

**Traumatic wound:
Poison**
5 mins: no running or hero points. 10 mins: zero hits, bleeding, incapacitated

Physick
Tear here

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Tear here

Anything which will remove VENOM will instantly and completely cure this effect with no need for a Physick. The muscles around the wound are unresponsive, and you struggle to move that body part. After five minutes this spreads to your lungs, and you struggle to breathe: you may not run or use hero points. After ten minutes you collapse, suffocating: you are on zero hits, bleeding, and cannot recover hits until this traumatic wound is treated. This last stage is not considered a roleplaying effect.

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**Traumatic wound:
Poison**
This wound won't stop bleeding

Physick
Tear here

Physick
Tear here

Anything which will remove VENOM will instantly and completely cure this effect with no need for a Physick. This wound continues to bleed slowly; you may phys-rep this with fake blood if you wish. If this wound remains untreated for an hour, you feel faint and dizzy: take the WEAKNESS effect, which cannot be removed until this traumatic wound is treated. After three hours you become breathless and lethargic; even moving is a challenge. If this wound remains untreated for four hours, consult a referee.

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**Traumatic wound:
Poison**
This wound burns painfully

Physick
Tear here

Physick
Tear here

Any effect which cures VENOM will instantly and completely cure this effect, with no need for a Physick. This wound burns painfully. The pain is much worse than usual for this kind of wound. The pain continues even once the wound is closed, and you find yourself sweating profusely. If this wound has not been cured or treated by a Physick within eight hours, consult a referee.

**Traumatic wound:
Poison**
This wound burns painfully

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using bellows or mouth-to-mouth resuscitation will preserve their life while treatment is completed.

This black tree sap, sometimes called Chondrodendrum, causes paralysis leading to death by respiratory arrest. It can be treated by slashing open the poisoned wound and bleeding or leeching out the toxins for a full minute. If the victim stops breathing during treatment, respiratory support

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ed for more than an hour, the victim has also suffered a WEAKNESS effect which must be treated separately.

This blood-thinning poison, derived from the salivary glands of a blood-sucking bat, causes death by uncontrolled bleeding. The wound must be opened and bled, and the a tourniquet applied to prevent upstream spread. If the wound has been left untreat-

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ed wounds could be cleaned with oil to cure the effect promptly.

The weapon that caused this wound was coated in some kind of thin oil; the residue has a strong, spicy scent and makes your eyes water. If left untreated the patient's body will expel the poison with no lasting ill effects. Alternatively, the affect-

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