













<p>Untreated information: This wound cannot be treated, and the patient is terminal.</p> <p>Physick: The patient has suffered extreme burns which seem to be continuing to spread across their body, which is slowly breaking down into a fine ash. You can ease the pain with a salve of marrowart and applying cloths soaked in cool water, but touching the patient's skin causes it to shred and even disintegrate. Beyond making the patient comfortable, there is nothing you can do.</p>	<p>Physick - Rip Here</p>	<p><i>You are subject to the WEAKNESS effect and will become terminal at a dramatically appropriate moment.</i></p>	<p>What begins as a gentle tingling across your skin soon becomes an agonising burning that fills your entire body. Anything making contact with your skin feels excruciating. As you become terminal, you feel strange sensations against your skin, and see bright light leaking at the edges of your vision as you begin to lose control of your senses.</p>	<p>Physick - Rip Here</p>
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<p>Untreated information: If not treated within 24 hours, the patient will lose the use of the burned limb unless removed and regrown.</p>	<p>Physick: The patient has suffered extreme burns on a small area of their skin. Before treating, any tiny fragments of black glass must be removed. The patient's limb must be held still as you wash the wound and use a tool to remove barely visible black glass shards remaining in the skin. These shards must be disposed of carefully. The burns can then be treated with a poultice of two parts Cerulean Mazzarine to one part Marrowort, and dressed to keep the wound clean until new skin has grown in.</p>	<p>Physick - Rip Here</p>	<p>Sunburned Limb</p> <p>Patient rules: The limb which touched the black glass is painful and raw. You are unable to use the limb, as if it had taken an IMPALE.</p>	<p>Patient roleplaying: Any area which came into contact with black glass or was only protected from it by cloth is covered in livid burns. Touching anything to the skin is excruciatingly painful, and the pain is only getting worse with time.</p>	<p>Physick - Rip Here</p>
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<p>This water resonates with frequencies associated with the magic of Cold Sun. A scholar of Music of the Spheres can neutralise this by resonating the water with frequencies associated with Ylenwe.</p> <p>This could be achieved by layering a series of intervals: a drone on a G, then a note a perfect fifth above, then a tone above that, then a semitone above that and finally a tone above on the next G. This cluster of notes will need to be played or sung close to each pool of water for approximately 10 seconds to neutralise its harmful resonances.</p>		Rip Here	<p><i>Bulgakov Crystalline Pool</i></p> 	<p><i>This crystalline pool is full of water which burns like ice when you hold your skin close. If you touch the water with your skin or through cloth, alert a ref. If you use detect magic for divination on this pool, open this lammy.</i></p>	Rip Here
<p>This water resonates with frequencies associated with the magic of Cold Sun. A scholar of Music of the Spheres can neutralise this by resonating the water with frequencies associated with Ylenwe.</p> <p>Currently, the water is resonating to a chord of E Major. If a chord of the relative minor is played or sung by the pool for 10 seconds, this will neutralise its harmful resonances.</p>		Rip Here	<p><i>Bulgakov Crystalline Pool</i></p> 	<p><i>This crystalline pool is full of water which burns like ice when you hold your skin close. If you touch the water with your skin or through cloth, alert a ref. If you use detect magic for divination on this pool, open this lammy.</i></p>	Rip Here
<p>This water resonates with frequencies associated with the magic of Cold Sun. A scholar of Music of the Spheres can neutralise this by resonating the water with frequencies associated with Ylenwe.</p> <p>Currently, the water is resonating between chords forming an interrupted cadence. If you play or sing a plagal or perfect cadence close by the pool, this will neutralise the harmful resonances.</p>		Rip Here	<p><i>Bulgakov Crystalline Pool</i></p> 	<p><i>This crystalline pool is full of water which burns like ice when you hold your skin close. If you touch the water with your skin or through cloth, alert a ref. If you use detect magic for divination on this pool, open this lammy.</i></p>	Rip Here
<p>This water resonates with frequencies associated with the magic of Cold Sun. A scholar of Music of the Spheres can neutralise this by resonating the water with frequencies associated with Ylenwe.</p> <p>Currently, the water is resonating along a mixolydian mode. If you play a simple melody in the dorian mode close to the pool, this will cancel out the harmful resonances.</p>		Rip Here	<p><i>Bulgakov Crystalline Pool</i></p> 	<p><i>This crystalline pool is full of water which burns like ice when you hold your skin close. If you touch the water with your skin or through cloth, alert a ref. If you use detect magic for divination on this pool, open this lammy.</i></p>	Rip Here

<p>This person is suffering from a Spiritual Effect that is shrouding their nature to the living. While this is in effect, any use of the physic skill will the reveal the presence of any physical traumatic wounds, but not their nature.</p> <p>This effect can be removed through use of the Exorcism skill at a strength of 7.</p>		Rip Here	<p><i>Spiritual Affliction:</i> This card can be opened by someone with the Insight skill</p>			<p>The world appears as if it is shrouded in grey. Words are difficult to understand, you are prone to confusion and daydreaming.</p>	Rip Here
<p>Physick: the patient has been chilled by some supernatural force</p>		Rip Here	<p><i>Weakening chill:</i> This card can be opened by someone with the Physick skill</p>			<p>You are weak and infirm. Walking and strenous movement are impossible unaided. You often feel cold and have a sense of impending doom.</p>	Rip Here
<p>Physick: the patient has a wound that has been stitched and has healed. The flesh around the wound is necrotising, and producing a foul odour.</p>		Rip Here	<p><i>Stitched wound:</i> This card can be opened by someone with the Physick skill</p>			<p>You have a wound that has been stitched and has healed, but you feel nauseous, weak and feverish. From time to time, your gut writhes and wriggles.</p>	Rip Here
<p>Physick: Opening the wound has caused the body to go into toxic shock. If untreated, they will die within half an hour. Any spring ritual will cause the patient to go berserk and die.</p>		Rip Here	<p><i>Immense pain:</i> This card can be opened by someone with the Physick skill</p>			<p>You are in immense pain and slip into unconciousness.</p>	Rip Here

Physick: Following organ damage, function of the kidneys and liver have been taken over by strange parasitic plantlike organs.

To treat, the effects of the wound must be suppressed, then the patient must be fed any Tonic of the Deep Forest. The plant organs should be removed and replaced with a kidney from a live human donor, and part of a liver from a live human donor, then sewn up and healed.

Rip Here

*Unconsciousness:
This card can be opened by
someone with the Physick
skill*



*You are unconcious, but
stable.*

Rip Here

Rip Here



Rip Here

Rip Here



Rip Here

Rip Here



Rip Here

