

Magical traumatic wound
Itchy skin, watering eyes, sneezing




Physick
Tear here

Physick
Tear here

Something in the air doesn't agree with you. Your skin and eyes itch unbearably, your eyes water, and you often feel the need to sneeze. Scratching doesn't help with the itching, and it's an effort not to scratch yourself bloody. If this wound has not been treated by a Physick before the end of the event, consult a referee.

Magical traumatic wound
Wheezing. Tired. Can't use Unstoppable.



Physick
Tear here

Physick
Tear here

Your breath wheezes, and you feel tired. You may not use the Unstoppable skill. If this wound has not been treated by a Physick before the end of the event, consult a referee.

Magical traumatic wound
Breathing hurts. Coughing up blood.




Physick
Tear here

Physick
Tear here

It hurts to breathe, and you have a persistent cough. This cough sometimes brings up blood. If this wound has not been treated by a Physick before the end of the event, consult a referee.

Traumatic wound: any location
Injury is... wiggling?
-1 max hits (min 1)



Physick
Tear here

Physick
Tear here

Something appears to be wriggling in one of your wounds. The constant motion keeps it from healing properly. The pain and distraction reduce your maximum hitpoints by one. This effect will not reduce your maximum hitpoints below one, no matter how many similar effects you are under. If this wound has not been treated by a Physick within eight hours, consult a referee.

Magical traumatic wound
Difficulty hearing. Buzzing in ears.



Physick
Tear here

Physick
Tear here

You hear a buzzing in your ears. Over the next few minutes sounds become muted and difficult to make out, as if you were underwater. The buzzing remains perfectly clear, though. If you have not had this wound treated by a Physick within four hours, consult a referee.

Magical traumatic wound
Pressure behind eyes. Bright lines in vision.



Physick
Tear here

Physick
Tear here

You feel an uncomfortable pressure behind your eyeballs. Your vision distorts and blurs, and frequently a bright line streaks across it. If this wound has not been treated by a Physick within eight hours, consult a referee.

more damage than simply leaving them. If the patient is the target of the Day ritual *Ascetic Star of Atun*, the spores will immediately lose their attachment. They can then be rubbed or washed off, curing the itching.

Tiny aggressive spores are clinging to the patient's skin, causing the itching. The patient will make a full recovery within a few days, provided they can keep from damaging themselves. The spores are quite firmly attached, and attempting to remove them will do much

spends a few minutes inhaling the steam from this infusion, this will drive out the miasma, curing them. The patient will likely suffer some nausea and dizziness from the bladeroot, but these side-effects should fade within minutes.

The patient has contracted Green Lung, almost certainly from exposure to vallorn miasma. Left untreated, this can permanently damage the lungs. Severe cases can prove fatal. You can prepare an infusion from a measure of Bladeroot. If the patient

spends a few minutes inhaling the steam from this infusion, this will drive out the miasma, curing them. The patient will likely suffer some nausea and dizziness from the bladeroot, but these side-effects should fade within minutes.

The patient has contracted Green Lung, almost certainly from exposure to vallorn miasma. Left untreated, this can permanently damage the lungs. Severe cases can prove fatal. You can prepare an infusion from a measure of Bladeroot. If the patient

If no poker is available, fire will suffice. The lack of precision will cause far more damage, though: the Spring ritual *Blood of the Hydra* will be needed to heal the patient once you have finished.

A shard of magically animated plant matter is trapped in the wound. It is feeding on the patient's blood, and over the next several hours will grow large enough to threaten their life. You will need to burn the invading matter out. A red-hot poker is the best tool for the job: the procedure will be painful, but you're confident you can heal the resulting damage.

measure of Roseweald is sufficient to treat both ears. The patient may experience disorientation, discomfort and nausea as the liquid washes deep into their ears.

Magically-enhanced moss is growing in the patient's ears, blocking them. In a few hours it will spread to the brain, condemning the patient to a lingering death. You can prepare an infusion from a measure of Imperial Roseweald. Introducing this infusion to the patient's ear canals will kill the moss, which can then be washed out normally. One

the rear of their eye socket, you can kill the tendril without having to destroy the patient's eyes. You will need to clamp the patient's head, or have an assistant hold it steady. Most patients will also require further restraint.

Some kind of vine or tendril is growing behind the patient's eyes. Within a few hours it will push out their eyes and begin to grow roots in their brain. You can prepare a thin paste from a measure of Bladeroot. By applying this paste between the patient's eyeball and