



A Healer's Almanac

a traditional Chinese medicine village life sim

OFFICIAL DOCUMENTATION

Progression and Tech Tree

A Healer's Almanac - a traditional Chinese medicine village life sim

TECH TREE

A Healer's Almanac grows outward like a living almanac rather than along a single straight line. The current build offers five intertwined branches of progression: your skill as a healer, your cultivation of land and orchard, your robot helper Doudou, your home and community, and the workshops where you craft. Each branch advances at its own pace, and many nodes share prerequisites with others, so the village flourishes through your care, day by day and season by season. This guide walks through each branch, its nodes, what they unlock, and what comes before them.

Prerequisites here are described as the in-game milestones you already meet through normal play. Several branches open around the same early story milestone and then deepen at your own rhythm; there is no time pressure and no single win state.

Branch 1 - The Healer's Path

Healing is the heart of the game, and your medical skill unfolds in clear stages. You begin by perceiving the world's pathogenic influences through foraging, then learn to read a patient through the four examinations, identify deeper patterns, brew formulas, and finally master the healing battle itself. Your teacher, the healer Faye, introduces new patterns across the seasons, so the path is paced by learning rather than by grinding alone.

Mastery rises across nine levels (0 to 8); higher levels sharpen Perception, reveal more diagnostic suspects, and grant bonuses in the healing battle.

Tier or Node	What it unlocks	Prerequisite
Tier 0 - Foraging Perception (Six Evils)	The six external influences: wind, cold, summer heat, heat, damp, and dry. Diagnose basic external-pattern illnesses and treat them with foraged herbs.	Medical practice enabled (completing the early story milestone)
Four Examinations (Pulse Diagnosis)	Gather clues by Observe, Listen, Question, and Pulse. The pulse is a rhythm mini-game that reads more easily with a clear Spirit.	Tier 0 perception active
Tier 1 - Pattern Diagnosis	Six pathogenic-product axes (phlegm, qi stagnation, blood stasis, fluid deficiency, food stagnation, and blood deficiency) plus the interior and excess patterns. Tells interior illness apart from exterior.	Reach Mastery Level 2 through successful consultations
Tier 2 - Decoction and Formula Crafting	Five deficiency axes (fluid, blood, qi, yin, and yang depletion). Formulate tonifying decoctions and recognize yin and yang depletion.	Reach Mastery Level 4
Healing-Battle Mastery	Per-pattern and per-formula skill across the seasonal curriculum. Each pattern and formula is introduced ceremonially through Faye's teaching.	Ongoing clinical practice; Faye's seasonal lessons

Branch 2 - Cultivation

Cultivation feeds every other branch, supplying the herbs, crops, and fruits your remedies and meals depend on. It grows from simple crop plots on your home farm into a tier-locked herb garden and a restorative orchard. Crops follow the seasons and the solar terms, so what you can plant shifts as the year turns.

Node	What it unlocks	Prerequisite
Crop Farming	Till soil with the hoe, plant seasonal seeds, water daily (rain waters for you), and harvest. Most crops have a chance to return a seed for replanting.	Acquire the hoe during the Village Tour
Orchard and Fruit Trees	Twenty-three fruit-tree varieties across biomes. Trees mature once, then bear one or two fruits in their fruiting seasons; each fruit's tooltip shows the energy it restores.	Complete the Orchard community project
Herb Garden	A cultivated, tier-locked herb garden (beds T1 to T4). A calm space where environmental strain does not accumulate, letting you recover.	Complete the Herb Garden community project

Branch 3 - Doudou the Robot Helper

Doudou is your tireless robot companion, unlocked after the third main-story milestone. It has four upgrade tracks, but only one of them gates new abilities: the CPU. The Memory, Battery, and Shell tracks simply widen capacity, sustain, and speed. As you raise these tiers with gathered materials and binding formulas, Doudou takes on more of the daily work and stays charged longer.

Unlock

After the third main-story milestone, Doudou arrives in your house or as a reward from Quinn; it starts at CPU, Memory, Battery, and Shell all Level 1.

Ability gate

CPU level is the only ability gate; the other three tracks tune parameters, not abilities.

CPU - Ability Tiers

Tier	What it unlocks	Queue
Level 1	Follow, Wait, Go Home, Farm, Report, Exchange, and silent passive overhearing.	1
Level 2	Adds Gossip, Forage along learned routes, plus auto-deposit and auto-fetch tool.	1
Level 3	Adds Deliver, Chat, self-charge below 20 percent battery, and a visible command queue.	3

Tier	What it unlocks	Queue
Level 4	Adds Mine and Chop behaviors.	5
Level 5	Adds Propose, an active suggestion system.	8

Charging Tiers (Battery Track)

Memory tiers expand how many farms, routes, villagers, and warehouses Doudou remembers; Shell tiers raise move speed from 1.0x to 1.5x and backpack slots from 15 to 40. Every upgrade level requires materials plus one binding formula.

Battery Level	Capacity	Charging behavior
Level 1	800 EU	Overnight recovery while you sleep; you can also hand-feed energy any time
Level 2	1500 EU	Faster overnight recovery
Level 3	2500 EU	Faster still overnight recovery (auto-charge is a CPU upgrade, not battery)
Level 4	4000 EU	Passive regeneration begins, about 0.5 EU per second
Level 5	6000 EU	Strong regeneration, about 1.5 EU per second, sustaining light farm work

Branch 4 - Home and Community

Your home and the wider village grow together. The current house upgrade is renovated overnight while you sleep. Meanwhile, four village co-building projects are chosen through successive community votes, so the completion order can vary. Both threads reward patient, collective care.

Home Interior Tiers

The current build includes the starter home and the cottage upgrade shown here.

Node	What it unlocks	Prerequisite
Home LV0 - Starter Home	Your starting home: sleep and storage.	Game start
Home LV1 - Cottage	An upgraded interior, renovated overnight; old furniture returns to your backpack to rearrange.	Home at LV0, plus the upgrade materials

Village Co-Building Projects

The Village Chief introduces four rounds of community decision-making. In each round, the remaining projects appear as candidates, villagers discuss and vote, and the winning project moves into donation and construction. Over the full arc, all four projects can be completed; the order depends on the votes.

After a vote, deliver your share of materials and allow the in-game construction period to finish. Each completed project grants a village-vitality reward.

Project	What it unlocks	How it is chosen
Library	A learning room inside the community center.	Candidate in the community vote

Project	What it unlocks	How it is chosen
Orchard	A new orchard scene with a humid, fruit-friendly biome.	Candidate in the community vote
Herb Garden	A new herb-garden scene that is calm and restorative.	Candidate in the community vote
Bamboo Path	Opens the Bamboo Valley map and its exclusive forage herbs; removes the construction barrier.	Candidate in the community vote

Branch 5 - Workshops

Workshops let you turn what you grow and gather into food, dried herbs, tools, garments, and medicine. Stations and recipe groups are introduced through story, community, and medical progression. Even after a recipe is unlocked, the materials you have on hand remain the practical gate.

Medical formulas unlock through Faye's teaching; other crafting recipes arrive with their related progression. Missing materials still determine what you can make.

Workshop	What it unlocks	Progression
Forge	Smithing tools, parts, and materials from ore and stone.	Introduced through normal story progression
Sewing (Loom)	Weaving cloth and crafting garments, bags, and accessories.	Introduced through normal story progression
Cooking	Meals that restore Qi and Spirit; new dishes arrive in later phases.	Introduced through normal story progression
Processing	Drying, grinding, roasting, fermenting, smoking, and pressing ingredients.	Introduced through normal story progression
Artisan's Bench	Decorations, containers, drying racks, lanterns, and flower arrangements.	Introduced through normal story progression
Carpenter's Bench	Interior upgrade pieces, containers, beds, and furniture.	Introduced through normal story progression
Decoction Pot (Formula Crafting)	Brewing formulas around a sovereign herb, with assistant, envoy, and adjuvant herbs.	Medical mastery and Faye's curriculum

Across all five branches the design holds to one idea: progress is paced by your own care and learning, not by a forced clock. Plant by the solar term, treat with compassion, build alongside your neighbors, and the almanac fills itself in.