

## REFEREE RULES

Referee required.

Biopsies cause three body hits and a mortal wound as soon as they are started.

To open the body for a biopsy takes the same amount of time as marked on the surgeon's tools. If an assistant is using staunch wounds to minimise bleeding then the stauncher takes over the count, marking every other second as usual and the biopsy takes half the amount of time listed to open the body.

Once open the death count continues but the anatomist can now inform the referee what area they wish to examine. The referee will state either it looks normal or give the relevant unusual effect if they have examined the correct area – see below.

Once the anatomist has finished the wounds can be treated, taking the relevant normal amount of time – if the victim makes it alive to that point!

Geum: Swollen liver. With lens “If the pits of the stomach wall are swollen with a black discharge then this is indicative of geum poisoning”

Swamp fever: Discolouration at the edges of the brain

Gilded berries: Swelling of small intestine (first few hours only) distinctive twitch of muscle fibres in limbs (lens required)

Scorbutic fire. Small holes appear in brain tissue swelling of the small intestine

Ophidian venom: Examination of the wound shows that the flesh in the area has taken on a blue green hue. Blood test will show that there is a dark discoloration of the blood.

Examination of the spinal column (torso) will show that the spinal fluid has taken on a black hue. Microscopic examination of the limbs will show discolouration of the nerves.

Dryad's tears: Dark discolouration in the blood. Blistering of the lungs.

PLAYER BRIEFING SHEET – see relevant sheets – so far Human, Avian & Mokosh have been written by Gordon.

Symptoms: PTO

If they are replacing an organ to remove an addiction then the rules are written under the relevant contrabando in the ref notes field.

**Undead sailors NPCs (alchemical) – requires anatomy (human)**

- Lungs full of fluid
- No blood just black goo
- Lots of black goo in stomach and intestines
- Atrophy to organs, especially round major blood vessels
- Been dead for some time
- If performed at ritual site, black goo moves slightly under its own volition

Subject	Substance	Special Tools	Symptom
Avian	Rantsin		Degeneration of the calcareous glands
Avian	Rantsin		Atrophy of feather producing glands
Exotherm	Brandy Blend		Healthy looking liver
Exotherm	Catamite		Atrophied inner ear canals
Exotherm	Death by fatal to a limb		Damaged arteries (via bone splinters for Crush)
Exotherm	Death by fatal to the body		Blood in the chest cavity
Exotherm	Default		Unhealthy looking liver(!)
Exotherm	Died via asphyxiation		Dark coloured blood
Exotherm	Drowning or Pneumonia		Fluid in the lungs
Exotherm	Flame		Damage to the brain
Exotherm	Flame	Microscope	Atrophy to nerve fibres
Exotherm	Geum	Lense	Pits of the stomach wall swollen and filled with black discharge
Exotherm	Geum		Slight swelling of the liver
Exotherm	Gilded Berries (early stages)		Swelling of the small intestines
Exotherm	Gilded Berries	Lense	Twitching muscle fibres
Exotherm	Oco Powder		Damaged iris
Exotherm	Oco Powder		Damage to the brain
Exotherm	Oco Powder		Bones hard and brittle
Exotherm	Rantsin		Slight swelling of the liver
Exotherm	Scorbutic Fire		Small holes in the brain
Exotherm	Scorbutic Fire		Swelling of the small intestines
Exotherm	Seraph Tear		Blood with a bluish hue
Exotherm	Swamp Fever		Discolouration of the brain
Exotherm	Swamp Fever		Small intestines swell and fill with fluid
Exotherm	Vineweed Root		Damaged tendons of inner ear bones

Actinian Venom - Gray tinge on the back of the eye balls.

Mellifluent Rhind - White sticky fluid in the lungs.

Seraph Tear - Small black marks on the heart, large black marks on the kidneys.

Vineweed Berry - mild bleeding on the tendons of the inner ear.

Mordant Purgative - thickened lining of the stomach.

Addicted to Dryad Sap - scarring on throat, intestines and bowel

Dryad Poison

Tendrils in lungs

Dark blood