

Healer

A class dedicated to healing, reviving, and protecting other players.

The Healer is Era's dedicated support class, built around crafting consumables and using bandages to patch up or revive teammates. Healers specialize in keeping other players alive and at full health since Minecraft's natural healing regeneration is not in effect.

Crafting Healer specific recipes and applying healing to others is the main source of Healer class XP.

General Mechanics

Bandage Healing

Bandage Healing works when a Healer clicks on an injured player with a Bandage. This starts a short mini-game for the Healer to complete, and finishing it successfully heals the injured player. To complete the mini game right click orange squares and left click red ones starting with the center and moving to the outside.



Note: While the mini-game should work, if you run into any issues preventing you from finishing the mini-game, usually resetting the mini-game by exiting and clicking the player again should resolve it.

Revival

Revival works in a similar way to bandage healing but applies to downed players instead of merely injured ones. When a player takes damage that would remove their last heart, they are downed instead of dying outright. While downed, a player is:

- Forced into a sitting position
- Unable to get back up
- Limited to 1/4th normal walking speed
- Unable to jump
- Unable to attack
- Unable to interact with storage

Downed players also have their own separate health pool, which starts full and slowly "bleeds" out over 2 minutes, causing final death if it runs out. Downed players can still take damage from any normal source in the meantime, including fall damage, fire, drowning, explosions, effects, projectiles, and melee attacks.

To revive a downed player, a Healer must first fully restore that separate health pool through repeated Bandage Healing, then heal them one more time. That final heal is what actually revives them, setting their normal health to whatever amount that last heal provided.

Sanation

Sanation is a custom effect that acts as a slow form of Regeneration, restoring half a heart at a fixed interval rather than all at once.

- Sanation I: restores half a heart every 5 minutes
 - Sanation II: restores half a heart every 2 minutes
 - Sanation III: restores half a heart every 1 minute
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Level Outline

Level 0

- Herbal Stews: three stew variants, each crafted with a Bowl, Sugar, and Seeds, plus two unique ingredients
 - Water Breathing Stew: adds Kelp and Puffer Fish. Grants 10 seconds of Water Breathing, along with 3 Hunger and 1.2 Saturation
 - Fire Resistance Stew: adds Charcoal and Magma Cream. Grants 10 seconds of Fire Resistance, along with 1 Hunger and 0.2 Saturation
 - Night Vision Stew: adds Copper Nugget and Carrot. Grants 10 seconds of Night Vision, along with 4 Hunger and 4.8 Saturation
- Crude Bandage: crafted with 3 Dried Kelp, 1 Bone Meal, 1 Charcoal, and either: 1 Egg, 1 Spider Eye, 1 Ink Sac, or 1 Apple. Heals 1 heart
- Herbal Solution: crafted with Water Bottle, Wheat Seeds, Dirt, and Charcoal. Grants Sanation 1 for 10 minutes.

Level 1

- Copper Apple: crafted with an Apple and 8 Copper Ingots. Grants Absorption equal to 2 hearts for 1 minute, with the same Hunger and Saturation as a normal Apple

Level 2

- Normal Bandage

Level 3

- Subclass Specialization: at Level 3, a Healer can specialize into one of three subclasses:
 - Surgeon - Specializing in Bandage Healing
 - Herbalist - Specializing in healing over time with food that grants sanation
 - Alchemist - Specializing in potion brewing

Level 4

- No new unlocks at the base Healer level. Progression continues through the subclasses below.

Level 5

- No new unlocks at the base Healer level. Progression continues through the subclasses below.
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Subclasses

Surgeon

A Healer subclass focused on Bandage Healing.

The Surgeon leans into bandages specifically, unlocking stronger bandage recipes and making each bandage heal for more.

Level 3

- Advanced Bandage: crafted with 3 Paper, 1 Bone Meal, 1 Glowstone, and 1 Glow Berries. Heals 5 hearts.
- Bandage Bonus: grants +2 hearts of healing whenever healing with a Bandage.

Level 4

- No new unlocks at this level.

Level 5

- Golden Bandage: crafted with 3 Paper, 1 Bone Meal, 1 Redstone Dust, and 1 Gold Block. Heals 5 hearts

Herbalist

A Healer subclass focused on crafting foods with healing effects.

The Herbalist leans into Sanation-granting ingredients, crafting Pills and other items that feed into Medicinal Foods and other recipes rather than relying on Bandages.

Level 3

- Herbal Mix: crafted with wheat seeds, 2 of any Flowers, and 1 of any Leaves. Grants Sanation I for 20 minutes when used as an ingredient in Medicinal Foods (made by Farmers) or Pills
- Medicinal Pills: crafted with Sugar and a Medicinal Ingredient. The ingredient used determines which variant is produced
 - Herbal Pill: grants Sanation I for 20 minutes.

Level 4

- Golden Apple: crafted with an Apple and 8 Gold Nuggets. Grants Absorption equal to 4 hearts for 1 minute, with the same Hunger and Saturation as a normal Apple
- Medicinal Honey: crafted with a Honey Bottle, Redstone, and Charcoal. Grants Sanation II for 20 minutes when used as an ingredient in Medicinal Foods (made by Farmers) or Pills
- Medicinal Honey Pill: Crafted with Medicinal Honey and Sugar. Grants Sanation II for 20 minutes.

Level 5

- Enchanted Golden Apple: crafted with an Apple and 8 Gold Ingots. Grants Absorption equal to 5 hearts for 1 minute, with the same Hunger and Saturation as a normal Apple
- Glistening Melon: grants Sanation III for 20 minutes when used as an ingredient in Medicinal Foods (made by Farmers) or Pills. Crafted using 1 melon slice and 8 gold nuggets.
- Glistening Melon Pill: Crafted using Glistening Melon and Sugar. Grants Sanation III for 20 minutes.

Alchemist

A Healer subclass focused on potion brewing.

The Alchemist leans into brewing, gaining access to a cheaper Brewing Stand recipe, a set of Splash Potions, and ways to extend potion duration and Blaze Powder supply.

Level 3

- Brewing Stand: crafting and usage, with a cheaper recipe that uses a Magma Block instead of a Blaze Rod
- Lesser Splash Potions: weaker versions of vanilla Splash Potions, brewed the same way in a Brewing Stand
- Blaze Powder Extraction: can extract 1 Blaze Powder from a Magma Block in the crafting menu
- Potion Experience: gains XP when crafting potions and using Splash Potions

Level 4

- Blaze Powder Extraction: new crafting recipe allowing more Blaze Powder to be extracted per Magma Block

Level 5

- Currently nothing

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