

Magical traumatic wound

Hard to breathe
Lungs filling with water?

Physick
Tear here

Physick
Tear here

You are finding it hard to breathe, and are becoming light headed. It is difficult to stay conscious.
Thirty minutes after receiving this wound you will become drowsy and unable to breathe.
If you are not treated by a Physick within one hour of receiving this wound, see a ref.

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Magical traumatic wound

Lungs filling with water.
Every 10 mins, lose all hits.

Physick
Tear here

Physick
Tear here

Your lungs are filling with water.
Ten minutes after receiving this wound, and every ten minutes thereafter until this wound is treated, lose all your hits as you drown. You can be healed normally.
If this wound has not been treated by a Physick within one hour, see a ref.

Magical traumatic wound

Lungs filling with water.
Every 10 mins, lose all hits.

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Tear here

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Tear here

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Ten minutes after receiving this wound, and every ten minutes thereafter until this wound is treated, lose all your hits as you drown. You can be healed normally.
If this wound has not been treated by a Physick within one hour, see a ref.

Magical traumatic wound

Hard to breathe.
Stabbing pain on inhaling.
Every 5 mins, lose all hits.

Physick
Tear here

Physick
Tear here

You are finding it hard to breathe, with a stabbing pain in your chest every time you inhale. Running and fighting are nearly impossible due to the pain.
Five minutes after receiving this wound, and every five minutes thereafter until this wound is treated, lose all your hits as you start to drown. You can be healed normally.
If this wound has not been treated by a Physick within half an hour, see a ref.

half an hour: they will be unable to cast spells, use hero points or activate magical items, exactly as if they were suffering the WEAKNESS effect. This aftereffect will fade naturally half an hour after treatment. If the patient is not treated they will drown in an hour.

The patient's lungs are filled with cold sea water and they are finding it hard to breathe. They need to have the water pumped out of their lungs, then a dose of bladeroot must be burnt and the fumes inhaled. After treatment the patient will be unable to perform strenuous activity for

half an hour: they will be unable to cast spells, use hero points or activate magical items, exactly as if they were suffering the WEAKNESS effect. This aftereffect will fade naturally half an hour after treatment. If the patient is not treated they will drown in an hour.

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The patient's lungs are filling with sea water which is making breathing impossible. You need to cut a hole in their windpipe and then syphon out the water from each lung. Finally a poultice of bladeroot should be placed upon the wound on the windpipe and left to infuse slowly. After treatment the patient will be un-

able to perform strenuous activity for half an hour: they will be unable to cast spells, use hero points or activate magical items, exactly as if they were suffering the WEAKNESS effect. This aftereffect will fade naturally half an hour after treatment. If the patient is not treated they will drown in an hour.

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or some other method for treating the VENOM effect. After treatment the patient will be unable to perform strenuous activity for an hour: they will be unable to cast spells, use hero points or activate magical items, exactly as if they were suffering the WEAKNESS effect. This aftereffect will fade naturally half an hour after treatment. If the patient is not treated they will drown in half an hour.

The patient's lungs are filled with a thick black water which is making breathing impossible. In addition small stones and rocks are in their lungs. The patient must be given a strong tea of three doses of marrowort to induce a coma. You will then need to break the patient's ribs and cut into their lungs. Each small stone should be removed from the lungs and then they should be sewn back up, resetting the ribs. To bring the patient out of their coma, you will need to use the *Purify* spell, a dose of Imperial Roseweald,