on all physicians known from HârnWorld publications.

[NOTE: By now, information from the module IVINIA has not been listed.]:

<i>Place</i>	<i>Name</i>	<i>Size</i>	<i>Quality/Reputation</i>	<i>Price</i>
Araka-Kalai (f)	<i>Erech of Davys</i>	(?)	(?)	(?)
Azadmere/Azadmere (g)	<i>Ephynis Hall</i>	(?)	(?)	(?)
Burzyn/Chybisa (f)	<i>Quasc of Selot</i>	1	*	low
Geldeheim/Orbaal (f)	<i>Yravo</i>	1	**	high
Leriel/Orbaal (f)	<i>Jynas of Magra</i>	1	****	high
Leriel/Orbaal (f)	<i>Wyllin of Meyse</i>	3	**	high
Borin/Harbaal (f)	<i>Clinum</i>	3	**	average
Hlen/Jarenmark (f)	<i>Soruhem</i>	2	*	average
Gardiren/Kaldor (f)	<i>Cadwallon of Tyve</i>	2	****	average
Kiban/Kaldor (f)	<i>Quosso of Fabun</i>	1	***	average
Olokand/Kaldor (t)	<i>(temple of Peoni/infirmary)</i>	(?)	(?)	(?)
Olokand/Kaldor (f)	<i>Eredos of Sorquill</i>	2	*	low
Qualdris/Kaldor (f)	<i>Orhan of Erodal</i>	1	****	low
Trobridge Inn/Kaldor (f)	<i>Hadael of Kardy</i>	2	****	average
Chendy/Kanday (t)	<i>Torold Yisgaraen</i>	(?)	*****	(?)
Dyrisa/Kanday (f)	<i>Terg of Gamete</i>	3	***	low
Dyrisa/Kanday (t)	<i>(temple of Peoni/hospital)</i>	?	(?)	(?)

Menekod/Kanday (f)	<i>Walern of Berve</i>	3	***	average
Menekod/Kanday (t)	<i>(temple of Peoni/hospital)</i>	(?)	(?)	(?)
Cherafir/Melderyn (f)	<i>Tezeden of Khul</i>	2	***	average
Chyrefal/Melderyn (f)	<i>Paelid of Ardras</i>	3	****	average
Harden/Melderyn (b)	<i>Dafurin of Hael</i>	(?)	**** (?)	(?)
Nurisel/Melderyn (f)	<i>Su Dse Tan</i>	1	*****	average
Vulenheim/Menglana (u)	<i>Gudren Maar</i>	4	**	low
Ithiko/Rethem (f)	<i>Jasyn of Kusarn</i>	1	***	high
Techen/Rethem (f)	<i>Burko of Kesham</i>	1	****	average
Telen/Tharda (f)	<i>Quanton of Oisin</i>	2	***	average
Tormau/Rethem (f)	<i>Soloth of Evone</i>	1	****	average
Elshavel/Evael (u)	<i>Clan Thael</i>	2	****	very high+
Ulfshafen/Evael (f)	<i>Clan Garis</i>	5	*****	very high+
Aleath/Kanday (t)	<i>(temple of Peoni – Balm of Joy)</i>	(?)	(?)	(?)
Aleath/Kanday (t)	<i>(temple of Peoni – Irreproachable Order)</i>	(?)	(?)	(?)
Aleath/Kanday (f)	<i>Krasan of Eamis</i>	2	***	average
Aleath/Kanday (f)	<i>Varden of Linn</i>	2	***	average
Cherafir/Melderyn (t)	<i>(temple of Peoni – Irreproachable order]</i>	(?)	(?)	(?)
Cherafir/Melderyn (t)	<i>(temple of Peoni – Balm of Joy)</i>	(?)	(?)	(?)
Cherafir/Melderyn (f)	<i>Sorol of Chomerke</i>	2	***	average
Cherafir/Melderyn (f)	<i>Ephis of Hipaeus</i>	2	***	high
Cherafir/Melderyn (f)	<i>Heribon of Pharcaras</i>	2	*****	high+
Coranan/Tharda (t)	<i>(temple of Peoni)</i>	(?)	(?)	(?)
Coranan/Tharda (f)	<i>Gyandy of Elwen</i>	2	***	average
Coranan/Tharda (f)	<i>Alareen of Merbeda</i>	3	***	low
Coranan/Tharda (f)	<i>Irdiral of Aebor</i>	2	***	low
Coranan/Tharda (f)	<i>Makala of Oshon</i>	5	*****	high
Golotha/Rethem (f)	<i>Shorka of Larsi</i>	3	*	average
Golotha/Rethem (f)	<i>Horab of Ardiris</i>	3	****	high
Shiran/Tharda (t)	<i>(temple of Peoni – Irreproachable Order)</i>	(?)	(?)	(?)
Shiran/Tharda (f)	<i>Chrinsa of Aquil</i>	3	***	high
Shiran/Tharda (f)	<i>Lokin of Swarinon</i>	2	****	average
Tashal/Kaldor (f)	<i>Goshal of Aswain</i>	3	****	average
Tashal/Kaldor (f)	<i>Seperlyne of Kail</i>	2	*****	low
Tashal/Kaldor (t)	<i>(temple of Peoni)</i>	(?)	(?)	(?)
Thay/Melderyn (f)	<i>Urith of Wasel</i>	2	***	average
Thay/Melderyn (f)	<i>Ortin of Dyselsen</i>	1	****	average
Thay/Melderyn (f)	<i>Anfla of Daasain</i>	3	*****	high+
Thay/Melderyn (t)	<i>(temple of Peoni – Balm of Joy)</i>	(?)	(?)	(?)
Thay/Melderyn (t)	<i>(leper village, run by the peonian Irreproachable Order)</i>	(?)	(?)	(?)
Clord/Melderyn (t)	<i>(temple of Peoni and hospice – Irreproachable Order)</i>	(?)	(?)	(?)
Hikun/Tharda (f)	<i>Salara of Treel</i>	(?)	(?)	(?)
Moleryn/Tharda (f)	<i>Zuanna of Oshon</i>	2	***	average

(f) freemasters; (b) bonded masters; (g) guildhalls; (u) unguilded; (t) temple

Guild politics

[...]

Franchising

The usual system of franchising does not apply to physicians in general. As long as no other physician is resident, every physician may practice as s/he pleases. When two or more physicians want to operate in the same settlement they will usually try to find some kind of arrangement (e.g. dividing the town in different districts). If this doesn't work, each master physician may appeal to the responsible guild master, who will propose some kind of compromise – or appeal to the Society Chapter to order one of the contrahents to give up her/his practice (this is to leave the town).

Master Physicians who settle down to operate a practice, are advised to register with the district's Guildmaster. This is to obtain certain rights, as a lower guild tax and the right to elect the Guildmaster when necessary.

Connections to the Mangai

[...]

Connections to other guilds

[...]



Apothecaries' Guild

The Apothecaries' Guild holds the privilege on the gathering, preparation, and sale of herbs and medicines for profit. This means, that physicians may prescribe medicines, but aren't allowed to prepare it themselves. Rather, they have to engage an apothecary to prepare a certain mixture and to sell it to the patient. S/he may even control the apothecary's production of the medicine by observation.

When there is no apothecary at hand, most physicians will be able to prepare usual medicines on their own – in special cases of emergency they have to do so, as well. As most apothecaries have some medical knowledge, they tend to "advise" their customers on the treatment of minor illnesses and injuries, but normally, they won't practice in surgery or dangerous diseases if a physician is at hand. In major settlements, resident physicians and apothecaries live in a lucrative coexistence.

For additional informations, see APOTHECARY'S GUILD.



Guild of Arcane Lore

As universities are almost unknown in Lythia, the chantries and guildhalls of the Guild of Arcane Law and its fractions (as namely the Shek Pvar) are the places, where wisdom and knowledge may be exchanged and collected in an almost liberal way. A few physicians who have special interests in as curious topics as diramoan medicine, azelorian drugs or molnasian anatomy, will have to try finding related information at the Guild of Arcane Lore – or they have to travel to that distant regions themselves. In return, they may contribute medical knowledge, e.g. anatomy, which is usually hard to obtain for non-physicians as autopsies of human bodies for educational purposes are usually prohibited by severe penalties.



Embalmers' Guild

Understandably, physicians are hardly interested in being rumoured of having a close relationship to an embalmer. But in some points, cooperation is a useful thing: Officially ordered autopsies allow for anatomical studies and sometimes, a corrupt embalmer may provide a corpse for anatomical examination to a physician.

If a person dies, it isn't usually to consult a physician to find him to be dead. Instead, a priest will be called to do so.

Connections to Churches/Clerical Orders

„Many physicians are associated with the church of Peoni, and it is widely believed that they dabble in magic – some do.“ (Hårndex)

While the Society maintains close relations to some of organisations, there are few contacts to most of the others.

Agrik

Suffering from pain and wounds in combat is an accepted form of sacrifice for most argikans. As the agrikan priests are known for their cruel and scheming manner of temple politics, they have no need of temple healers, neither they know a ritual invocation of healing. Most of their sponsored fighting orders are wiser and pay bonded Master Physicians to treat their wounded and sick members.



Larani

The church of Larani sponsors various fighting orders and tournaments or ritual fights. In accordance to this, there is a need of surgeons to treat wounded combatants and physicians to treat crippled veterans.

Most abbeys and temples have a Mataka (templepriest) who is skilled in surgery, medicine and herblore. S/he will be assisted by one or more Ashesa (novices) who are trained in these skills so that they can serve as a physician after their ordination.

Laranian temples often provide medical treatment to followers of Larani or Peoni, especially to pilgrims and to their own serfs. Wealthy persons are expected to give certain "donations" (money, land or service) in return for the aid they have received.

Sometimes, a laranian temple – more often a laranian fighting order – will need to hire a bonded physician; usually, they pay a good wage.



Peoni

As explained in the HISTORY section, there are close relationship to the church of Peoni and the peonian order of the Balm of Joy and the Irreproachable Order.

Physicians

The peonian saint Tirrala the handmaiden of renewal, Aerlathos of the East, is the patron saint of healing, and physicians. Most physicians maintain a private shrine dedicated to Tirrala and make donations to the local temple of Peoni. In most cases, the donations are in form of temple services (e.g. within the temple's hospital), but some physicians prefer to pay in good coins of silver.

Some physicians are former Esolani or Reslava who quit their monastic lifes.



Sarajin

Even though the religious followers of Sarajin dream of dying in a heroic fight to enter the hall of Talagaad they know the value medicine and herblore. In most clans, especially within the free temple-clans, skilled herbalists – most of them women – can be found. Itinerant physicians are seldom found within Ivinia. The concepts of forming guilds and the Mangai are unknown or at least not accepted at all; so the Society of Physicians cannot be found throughout regions under ivinian control.

Nevertheless, some of the most educated or far-travelled ivinian healers hold contact to foreign physicians and may attend the meetings of the Society from time to time.

Wealthy clanheads who don't want to rely on their own healers may call for a famous Master Physician (or try abduct one) they have heard about during on a viking-raid.



Siem

[...]



Current guild heads

[List of the Guildmasters and their residences]

Within the section on Organisation in this article, a list of all hârníc Guildmasters is

given. The Spokesmen of each regional Guilds Councils can be found there, too.

Political influence

[...]



Products

„Most physicians confine their talents to the treatment of minor ailments. Fees charged vary dramatically with the skill and reputation of a physician, but would typically range from 3d for minor „first aid“ to sums in excess of 240d for major surgery. Medicines (provided by the Apothecaries Guild) and hospital services (rare) may double or triple their fees.“ (Hârndex)

Unlike the habits of the most other guilds, the Society of Physicians does not regulate the prices for the services offered by their members. A master physician may demand as much for his treatment as he pleases (and s/he think his patient will be able to pay). Only within a town which more than one resident master there will be some kind of agreement either voluntary or by the guildmaster's enforcement.

The following table lists typical fees for a physician's service:

Service	Price
delousing	3 f
massage	2 f
diagnosis and suggestion of therapy	1-4 f
recipe (prescription of medicine)	(see APOTHECARIES' GUILD medicines' prices)
intensive treatment and nursing (per day, without medicines)	12 f
dressing a wound/first aid	1-4 f
midwifery	
extraction of a tooth	1p
phlebotomy or cupping	1p
reduce a joint	
treating a simple (not an open) fracture (no surgery, just set & splint)	2 f
surgery, simple:	
abortion (*)	
cataract operation	3-12f
cauterisation of a wound	
circumcision	
treat an open wound	
surgery, medium:	
amputation of a limb	
caesarian section	
limbal surgery	
open but simple fracture	
surgery, difficult:	
abdominal surgery	-240d
brainsurgery (e.g. lobotomy)	-240d
complicated fracture	

(*) illegal in most cultures

Wages

Rank	Day	Month	Year
Apprentice		Bread & board	
(bonded) Master	12f	72d	864d

Famous physicians

[...]

Lythian Medicine

Khuzan and human physiology differ as far as in Ephynis Hall/Azadmere human and khuzan physicians tend to treat their own kind of race only (Azadmere 3).

Physician-Skill Specialties

If the specialisation rule is in use, you can use the following specialities for the skill "Physician":

<i>Specialty</i>	<i>Description</i>
<i>Acupuncture</i>	treatment by piercing or pressing specific regions of the skin
<i>Allopathy</i>	treatment of a symptom by application of substances to counteract the symptom
<i>Anatomy</i>	knowledge of the body's structure and function
<i>Balneotherapy</i>	treatment with water, temperature, etc.
<i>Chiropractic</i>	reducing of dislocated limbs and joints
<i>Dentistry</i>	tooth extraction etc.
<i>Eye Surgery</i>	operation of cataracts etc.
<i>First Aid</i>	immediate treatment of wounds and bleeders
<i>Homeopathy</i>	treatment of a symptom by application of substances, that could trigger the symptom when applied in high dosage
<i>Inner Surgery</i>	operation of the inner organs
<i>Medicine</i>	systematic of the healthy and ill body
<i>Midwifery</i>	assist in childbirth and gynaecology
<i>Nursery</i>	treatment and cure of a patient
<i>Pathology</i>	knowledge of different diseases
<i>Wound Surgery</i>	operations to clean wounds and fractures, operations of the skin and muscular system

medical disciplines

- physiology
- pathology
- hygiene
- surgery
- pharmacy
- dietetics

Humoralmedizin/Humoralpathologie

[...]

Ableitende Therapie

[...]

Ausleitende Therapie: phlebotomy (Aderlaß), cupping (Schröpfen)

[...]

Diagnostic investigation

[...]

Anamnesis

[...]

Percussion

[...]

Urine Analysis

[...]



Recipes

A recipe is a physician's written order to an apothecary to prepare a certain medicine and pass it to the owner of the recipe.

If a apothecary sells a medicine without prescription of a recipe, he is personally responsible for all the consequences that might occur.

The recipe has to satisfy the following form:

inscriptio (physician's name and address)

datum (date)

invocation (invocation; dosage and manner of application)

"Recipe..."

praescriptio (description)

- *remidium cardinale* (main ingredient)
- *remidium adjuvans* (secondary ingredients)
- *remidium constituens* (design and vehicular functional ingredients)
- *redimidum corrigens* (flavouring substances etc.)

subscriptio (instruction for the apothecary to prepare the medicine and to pass it to the patient).

subscriptio (physician's signature)

Therapies

[...]

Diets

[...]

Drugs

[...]

Surgery



Instruments

Physicians use a wide variety of surgical instruments. These may be made of different materials, most common of steel or bronze. Some frequently used instrument types can be seen on the sidebar.

Operations



Anaesthesia



Chiropractic



Physiotherapy: hydrotherapy, thermotherapy, balneotherapy



Acupressure



Acupuncture



References

E. Schneider and C. Lang: *Geschichte der Medizin – Kurzlehrbuch und Kommentar zum Gegenstandskatalog*; Rathgeber Verlag; München 1977; ISBN 3-921298-05-9.

Surgical instruments

	scalpels (surgeons' knives)
	scissors
	bone levers
	obstetrical and sharp hooks
	bone forceps
	uvula crushing forceps
	bone drills
	draining tubes
	clysters
	tyle cauteries
	probes
	catheters
	speculum
	cupping vessels