

**Traumatic wound:
abdomen**

Discomfort, sharp
pain on exertion

Physick
Tear here

Physick
Tear here

You feel the weapon stab deep into your abdomen, then pull free with a sucking sensation...

You have an ongoing nagging discomfort in your abdomen, which intensifies into a sharp muscular pain when you swing a weapon or otherwise exert yourself.

Twelve hours after suffering the injury the pain will become constant and severe, and you feel weak, feverish and sweaty. It is unbearably painful to have your abdomen touched.

If you have not had this wound treated by a Physick within 24 hours, consult a referee.

**Traumatic wound:
abdomen**

Discomfort, pain on
exertion, eating hurts

Physick
Tear here

Physick
Tear here

You feel winded, as though you have been punched in the solar plexus. Blood trickling from the narrow wound comes as something of a surprise.

You have an ongoing nagging discomfort in your abdomen, which intensifies into a sharp muscular pain when you swing a weapon or otherwise exert yourself.

You feel otherwise well until the first time you eat or drink something other than water, when you are suddenly afflicted with an excruciatingly severe pain in your upper abdomen which is constant and causes you to writhe in agony.

If you have not had this wound treated by a Physick within twelve hours, consult a referee.

**Traumatic wound:
abdomen**

Discomfort
Pain on exertion

Physick
Tear here

Physick
Tear here

The wound, low to your abdomen, punches deep inside you. When the weapon is pulled free, you see with horror that it is dark with blood and worse.

You have an ongoing nagging discomfort low in your abdomen, which intensifies into a sharp muscular pain when you swing a weapon or otherwise exert yourself.

Four hours after suffering the injury you begin to feel feverish and sweaty, and the pain gradually becomes worse.

If you have not had this wound treated by a Physick within eight hours, consult a referee.

**Traumatic wound:
abdomen**

Left side aches
Exertion is painful

Physick
Tear here

Physick
Tear here

The blow smashes into your ribs, low on your left. You feel bone splinter, and along with the sharp pain of the fracture, you feel a dull ache under your diaphragm.

Broken ribs make it painful and difficult for you to draw a deep breath, use your left arm or exert yourself. You also have a dull ache just under your ribs on the left, which is exquisitely tender when touched.

Two hours after suffering the injury you will begin to feel exhausted and weak. After four hours you will feel dizzy and short of breath whenever you walk or stand, and the pain under your ribs becomes severe.

If you have not had this wound treated by a Physick within six hours, consult a referee.

**Traumatic wound:
abdomen**

Right side aches
Exertion is painful

Physick
Tear here

Physick
Tear here

The blow smashes into your ribs, low on your right. You feel bone splinter, and along with the sharp pain of the fractures, you feel a dull ache under your diaphragm.

Broken ribs make it painful and difficult for you to draw a deep breath, use your right arm or exert yourself. You also have a dull ache just under your ribs on the right, which is exquisitely tender when touched.

Two hours after suffering the injury you will begin to feel exhausted and weak. After four hours you will feel dizzy and short of breath whenever you walk or stand, and the pain under your ribs becomes severe.

If you have not had this wound treated by a Physick within six hours, consult a referee.

**Traumatic wound:
abdomen**

Centre of abdomen
is really sore

Physick
Tear here

Physick
Tear here

The blow smashes squarely into the centre of your abdomen, driving the wind from your body...

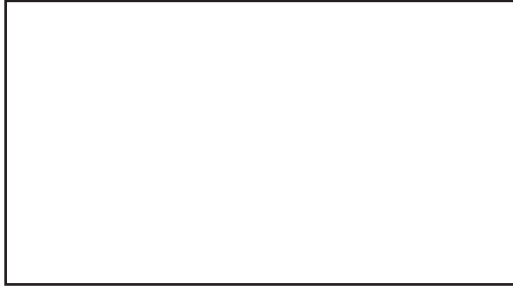
You feel severely bruised in the middle of your abdomen, which is exquisitely tender when touched.

Three hours after suffering the injury you will begin to feel exhausted and weak. After five hours you will feel dizzy and short of breath whenever you walk or stand, and the pain under your ribs becomes severe.

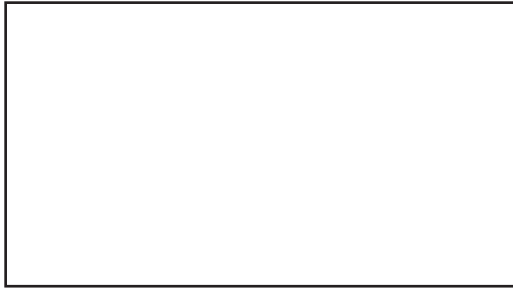
If you do not see a Physick within 8 hours, see a ref.



The injury has introduced infection into the patient's abdomen, causing peritonitis. The abdomen must be opened and thoroughly washed out to prevent death.



The patient's stomach has been perforated, causing leakage of stomach contents and peritonitis. Surgery is required to repair the stomach and wash out the contamination to prevent death.



The patient's lower bowel has been perforated, causing contamination of the abdomen and severe peritonitis. Surgery is required to repair the bowel and wash out the contamination to prevent death.



The patient has suffered broken ribs. One of these has caused a tear in the spleen, which is slowly bleeding into the patient's abdomen. Surgery is required to staunch the bleeding and prevent death.



The patient has suffered broken ribs. One of these has caused a tear in the liver, which is slowly bleeding and forming a large clot in the patient's abdomen. Surgery is required to staunch the bleeding and prevent death.



The patient has suffered a shearing tear to one of the blood vessels supplying the bowel, which is slowly bleeding and forming a large clot in the patient's abdomen. Surgery is required to staunch the bleeding and prevent death.

**Traumatic wound:
any location**

Wound aches

Physick
Tear here

Physick
Tear here

One of your wounds aches. However, there are no further effects until six hours following the injury, when the area is swollen and hot, and the wound oozes a thick, greenish pus. After 12 hours you feel sweaty, feverish and unwell, with dark urine. The affected area is exquisitely tender to the touch. After 24 hours, you will be unable to walk, and are in a feverish stupor, raving and hallucinating with a high fever. If you do not receive treatment by 36 hours following the injury, see a ref.

**Traumatic wound:
any location**

Wound aches
-1 max hits (minimum 1)

Physick
Tear here

Physick
Tear here

One of your wounds aches and despite medical attention will not fully heal. The affected area is stiff and exquisitely tender to the touch. You are at -1 body hit until this is treated. This effect cannot reduce your maximum body hits below 1.

**Traumatic wound:
arm**

Shoulder hurts
Cannot use that arm

Physick
Tear here

Physick
Tear here

Searing pain erupts in your shoulder causing you to drop anything you're holding in that arm. Your arm remains unusable and extremely painful. If you do not receive treatment for this injury by the end of the event, see a Ref.

**Traumatic wound:
back**

Lower back very painful
Cannot move legs

Physick
Tear here

Physick
Tear here

Searing pain shoots through your back, and you fall helplessly to the ground... You are in agony – your lower back is cripplingly painful and you cannot use your legs. If you consult a physick you must tell them how long it has been since you suffered this injury.

**Traumatic wound:
chest**

Broken ribs
Right side hurts on exertion

Physick
Tear here

Physick
Tear here

You feel your ribs crunch like green wood under the impact of the blow... Broken ribs make it painful and difficult for you to draw a deep breath, use the arm on that side and exert yourself. You may not use the Second Wind ability while suffering the effects of this wound. If this wound is not treated by a Physick before the end of the event, see a Ref.

**Traumatic wound:
chest**

Broken ribs
Blood in mouth
May not use Second Wind

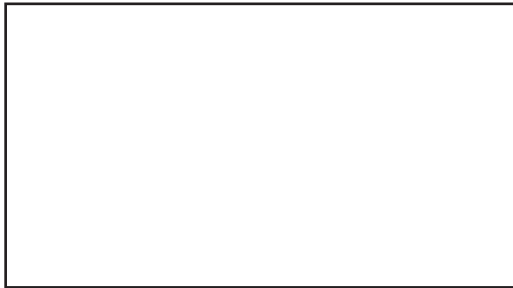
Physick
Tear here

Physick
Tear here

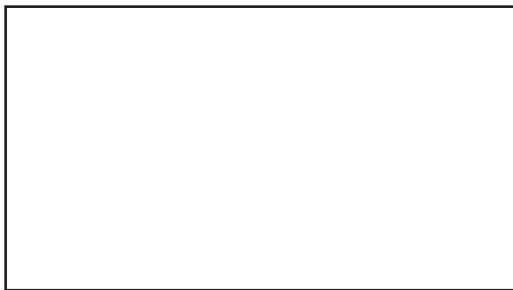
With a painful popping sensation, you feel several of your ribs splinter, and suddenly taste iron in the back of your mouth... Broken ribs make it painful and difficult for you to draw a deep breath, use the arm on that side and exert yourself. You may not use the Second Wind ability while suffering the effects of this wound. In addition, you can taste blood in the back of your mouth and may, if you wish, phys rep red froth on your lips or spitting up blood with fake blood. After two hours, you will begin to feel faint, and find it increasingly difficult to catch your breath. Between three and a half and four hours following suffering the injury you will collapse, unable to breathe. If the wound is untreated after four hours, see a ref.



The patient has a severely infected wound and you must operate to open and clean the wound, and poultice it to prevent death.



A fragment of weapon is lodged in the patient's wound and must be surgically removed to allow healing.



The patient has dislocated their shoulder. This can be repaired by snapping it back into position with suitable effort.



Vertebral (backbone) fractures are compressing the patient's spine. You must operate within four hours to relieve the pressure otherwise the effects will become permanent.



This patient has multiple rib fractures impairing their breathing, requiring strapping.



This patient has multiple rib fractures, and a small artery is bleeding into their chest, gradually compressing the patient's lungs and heart. They require surgery to evacuate the blood clot and staunch the bleeding to prevent death.

**Traumatic wound:
chest**

Sucking wound, may not use Second Wind or Unstoppable

Physick
Tear here

Physick
Tear here

The impact drives the breath from your body. As you take your first halting breath, you feel air sucked in not only through your nose and mouth, but also the unpleasant sensation of it sucking in through the wound...

Broken ribs and an open chest wound make it painful and difficult for you to draw a deep breath, use the arm on that side and exert yourself. You may not use the Second Wind or Unstoppable abilities while suffering the effects of this wound. Blood bubbles into your mouth, which you may, if you wish, phys rep with mouth-safe fake blood. After two hours, you will begin to feel faint, and find it increasingly difficult to catch your breath. Between three and a half and four hours following suffering the injury you will collapse, unable to breathe. If the wound is untreated after four hours, see a ref.

**Traumatic wound:
chest**

Broken ribs. Exertion hurts. May not use Second Wind.

Physick
Tear here

Physick
Tear here

Looking down at the wound in your chest, you see that the torn edges of the wound are ragged and filthy...

Broken ribs make it painful and difficult for you to draw a deep breath, use the arm on that side and exert yourself. You may not use the Second Wind ability while suffering the effects of this wound. Four hours after suffering this wound you will begin to feel feverish and shaky, and progressively more weak and unwell as infection takes hold. After 24 hours you will feel profoundly unwell and will find it difficult to do more than huddle under a blanket. If the wound is untreated by the end of the event, see a Ref.

**Traumatic wound:
face**

Dislocated jaw; speaking and eating nearly impossible

Physick
Tear here

Physick
Tear here

The impact of the blow into your face smashes your jaw to one side - you clearly feel it pop out of its socket... Your jaw has been dislocated, to the accompaniment of severe pain. It is almost impossible for you to clearly articulate words, and attempts at speech or to eat are agonising. Any attempt to fix this is intolerably painful, and you may need to be restrained to allow the Physicks to do their work. If your wound is not treated by a Physick by the end of the event, see a Ref.

**Traumatic wound:
face**

Nasty wound, blood in your eye

Physick
Tear here

Physick
Tear here

You feel the skin of your forehead tear under the blow, exposing raw muscle and bone beneath. This isn't going to be pretty...

A bleeding face wound over your eye is making seeing out of one eye difficult. You may phys-rep this if you wish by fake blood, or by closing one eye, or by using an eyepatch or bandage.

**Traumatic wound:
face**

Broken nose

Physick
Tear here

Physick
Tear here

The weapon smashes your nose flat into your face, bringing tears to your eyes. Blood streams down your upper lip and over your chin...

Your nose has been broken, and you find it difficult to breathe through your nose. Your voice may sound nasal, and during extreme exertion you find it difficult to catch your breath. You may, if you wish, phys-rep an ongoing nosebleed with fake blood, and apply bruise makeup over the bridge of your nose and below your eyes.

**Traumatic wound:
head**

Briefly dizzy
Bad headache

Physick
Tear here

Physick
Tear here

The blow knocked you back and caused a moment of dizziness.

Over the next hour, you develop a nagging and worsening headache making concentration difficult. This will persist until you sleep. If your wound is not treated by a physick by time out, see a Ref.



This patient has multiple rib fractures and a sucking chest wound. You must decompress their chest by making an incision and inserting a narrow tube, then close the wound to prevent death.



A dirty wound has set up an infection in the patient's chest. Their chest must be opened and thoroughly cleaned and poulticed to prevent death.



The patient's jaw is dislocated and must be popped back into its socket. This is an agonising process and most patients will require to be restrained for you to accomplish it.



The patient has a deep wound to their face requiring suturing to stop the bleeding. Even with your skills there may be considerable scarring.



The patient's nose is broken, and must be crunched back into position. This is an agonising process and most patients will need to be restrained for you to accomplish it.



The patient has a mild concussion, they should be given water and encouraged to rest. Failing to do so will cause their headache to continue but they're not in any immediate danger.

**Traumatic wound:
head**

Headache behind eyes
Blurred vision

Physick
Tear here

Physick
Tear here

The impact into your head sends you reeling. Your vision swims and gradually clears, leaving a dull ache behind your eyes...
Over the hours following the injury, you develop a worsening headache centred behind your eyes, causing your vision to blur and bright light to cause you pain. Three hours following the injury you will also become severely nauseous and may vomit. If you are not treated by time out, see a ref.

**Traumatic wound:
head**

Black out for a minute or so, then mild headache

Physick
Tear here

Physick
Tear here

The impact into your head sends you reeling. Your vision swims and gradually clears, leaving a dull ache behind your eyes...
Over the hours following the injury, you develop a worsening headache centred behind your eyes, causing your vision to blur and bright light to cause you pain. Three hours following the injury you will also become severely nauseous and may vomit. If you are not treated by time out, see a ref.

**Traumatic wound:
head**

Ringing ears, headache,
severe bad mood

Physick
Tear here

Physick
Tear here

The blow rattles your teeth and sets up a dull ringing in your ears. You shake your head to clear it, but something is subtly wrong...
You have a mild and irritating headache. Two hours following the injury you will gradually begin to feel irritable and aggressive, becoming frankly irrational and combative. Three hours following the injury you will become drowsy, collapse and suffer seizures featuring loss of consciousness and uncontrolled jerking of your limbs. If you are not treated by a Physick four hours following the injury, see a ref.

**Traumatic wound:
head**

Steadily worsening
headache

Physick
Tear here

Physick
Tear here

The blow connects with your skull with a sickening crack. The blinding pain resolves into a nagging headache...
Over the next two hours, you develop a nagging and worsening headache. After three hours, you begin to feel nauseous, dizzy and feel feverish and unwell. The following day you feel worse. If your wound is not treated by a Physick before the end of the event, see a Ref.

**Traumatic wound:
head**

Bad headache

Physick
Tear here

Physick
Tear here

The blow connects with your skull with a sickening crack. The blinding pain resolves into a nagging headache...
Over the next two hours, you develop a nagging and worsening headache. After three hours, you begin to feel nauseous and dizzy. If your wound is not treated by a Physick before the end of the event, see a Ref.

**Traumatic wound:
leg**

Twisted ankle
Cannot run

Physick
Tear here

Physick
Tear here

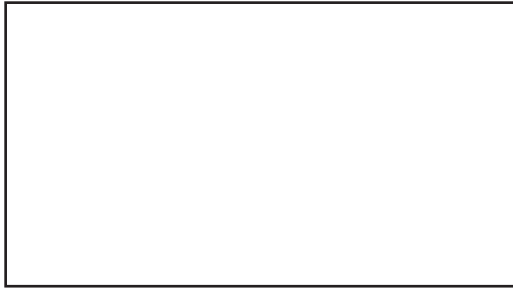
You have twisted your ankle, feeling pain whenever you attempt to put weight on it. You have continuous pain in your ankle. While you are able to walk and limp, you are incapable of running with this injury. If the injury is untreated by time out today, consult a referee.



The patient has suffered a skull fracture, and a fragment of bone is impacted in the wound causing compression of the patient's brain. Surgery is required to remove it.



The patient has suffered a skull fracture, and a fragment of bone is impacted in the wound causing compression of the patient's brain. Surgery is required to remove it.



The patient has suffered a subdural haemorrhage, causing gradual compression of the brain. The patient's skull must be opened, the blood clot removed and the bleeding staunched.



The patient has suffered a skull fracture, and infection has entered the skull. You must carefully wash out the wound to avoid a brain fever and death.



The patient has suffered a skull fracture, but seems miraculously to have avoided a serious brain injury. Dressing the wound carefully and ensuring the patient drinks plenty of water should ensure full recovery.



The patient has suffered a bad sprain: their ankle needs to be bound and given appropriate support to enable them to continue using it.

**Traumatic wound:
leg**

Hip dislocated, won't
bear weight

Physick
Tear here

Physick
Tear here

With a terrible crunching pop, you
feel your hip dislocate...

You feel the impact pop your hip from its socket, to
the accompaniment of screaming agony. You cannot
bear weight on that side. The pain is sufficiently
intense that you feel nauseous and may vomit.

After a few hours the pain subsides
to the point that you can limp.

**Traumatic wound:
leg**

Leg mangled
Cannot run

Physick
Tear here

Physick
Tear here

The blow hits your leg with terrible force, splintering bone
and tearing muscle into a near-unrecognisable mess...

A terrible crushing injury to your leg causes agonising pain. You
find it painful to stand and walk, and running is impossible. Four
hours after suffering the injury, you begin to feel unwell and
shaky, and the pain in your leg becomes excruciating. If you pass
water, you notice that it is dark brown and cloudy, and you begin
to feel a dull pain in your lower back. If you receive treatment
from a physick, you must tell them how long it has been since
you suffered this injury. If you do not receive treatment from a
Physick within eight hours of suffering the injury, see a ref.

**Traumatic wound:
leg**

Kneecap dislocated
Cannot run

Physick
Tear here

Physick
Tear here

The impact twists your knee to one
side, and you feel your kneecap
dislocate with a horrible pop.

Your kneecap has dislocated, to the
accompaniment of significant pain.

You may not run until this
wound is treated.

**Traumatic wound:
neck**

Bleeding a lot

Physick
Tear here

Physick
Tear here

As the weapon tears free of your neck, there is a
gout of blood. You clamp your hand to your throat,
feeling your fingers grow slick with blood...

A wound to your neck continues to bleed despite
your efforts to staunch it. This will continue to
bleed intermittently over the next few hours.
Four hours after the injury, you will begin
to feel dizzy and faint, and exerting yourself
becomes progressively more difficult. If you are
not treated by a Physick that day, see a ref.

**Traumatic wound:
neck**

Struggle to breathe
Cannot use Second Wind

Physick
Tear here

Physick
Tear here

The blow to your throat leaves you unable to breathe for
what seems like forever, before you draw a painful wheezing
breath and welcome air rushes back into your lungs.

A blow to your windpipe makes it difficult for you to
breathe, speak and run. You may not use the Second
Wind ability while suffering the effects of this wound.
This will gradually worsen, and after four hours you will
find it distressingly difficult to breathe, and may make
rasping or wheezing noises as you draw breath. If you
are not treated six hours following this injury, see a ref.

**Traumatic wound:
leg**

Kneecap dislocated
Cannot run

Physick
Tear here

Physick
Tear here

The impact twists your knee to one
side, and you feel your kneecap
dislocate with a horrible pop.

Your kneecap has dislocated, to the
accompaniment of significant pain.

You may not run until this
wound is treated.



The patient's hip is dislocated, and must be returned to its socket. You may need assistance to hold the patient as you undertake the agonising process of pulling vigorously on the patient's leg to allow the joint to relocate.

injury, you may save their limb. If you treat this patient within four and eight hours of the injury, you must amputate their limb to save their life. Even so, this is a risky process, and not all survive.

Crushing damage to muscle and bone has disrupted the blood flow to the patient's right leg. If the damage is not treated promptly, part of the leg will require amputation to prevent dead tissue poisoning the patient and causing their kidneys to fail (and death). If you treat this patient within four hours of the



The patient's kneecap is dislocated and must be pushed back into position.



The patient's jugular vein has been partially torn, and without treatment the patient will slowly bleed to death. You must carefully repair the injury to prevent any further bleeding.



Blunt force trauma to the patient's throat has caused considerable swelling which is now compressing the trachea (windpipe). You must open the patient's throat and relieve the pressure.



The patient's kneecap is dislocated and must be pushed back into position.

Magical traumatic wound

Nosebleed

Physick
Tear here

Physick
Tear here

Your nose bleeds intermittently. After an hour you become dizzy and short of breath. If you have not had this wound treated by a Physick within 4 hours, consult a referee.

Magical traumatic wound

Bleeding eyes

Physick
Tear here

Physick
Tear here

A red haze covers your vision. Your eyes leak blood. If you have not had this wound treated by a Physick before the end of the event, consult a referee.

Magical traumatic wound

Coughing blood. May not use Second Wind or Unstoppable.

Physick
Tear here

Physick
Tear here

You cough, and taste blood. You struggle to draw breath, and can feel a bubbling in your lungs. You may not use the Second Wind or Unstoppable skills until you are treated by a Physick. If you have not had this wound treated by a Physick within 4 hours, consult a referee.

Magical traumatic wound

Momentary spasm, then moving really hurts: no heavy exertion

Physick
Tear here

Physick
Tear here

You suffer a momentary agonizing spasm throughout your body. After you recover from this, you feel bone grate with every movement. The pain is exquisite, and heavy exertion is impossible. If you have not had this wound treated by a Physick before the end of the event, consult a referee.

Magical traumatic wound

Magical symbol in vision

Physick
Tear here

Physick
Tear here

A magical symbol fills your vision for a moment, brighter than you can bear. This symbol remains in your vision as a shadow. The effect is quite distracting: reading in particular is hard. If you have not had this wound treated by a Physick before the end of the event, consult a referee.

Magical traumatic wound

Momentary energy, then trembling: no fine manipulation or running.

Physick
Tear here

Physick
Tear here

You feel a current of energy pass through you, invigorating you. After its passage, you find yourself trembling uncontrollably. Your hands and limbs refuse to obey you: fine manipulation is impossible, and any attempt to move faster than a walk will cause you to fall over. If you have not had this wound treated by a Physick before Time In tomorrow, consult a referee.

painstaking operation is not performed, the patient will bleed to death.

A blood vessel in the character's head has burst, and some unnatural effect is preventing the vessel from healing. The effect appears to be localized; by removing the affected region and carefully suturing the blood vessel, the bleeding can be stopped. If this

The patient's tear glands have been damaged somehow. The effect is purely cosmetic, and will clear up within a few days. The patient can safely wipe the blood off if it gets irritating.

The patient's lungs have been severely damaged, and are filling with blood and tissue fluid. The lungs must be drained by careful insertion of a tube, or the patient will drown in their own fluids.

The patient's joints have filled with blood. The major joints can be drained by application of leeches, allowing normal movement, but the smaller joints are inaccessible: the patient will suffer some joint pain for a few weeks before they heal naturally.

for five minutes, after which their vision will return to normal.

The backs of the patient's eyes have been bleached. The effect will heal naturally within a few weeks, but the effect can be accelerated by careful application of blunt force to the eyeball. Most patients will need to be restrained for this treatment. Treatment will blind the patient

will also cure this complaint.

The patient's nervous system has been over-stimulated. Several minutes of enforced immobility and sensory deprivation should allow this overworked organ to recover. It is safe for the patient to sleep, and several hours of restful sleep

Magical traumatic wound

Cough up rocks. May not use Second Wind.

Physick
Tear here

Physick
Tear here

You have a nasty cough, and find it difficult to draw breath. Occasionally you cough up sand or pebbles. You may not use the Second Wind skill. If you have not had this wound treated by a Physick within six hours, consult a referee.

Magical traumatic wound

Hand going grey and numb

Physick
Tear here

Physick
Tear here

The fingers of one hand are going numb. They feel heavy and unresponsive, and may turn grey. The numbness will steadily spread up your arm over the next few hours. If you have not had this wound treated by a Physick within four hours, consult a referee. If you wish to OOC, your character may develop the Briar lineage once this wound is treated.

Magical traumatic wound

Itchy bones

Physick
Tear here

Physick
Tear here

Your bones itch, which is a little distracting. You can hear a rustling, buzzing sound. After two hours your joints start to ache; moving faster than a slow walk is impossible due to the pain. If you have not had this wound treated by a Physick within four hours, consult a referee. If you wish to OOC, your character may develop the Briar lineage once this wound is treated.

Magical traumatic wound

Churning stomach, urge to spout gibberish

Physick
Tear here

Physick
Tear here

Your stomach churns and you feel an irrepressible urge to spout gibberish words and phrases. Over the next few hours this progresses into an urge to scrawl apparent nonsense over any available surface. If you have not had this wound treated by a Physick within twelve hours, see a Ref.

Magical traumatic wound

Feverish and energetic

Physick
Tear here

Physick
Tear here

You feel feverish and energetic, filled with a huge amount of nervous energy. Over the course of the next few hours you start to feel an incredible pressure in your chest and an ever increasing fever. If you have not had this wound treated by a Physick within four hours, consult a referee.

Magical traumatic wound

Twitching limbs. Occasional sparks.

Physick
Tear here

Physick
Tear here

Your limbs begin to twitch spasmodically and your hair begins to stand on end. Your blood burns as you shake and twitch. Over the next few hours sparks begin to fly between your fingers. If you have not had this wound treated by a Physick within four hours, consult a referee.

the patient's lungs will eventually fill with stone, killing them.

A shard of magical rock has formed in the patient's lung, and is subverting their bodily processes to produce more rock. Surgery is required to remove the rock, after which steam inhalation will aid recovery. If you do not remove the rock



The patient's arm is slowly turning to stone. After a few hours the creeping petrification will reach their heart, killing them. The process can be reversed by smashing the petrified flesh with hammers. This will ruin the patient's arm, as if it had suffered a CLEAVE; you may treat this normally.

the bugs will leave through the hole. This will ruin the patient's limb, as if it had suffered a CLEAVE; you may treat this normally.

The patient's bone marrow has been colonized by magical insects. Left untreated, they will eat the patient alive as they try to escape. To avoid this messy fate, an escape route must be provided. Pick a limb, break the major bones, and cut away a flap of flesh around the break;

it from their organs. The writing appears to be completely meaningless.

The patient's internal organs are being covered with a labyrinthine runic script. Left untreated, this script will infect all of the patient's organs, eventually breaking their mind and body, leading to their death. Transcribing the scrawl erases

the exposed heart with VENOM. This will afflict the patient with VENOM, which may then be treated normally. If the victim is untreated their heart will eventually swell and burst their ribcage, leading to their (quite messy) death.

Touching the patient's abdomen reveals it to be drum tight. Opening it up reveals the patient's heart is slowly swelling into a knotted mass of thickening muscle. Cutting away the surface of the heart will stabilise them for a time, but to kill the growth will require afflicting

driving metal stakes through their feet. Swords will do in a pinch. If they are not treated, they will explode with a MASS STRIKEDOWN, leaving them on zero hits, after which they can be healed as normal.

The patient's blood and body are building up a massive charge of lightning. Cutting the patient with a metallic implement will give the physick a painful shock, but use of a bone or similar implement will not. The charge can be dissipated by

Magical traumatic wound

Disturbed heartbeat, can't use hero points

Physick
Tear here

Physick
Tear here

Your heartbeat is irregular; sometimes your heart seems to hammer as if to burst from your chest, and sometimes it goes completely still for up to a minute. You may not use hero points.

Occasionally, a croak bursts unbidden from your lips.

If you have not had this wound treated by a Physick within eight hours, consult a referee.

Magical traumatic wound

Unable to consider others as people

Physick
Tear here

Physick
Tear here

The needs and desires of others seem irrelevant next to what you want; you find it incomprehensible that they might be hurt by your actions, or that this hurt might matter.

Out of character reminder: you must avoid references to non-consensual sex or sex with minors at Empire.

If you have not had this wound treated by a Physick before the end of the event, consult a referee.

Magical traumatic wound

Speaking is difficult. Your tongue hurts.

Physick
Tear here

Physick
Tear here

Your tongue feels painful, rough and scaly. Sometimes it moves of its own accord. This can make conversation challenging.

If you have not had this wound treated by a Physick before the end of the event, consult a referee.

Magical traumatic wound

Occasional stabbing pains. Every 5 minutes, lose a hit.

Physick
Tear here

Physick
Tear here

Occasionally you feel a stabbing pain. This seems to migrate around your body. You may notice dark bruises in the regions around these pains.

This pain is at least as severe as that from an axe or sword: lose a hitpoint every five minutes, which may be healed normally.

If you have not had this wound treated by a Physick within eight hours, consult a referee.

Magical traumatic wound

Painful wrenching sensations

Physick
Tear here

Physick
Tear here

You feel frequent, painful wrenches deep within your body. You may notice inexplicable bruising on your body. You occasionally vomit blood.

Over the next few hours, the pain will diminish but the bruising and vomiting will become more severe. If you have not had this wound treated by a Physick within four hours, consult a referee.

Magical traumatic wound

Burning lungs, buzzing noise, cannot use Second Wind

Physick
Tear here

Physick
Tear here

Your lungs burn painfully, and it is difficult to draw breath. You can hear a buzzing roar. Occasionally you may cough up something crunchy and wriggling which stings your tongue.

You may not use the Second Wind skill.

If you have not had this wound treated by a Physick within eight hours, consult a referee.

needle into the patient's chest.
Don't miss.

The patient's heart is slowly but steadily turning into a frog. If you do not interrupt the process the patient will surely die: a frog is an inefficient pump for blood.
To treat this, you must kill the frog. If you strike confidently, you can kill it with one thrust of a thin metal

substituted, but in that case you will need to suppress this wound, for example using marrowort, so that the patient is capable of understanding the lesson.

The patient's capacity for moral reasoning appears to have been badly damaged by contact with the eternal realms of magic. This capacity is so basic that a child could explain it. In fact, a short lecture delivered by a child would fully restore the patient. If no child is available, an adult can be

tongue remains. You could cut out the parasite cleanly, but the tongue would need to be regenerated. The Spring ritual *Blood of the Hydra* would be suitable.

A magical parasite has replaced the patient's tongue. The parasite is viable as long as the patient's blood continues to feed it; given time, the patient could become used to its occasional erratic motions and the constant pain.
Only a stub of the patient's natural

The gentlest approach is to locate the parasite by careful examination, trap it in a vein near the surface with a pair of needles, then extract it with a suction cup.
Other approaches to extraction are also likely to succeed, but will afflict one of the patient's limbs with a CLEAVE, which you may treat normally.

A magical parasite is travelling through the patient's blood vessels, and taking occasional bites out of their flesh. If left untreated it will kill them within hours.
To treat this, you must locate the parasite, pin it in place, then extract it: killing it in situ will release dangerous poisons into the patient's bloodstream.

patient's chest, belly or back. The well-defined value of the coins will attract the entity, but it will be unable to select a preferred ordering. This conflict will eventually drive the entity to feel frustration, whereupon it will quietly cease to exist.

A barely-sentient entity formed from a shard of Day magic has infested the patient. It seems to be trying to arrange their organs alphabetically. The entity is weak, and the organs well-anchored, but it will succeed within hours. This will kill the patient.
You can arrange four Imperial coins, each of a different value, in a square on the

die within a minute of leaving the patient, but will be very unhappy during this minute.
If dodging clouds of angry magical bees is unappealing, you can prepare a foul-tasting pellet from a dram of bladeroot. Chewing this pellet will nauseate the patient, but kill the bees in minutes.

The patient's lungs have been colonized by bees, which are building honeycombs. Honey, while delicious, is difficult to breathe through: the patient will suffocate within hours if this wound is not treated.
Certain incenses and fragrant oils are irresistible to these bees, and could be used to draw them safely from the patient's lungs. The bees will