Enhanced Autopsy Triage (EA-Triage) in Drug-Related Deaths: Integrating Quick Toxicological Analysis and Postmortem Computed Tomography, Forensic Science, Medicine, and Pathology

COD category		ICD-10 code	ICD-10 code description
Intoxication with illegal and prescription drugs	Intoxication by and exposure to narcotics and psychodysleptics [hallucinogens]	X42	Accidental poisoning by and exposure to narcotics and psychodysleptics [hallucinogens], not elsewhere classified
	Intoxication by and exposure to narcotics and psychodysleptics [hallucinogens]	X62	Intentional self-poisoning by and exposure to narcotics and psychodysleptics [hallucinogens], not elsewhere classified
	Intoxication by and exposure to narcotics and psychodysleptics [hallucinogens]	Y12	Poisoning by and exposure to narcotics and psychodysleptics [hallucinogens], not elsewhere classified, undetermined intent
	Intoxication by and exposure to other and unspecified drugs, medicaments, and biological substances	X44	Accidental poisoning by and exposure to other and unspecified drugs, medicaments, and biological substances
	Intoxication by and exposure to other and unspecified drugs, medicaments, and biological substances	X64	Intentional self-poisoning by and exposure to other and unspecified drugs, medicaments, and biological substances
	Intoxication by and exposure to other and unspecified drugs, medicaments, and biological substances	Y14	Poisoning by and exposure to other and unspecified drugs, medicaments and biological substances, undetermined intent
Diabetic ketoacidosis		E141	Unspecified diabetes mellitus with ketoacidosis
Alcoholic ketoacidosis		F101 + E872	F101: Mental and behavioral disorders due to use of alcohol: harmful use E872: Unspecified acidosis
Firearms		X72	Intentional self-harm by handgun discharge
Hanging		X70	Intentional self-harm by hanging, strangulation and suffocation
Fire exposure		X00	Exposure to uncontrolled fire in building or structure
		X09	Exposure to unspecified smoke, fire and flames
Traffic fatality		X81	Intentional self-harm by jumping or lying before moving object