

# DRAFT Skirmish Rules 2.5

## Combat Lore

### Time Out

- If “Time Out” is called all players within sight and hearing must stop what they are doing and stay where they are until “Time In” is called.
- “Time Out” may be called for a number of reasons, if someone is hurt or certain events happen and it is important that all players comply with the rule no matter who calls it.

### Hit Points (HP)

- Characters have a number of **hit points (HP)**. These are determined by the character they are playing.
- Starting player characters begin with **3 HP**, except Half Orcs who have **4 HP**.
- Hit points represent the number of times a character can be tagged (see *Melee tagging* and *Missile tagging* below) before they are dead (*See Death below*).
- Players must keep track of their current hit point total. If players **forget** how many hit points they have left then they have **only 1 hit point left**.

### Status

- Players may say “**Status ?**” to each other. This is an OOC (out of character) mechanism to ensure that characters have all the information they would typically have access if we could physically represent all the ingame elements. When requested for their **status**, players **must** provide the following information:
  - a) The **Race** of their **character**
  - b) How many **hit points** they currently have
  - c) Any **spells** they are **under**
  - d) Any **spells** they are **casting**. The spell named is the spell that must thereafter be cast by the spell caster.

### Melee Tagging

- A **melee tag** occurs when the blade of one player’s melee weapon (e.g. swords, javelins etc but not shields) makes contact with another player. NB: The following parts of the body **do not count: hands**
- If any player is melee tagged in the **head** or **neck** then that player **gains** a hit point. This applies even if it brings the current hit points above the natural total for that player’s character. It is permissible to deliberately parry with one’s head.
- Players **MAY NOT shield charge, trip, push, grab** or otherwise interfere with another player except via their weapons. Remember, this is a *tag game*; try not to hurt your fellow players.
- If any player **deliberately blocks** a blow with their **hand** (except for the characters with **Wu-Shu**) then, **at the discretion of the attacking player**, this also counts as a tag.
- **When a player is melee tagged, a number of actions must be taken:**
  - 1) The player who is tagged **loses 1 hit point** (possibly more if magic or large creatures are involved – see *Magic, Large Characters and Tagging* below). If this reduces their hit points to **zero or less** then that character is **dead**. (*See Death below*).
  - 2) **Both** players involved must **disengage**. There are some ways for players to disengage:
    - i. **Take one step away** from their opponent
    - ii. **Withdraw their weapon** to the other side of their body

iii. Or otherwise allow a **reasonable pause** before attacking that player again.

3) **The tagged player** must acknowledge the tag by **stating their current hit point total**.

- Sometimes players **respond** to a tag by attacking immediately **after** they have been hit. These response tags **do not count** as tags since the players should have disengaged as soon as they were tagged.
- Sometimes players tag each other **simultaneously**. In this case a melee tag is scored against each player. A simultaneous tag occurs when both players attack at the same time and both attacks result in a simultaneous (or near simultaneous) melee tag.
- Some players have two melee weapons. If a player attacks the **same opponent simultaneously** with both weapons and scores tags with both weapons then **both tags count**. Attacks on multiple opponents need not be simultaneous

## Missile Tagging

- A **missile tag** occurs when a player is hit with a thrown arrow. **All players hit** by a thrown arrow **before it comes to rest** are deemed to have suffered a **missile tag**.
- **Missile tags** count no matter where the player is hit (Except if they are tagged on the head **hard enough to hurt**), but do not count if they are fully blocked by shields or weapons.
- When a player is missile tagged they **lose 1 hit point** (possibly more if magic is involved - see *Magic, Large Characters and Tagging* below). Players **must** state the **number of hit points** they now have.
- Arrows may be retrieved by any character. If that character is unable to use arrows then they may not use the retrieved arrows, and may only pass them on to characters who **can** use arrows.

## Magic, Large Characters and Tagging

- Some characters, because of their size (e.g. **Ogres**), automatically do **two hit points** damage when they make a tag. Such characters **must state** that they have done two hit points damage when they make a tag.
- Some spells (e.g. **Berserk Rage**) enable characters to do **two hit points** damage when they make a tag. Characters under the influence of these spells **must state** that they have done two hit points damage when they make a tag.

## Surprise Tags

- A surprise tag occurs when **three criteria** are met:
  - a) A player is **missile or melee tagged**
  - b) The tagged player was **not aware of the attack** until they were tagged
  - c) The tagged player was **not in melee** (i.e. not within 5m of a known enemy) when the tag was made.
- All characters do **3 hit points** for a surprise tag; except for **Orcs and Half Orcs** who do **4 hit points**.

## Death

- When characters reach **0 hit points or less** they are **dead**
- Dead characters may be **looted** for their **arrows, power points, weapons, magic items** and **special items**.
- Dead characters **must stay where they die** unless "carried" by a living (but not undead) character. A living character must touch a dead character on the arm to simulate the action of carrying. **Neither living nor dead characters may run** while carrying / being carried. By agreement, characters may wish to dispense of the need for physical contact during the carrying action, but the carried character must remain in close proximity to carrying character. And contact must be re-established if challenged.
- Characters may carry dead characters, subject to their **Encumbrance** restrictions. Dead characters cost 2 Encumbrance Points (EP) to carry. You may not run whilst carrying a dead body, even if **Hasted**.
- Unless they are under the effect of a **Speak With Dead** spell, dead characters are under no obligation to converse with the living. If they choose to speak they may **volunteer only** the following information:

- a) Their character **Status** information
  - b) That they are dead
  - c) How long they have been dead for.
- Dead characters may be brought back to life with a **Raise Dead** spell, or may be **animated** as an undead **Skeleton**. (See the *Complete Spell List* below)
  - Characters **can not** be **Raised** if they have been animated as an undead. To ensure permanent death, you must **Raise Dead** a body, or carry it back to the keep and pay to have it done.

# Character Lore

## Character Creation

All new characters start with **3 HP** (except Half Orcs who start with 4HP) , a Racial type, and **7 XP** to spend on Skills, HP and equipment.

## Racial Advantages For Players

<b>Elves</b>	Start with a free level of magic and <b>+1 PP</b> per spell list that they know (per day). Elves hate Orcs (and Half Orcs), and must roleplay an intense hatred. They <i>may</i> join a Party that includes an Orc or Half Orc.
<b>Faeries</b>	Are able to <b>Fly</b> . When they are flapping their wings (arms) they are immune to any melee range attacks, whether physical or magical. Faeries may cast <b>Sanctuary</b> on themselves once per day.
<b>Dwarves</b>	Are immune to all magic except <b>Cure Wound</b> spells and <b>Raise Dead</b> , which cost twice as many PP to cast on a Dwarf. Likewise it costs a Dwarf twice as much to learn a level of magic, and twice as much PP to cast spells. Dwarves also gain 3 HP whenever they spend 4 XP on HP all at once (subject to rules at higher levels).
<b>Humans</b>	Gain 1 extra XP when they start and 1 extra <b>each time</b> they earn XP.
<b>Half Orcs</b>	Start with <b>4 HP</b> , and do 4 damage (instead of 3) with a <b>surprise attack</b> . Half Orcs also gain 3 HP whenever they spend 4 XP on HP all at once (subject to rules at higher levels). Half Orcs begin with one potion of <b>Orc Brew</b> when they set forth from the Keep.

## Experience Points (XP)

All characters start with **7 XP**. After that, you need to go adventuring to obtain XP. Depending on how well the GMs think you went (how well the objectives were met, how brave the party was etc), you will gain some XP. Individuals may get bonus XP for suitably impressive displays of bravery and leadership.

## Skills, Equipment, Gold and spending XP

When starting out as an adventurer, you may convert some of your initial XP into gold pieces (GP). After that, you need to go adventuring to gain XP.

Once XP is used to purchase a Skill, it may never be converted back into XP. Equipment is purchased using GP. You may sell existing equipment for GP (usually at a loss on retail prices). Many adversaries carry GP, so looting victims is a way to gain GP.

## Initial XP Conversion

You may only convert XP to GP when you create your character. Once you go adventuring, you must acquire GP by other means (usually force).

XP	GP	Comments
1	5	You may only convert XP to GP when you create your character.

## Wu-Shu

Level	XP	Comments
1	6	Allows you to block an opponent's weapon with your <b>hands</b> and <b>forearms</b>
2	6	Allows you to <b>tag</b> an opponent with your <b>hand</b>

## Archery

Level	XP	Comments
1	5	Allows you to use arrows, and start an adventure with <b>6 arrows</b>
2	4	Allows you to begin the game with <b>12 arrows</b> .

## Magic

Level	XP	Comments
1	4	Level 1 spell lists cost <b>4 XP</b> . Each Level 1 list you know bestows <b>5 PP</b> .
2	8	Level 2 spell lists cost <b>8 XP</b> . Each Level 2 list you know bestows <b>5 PP</b>
3	-	Level 3 spells are gained individually. There is no level 3 list, although some spells will require that you possess a minimum amount of personal PP.
<b>Talisman Crafting – Level 1</b>	4	<i>Requires a Level 2 spell list.</i> Allows the crafting of a <b>Talisman</b> that may be used to case Level 1 spells (begin the game with a Talisman – ie a water pistol)
<b>Talisman Crafting – Level 2</b>	4	<i>Requires a Talisman Crafting Level 1.</i> Allows the crafting of a <b>Talisman</b> that may be used to case Level 2 (or lower) spells
<b>Talisman Crafting – Level 3</b>	4	<i>Requires a Talisman Crafting Level 2.</i> Allows the crafting of a <b>Talisman</b> that may be used to case Level 2 (or lower) spells
<b>Potion Making – Level 1</b>	4	<i>Requires a Level 2 spell list.</i> Enables you to make potions of level 1 spells.
<b>Potion Making – Level 2</b>	4	<i>Requires Potion Making Level 1.</i> Enables you to make potions of level 2 spells.
<b>Potion Making – Level 3</b>	4	<i>Requires Potion Making Level 1.</i> Enables you to make potions of level 3 spells.
<b>Scroll Scribing</b>	4	<i>Requires a Level 2 spell list.</i> Enables you to create scrolls of spells that you know. ..
<b>Additional PP</b>	5	<i>Requires a Level 2 spell list.</i> Bestows an additional <b>10 PP</b> (but <b>only 8 PP</b> if you have learned spell lists from <b>both</b> Mage and Clerical disciplines. Specialisation is beneficial.). May be purchased more than once.

## Strength and Encumbrance Points (EP)

Each item you carry costs one or more encumbrance point (EP). PP and potions are excluded from encumbrance.

Carrying a **body** costs **2 EP**.

Armour costs EP, depending on the armour type

Level	XP	Total EP	Comments
0	-	4	Everyone starts at level 0. .
1	3	6	
2	3	8	
3	3	10	
4+	3	12	Enables you to invoke <b>Beserk Rage</b> once per day (may purchase this skill multiple times). This particular kind of <b>Beserk Rage</b> may not be <b>Dispelled</b> but may be countered by other magic.

## Basic Equipment

Equipment costs more to purchase than to you get when you sell it.

**If you loot equipment, you MUST NOT put that equipment down again. We have lost gear and we do not want players to lose gear by putting it down. You may not carry more than you can use or stow on your person. If you have a 2 Handed weapon, you may not carry any other weapon or shield.**

Weapons, armour, potions, spell scrolls and other items may be purchased at the Keep. The following list is indicative of the typical prices that will be available to your character.

**Prices and supplies vary**, but as a general rule the following items *may* be available at the following prices.

Weapons	GP to Buy	GP when Sold	Encumbrance Points (EP)
2H Axe	12	5	3
2H Hammer	12	5	3
2H Sword	15	6	3
Axe	7	2	1
Bastard Sword	12	5	3
Hammer	8	3	1
Javelin	8	3	1
Long Sword	10	4	2
Mace	8	3	1
Pole Arm	20	8	3
Short Sword	5	2	1
Shields	GP to Buy	GP when Sold	Encumbrance Points (EP)
Buckler	5	2	1
Medium	10	4	2
Large	20	8	4
Armour	GP to Buy	GP when Sold	Encumbrance Points (EP)
Helm	10	4	-
Leather	25	10	2
Chain Mail	50	20	4
Plate	100	40	8
Potions	GP to Buy	GP when Sold	Encumbrance Points (EP)
NB: These potions last for 1 day only. Permanent potions must be made using <b>Orc Brew</b> as a base. If you can find one made Orc Brew, it will cost at least 3 times the price below.			
Berserk Rage	10	4	-
Cure Light Wounds	5	2	-
Cure Heavy Wounds	10	4	-
Dimension Door	20	8	-
Haste	10	4	-
Holy Word *	10	4	-
Protection from Magic	5	2	-

Raise Dead	30	12	-
Sanctuary	5	2	-
Turn Undead *	15	6	-
<b>Other</b>	<b>GP to Buy</b>	<b>GP when Sold</b>	<b>Encumbrance Points (EP)</b>
Orc Brew (for potions that last indefinitely)	15	6	-
Vellum	5	2	-
Riding Horse	5	2	-
War Horse	15	8	-

\* Turn Undead and Holy Word potions must be splashed on the victims, not imbibed.

## Armour

Armour interferes with the casting of Mage spells. You may not cast Mage spells whilst wearing armour of any sort. You may wear armour and cast Clerical spells.

You may not remove your armour, or loot non-magikal armour. Armour may only be purchased or sold (usually at the Keep). We do not want PCs to “use up” their armour HP and take it off and hand it to others to use. If you purchase armour, you must wear that armour for the entirety of the adventure.

Spell-casters do not receive the same benefit from wearing armour because they do not have the time to practice with it (since Mage or Clerical spell user requires constant study/prayer/meditation).

**The Bonus HP must be healed as if they were normal body HP. i.e. they are healed normally via healing spells.**

NB: You must physrep the armour you are wearing (i.e. wear something that looks like the armour)

Armour Type	GP	EP	Fighter HP Bonus	Mage* / Cleric HP Bonus
<b>Helm</b>	<b>10</b>	<b>-</b>	<b>1</b>	<b>-</b>
<b>Leather</b>	<b>25</b>	<b>2</b>	<b>2</b>	<b>1</b>
<b>Chain Mail</b>	<b>50</b>	<b>4</b>	<b>4</b>	<b>2</b>
<b>Plate</b>	<b>100</b>	<b>8</b>	<b>8</b>	<b>4</b>

\* Mages can wear armour, but may not cast Mage spells while they are wearing the armour.

## Hit Points

Hit points cost more, depending on how many you have:

Current Maximum HP	XP Cost per Additional HP	Dwarfs / Orcs
< 10	2	Spend 4 XP, get 3 HP (vs 6XP)
10 - 14	4	Spend 10 XP, get 3 HP (vs 12XP)
15 - 19	8	Spend 20 XP, get 3 HP (vs 24XP)
20 - 24	16	Spend 40 XP, get 3 HP (vs 48XP)
25+	32	Spend 80 XP, get 3 HP (vs 96XP)

## Horse Riding

A horse is represented by a 2 metre pole with a horse head at one end. Typically, this is a PVC pipe with a 2D horse's head made from corflute at one end.

A horse can be looted if lead off from where you leave it. Or it can be put down (killed) by a passer by.

Horses may not carry anything other than dead bodies and/or the owner. You may not store equipment on a horse (since when you dismount, the gear would have to be left with the horse).

Level	XP	Comments
1	4	<p><b>Riding Horse.</b></p> <ul style="list-style-type: none"> <li>The first riding horse is free (but others must be purchased)</li> <li>You may ride a horse while you are astride your horse - anyone pursuing you may not run, if they run while chasing someone else they may not then attack you.</li> <li>If you are hit with an arrow while riding then the horse dies instead of you taking damage.</li> <li>You must dismount for combat and anyone can take your horse.</li> </ul>
2	4	<p><b>Warhorse.</b> The Warhorse is exactly as above but.</p> <ul style="list-style-type: none"> <li>You must purchase a Warhorse separately</li> <li>You do not need to dismount for melee, and can charge.</li> <li>Your first tag of a melee is at + <b>1 damage</b> (represents a charge). You can ride 5m away to begin another charge (i.e. this starts a new melee).</li> <li>The horse absorbs the first tag against you and dies on the 3<sup>rd</sup>, so you suffer only 1 of the first 3 tags against you.</li> </ul>

## Temple and Guild Services

The Keep has a Mages Guild, a Fighter's Guild and a Temple. Only non-spell-casters may join the Fighter's guild. If you have a level 1 spell list, you can join the Mages Guild or Temple, or both if you have both types of level 1 spell list.

Whilst the Guilds and Temple will happily sell items to / cast spells for the general adventuring public, only members may access the more specialised services of the Temple an

Service	Comments
<b>Bounties &amp; Fees for Recovery</b>	There may be a particular item or person of interest. Get the item or deliver the person (sometimes dead or alive) and you shall receive the fee. Assignment is arranged by negotiation.
<b>Protection Contracts</b>	The Fighters Guild is often requested to provide protection services to persons of note. Get them to their destination and get paid in the bargain.
<b>Research</b>	If need some information (such as the whereabouts of a magic item, or reagents required to create an item), the Guild/Temple can assist. The price will reflect the quality of the information. Terms are by negotiation.
<b>Solidarity</b>	Members are required to lend assistance in need. This has saved many a member's life out in the wilds

## Joining Fee

It costs 20 GP to join the guild. You get no discounts to the price list, just access to the specialist services

# Magic Lore

## Spell Casters

- Some characters are able to cast spells. These characters are known as **spell casters**.
- Generally, spell casters must destroy one or more **Power Points** in order to cast a spell.

## Power Points (PP)

- In order to cast spells you must destroy a required number of **Power Points (PP)**.
- **PP** are represented by matches.
  1. A single match is used to represent a single PP
  2. To cast a spell, a magic user will light one match at a time – one per PP
  3. When the match is lit, the magic user will recite “ I am burning this match to symbolise the first (second, third, etc....) Power Point in the casting of ( insert Spell name here) Spell”. Although you intend to cast a particular spell when you destroy the PP, you are allowed to change your mind. See **Casting Spells** below.
  4. More than half the match must burn before the PP is deemed destroyed. If it blows out, you must simulate the burning by holding the match until you estimate that  $\frac{3}{4}$  of the match is burnt (i.e. it is quicker to burn than to estimate)
  5. If more PP are required, go to step 3.

At the GM’s discretion a full Status report may also be required for each power point from any player/s considered to be hurrying so much as to be subverting the intent of the rule, so please speak at a moderate pace.

## Spell Casters and Arrows

**NB: If you have the Archery skill, then the rule below does not apply to you.**

Some spells are cast using arrows. Spell casters may begin each day with a single arrow. They may collect arrows during the adventure (or borrow from friends), but may only use them for spell casting only. They can, of course, give them to friendly archers if they want.

## Casting Spells

- **Power Points (PP)** are destroyed by the **spell caster**. A spell caster may not interrupt the casting for one spell in order to cast another, and then return to the former spell.
- Once the PP are destroyed, the spell must be clearly “named” to the victim(s). i.e. you clearly state the name of the spell **before** you touch/throw arrow/use talisman etc.
- **You may change the spell from the one you named when destroying the PP.** Casters may choose to name a spell requiring the same or fewer PP than they have destroyed. If you choose a spell that costs fewer PP, any extra PP destroyed are **wasted**.
- **If you are “Stated” when casting, you must name the spell you intend to cast. You are obliged to cast only that spell.** You can not use the PP to cast a different spell. Either finish casting the named spell or start destroying the PP to cast a new spell (which wastes the PP of the spell named in the Status). If you name a spell that requires more PP than you have destroyed thus far, you still need to finish destroying all PP before you can complete the casting of the spell.

*E.g. a Cleric/Mage is casting **Holy Retribution** (2PP). Just as she finishes destroying the second PP, a bunch of Kobolds turn up and “Status” her. Realising that killing a single Kobold won’t help the situation, she decides instead to name **Fear** (1PP), which she then casts before escaping. She wasted a PP, but it was probably worth it.*

- Some spells are cast with **arrows**. For these spells, all players hit on the fall are affected by the spell. In addition, the mage may tag a number of players with the arrow before it is thrown. Anyone so tagged will suffer the effects of the spell. Note that no one may be affected more than once by a single casting of a spell. Also, once you have named the

spell, you may not take another step. You must make tags and/or cast the arrow. Taking another step ends the spell and wastes the PP.

For example:

*A mage decides to cast Lightning Bolt. She casts the spell and then tags Orc A and Orc B whilst holding the arrow. She then throws the arrow at Orc C who deflects with his shield. The arrow deflects from the shield and hits Orc B and Orc D before landing on the ground and rolling into Orc E.*

*The results are:*

*Orc A: suffers the effects of Lightning Bolt (from the tag)*

*Orc B: suffers the effects of Lightning Bolt (but only for the tag, no damage from the deflection)*

*Orc C: suffers the effects of Lightning Bolt (from the direct thrown hit)*

*Orc D: suffers the effects of Lightning Bolt (from the deflection)*

*Orc E: no damage because the arrow hit the ground first*

*Mage: gets wasted by 5 angry Orcs*

- Except for casting **Protection from Magi**, spell casters **may not** begin another spell until the spell caster's role in the current spell is completed.
- Any amount of time may pass between the beginning of a spell and the completion of a spell. Once the PP are destroyed, you can wait as long as you want before casting the spell.
- If a spell is not cast according to its rules then it is **deemed not to have been cast**, and the spell points are **not wasted**.
- Some spells can only be cast if the caster possesses a Talisman (water pistol). A Talisman is rendered useless if a **Dispel Magic** is cast around it.
- Some spells required a **talisman**. During casting, the caster may not take another step once the spell has been named. Doing so ends the spell (even if you have not utilised the talisman). This rule also applies to spells cast with an **arrow**.

## Potions

Potions are liquid versions of spells. To make a potion out of any spell requires **twice** the number of Power Points as the spell would normally take.

Typically, potions last for 24 hours from their creation. Only Potions made with the famous "Orc Brew" are permanent and will therefore last between Play days. You may create a potion before leaving the Keep, but if you do not use the potion during that day's adventuring, the potion becomes useless. (i.e. use it or lose it)

Potions are not susceptible to **Dispel Magic** but can be **Negated**. If you are carrying a potion and are hit by a **Negate Magic** spell, that potion is now useless.

See the Basic Equipment for potionable spells and their purchase prices. Note that the GP cost is a guide only, and the cost on the day may be more expensive, depending on concurrent exigencies.

## Spell Scrolls

Spell casters with the **Scribe Scroll** ability are able to create a scroll for any spell they know. Any other spell caster can then cast that spell. The scroll is destroyed when it is used to cast the spell. In addition, the scroll reader must destroy the PP required to cast the spell. Clerics can cast Mage spells via a scroll, and vice versa.

### How to Scribe a Scroll

Cast the spell onto a fresh sheet of vellum. You will need to destroy the required PP.

### Obtaining Scrolls

Typically, scrolls are found by keen adventurers, but local Mage Guilds or Clerical Temples may, from time to time, have scrolls available.

### **Level 3 Scrolls**

**Level 3** spells can be **learned**. To do so, a spell caster must have

- a) a scroll for the Level 3 spell
- b) learned the relevant Level 2 list
- c) enough personal PP (minimum personal PP will be stated on the scroll). Note that you must destroy the required PP when scribing the scroll (and the caster must also destroy the required PP when casting the spell).
- d) obtained the favour of a Mage Guild or Clerical Temple in terms of tuition and study

**Level 3** spells that characters may have heard of include:

- **Fly**
- **Shards of Reflection**
- **Create Magic Item**
- **Summon Elemental**
- **Finger of Death**
- **Heal**
- **Mass Heal**

## Level One Mage ATTACK Spell List

<b>Animate Dead</b>	<b>2 PP, Touch</b>
When the Caster has destroyed 2 PP then the recipient becomes a Skeleton. <b>Skeletons have 3 HP</b> and the same weapons as in their former life, but may not use arrows or spells. They <b>must stay in sight of caster</b> and obey instructions unless they count from 1001 – 1100 counts without receiving instruction – whereon they may attack anyone nearby (but not the caster) until instructed to stop by caster. If the caster dies, Skeletons will attack the <b>nearest</b> living creature until <b>Turned</b> or killed. Skeletons are immune from all magik apart from <b>Turn Undead</b> .	
<b>Fear</b>	<b>2 PP, Sight &amp; hearing</b>
After finishing both PP the caster names the spell. All opponents within sight and hearing must immediately leave sight of the caster, at which time they are free to do whatever once again	
<b>Lightning Bolt</b>	<b>1 PP, Arrow</b>
Caster finishes a PP and names the spell to any intended victims and then throws an arrow. Anybody (except Dwarf) hit (even on shields or weapons) loses <b>3 Hit Points</b> unless they are <b>Protected from Magic</b> . The effects of the <b>Lightning Bolt</b> may not be <b>Dispelled</b> . NB: caster may not take another step once the spell has been named.	
<b>Mass Slow</b>	<b>2 PP, Talisman</b>
Caster names the spell to all intended victims, caster may not move while spraying is in progress. Anyone hit by the spray from the Talisman is Affected by Slow and may not run until <b>Dispelled</b> or <b>Hasted</b> . No effect on <b>non-Hasted</b> Ogres.	
<b>Slow</b>	<b>1 PP, Arrow</b>
Caster finishes a PP and names the spell to the intended victims, then throws an arrow. All players hit by the arrow before it comes to rest are <b>Slowed</b> and may not run until <b>Dispelled</b> or <b>Hasted</b> . No effect on <b>non-Hasted</b> Ogres. NB: caster may not take another step once the spell has been named.	
<b>Sleep</b>	<b>2 PP, Arrow</b>
Caster finishes PP, and names the spell to any intended victims and then throws an arrow. Anybody hit by the arrow fall asleep and must act as dead until damaged or clasped with <b>both hands</b> by an unaffected character and told to "Wake" . If <b>Statused</b> , sleeping characters may only reply with their character and fact that they are sleeping. NB: caster may not take another step once the spell has been named.	

## Level One Mage DEFENCE Spell List

<b>Haste</b>	<b>1 PP, Touch</b>
Caster destroys a PP and the recipient is cured of the effects of <b>Slow</b> . If the recipient is an Ogre then they may ignore their movement restrictions until <b>Dispelled</b> or <b>Slowed</b> .	
<b>Negate Magik</b>	<b>1 PP, Arrow</b>
Caster finishes PP, and names the spell to any intended victims and then throws an arrow. Anybody hit by the arrow suffers the effect of a <b>Dispel Magic</b> spell. NB: caster may not take another step once the spell has been named	
<b>Protection from Magik</b>	<b>1 PP, Caster only</b>
Caster is immune to the effects of the very next spell cast upon them, including "friendly spells". You can interrupt casting another spell to cast this one, and then resume casting that other spell. Does not stack. May be ended by clear declaration.	
<b>Truth-Tell</b>	<b>1 PP, Touch</b>
Caster finishes a PP and names the spell to the intended victim. The victim may not tell a lie to anyone for the rest of the scene (or until <b>Dispelled</b> ), but neither does the spell require them to answer any questions.	
<b>Wall of Force</b>	<b>2 PP, Touch</b>
Caster finishes a PP and names the spell to all and sundry. The caster casts a two dimensional spell that acts as impenetrable wall. Neither force nor magik may pass, but anyone can go around it (or <b>Dispel</b> ). It is as wide as the caster's outstretched furthest reach	

## Level Two Mage Spells

<b>Aura of Protection</b>	<b>3+ PP, Caster only</b>
<p>This is a stackable version of <b>Protection From Magik</b>. Each level of protection costs twice as much as the last. This spell may not be “topped up”. May be ended by clear declaration. PP costs are as follows:                  Protection from <b>1</b> spell = <b>1</b> PP                  Protection from <b>2</b> spells = <b>3</b> PP                  Protection from <b>3</b> spells = <b>7</b> PP                  Protection from <b>4</b> spells = <b>15</b> PP                  Protection from <b>5</b> spells = <b>31</b> PP</p>	
<b>Berserk Rage</b>	<b>2 PP, Touch</b>
<p>Once both PP have been destroyed, the recipient then does <b>2 Hit Points damage</b> with each tag until <b>Dispelled</b> or killed. This is not magical damage and affects magik protected/immune creatures.</p>	
<b>Charm</b>	<b>3 PP, 3m</b>
<p>Caster finishes 3 PP, names spell to recipient. The recipient must obey instructions until they are attacked by caster or friends, reduced to 1 HP or are <b>Dispelled</b>.</p>	
<b>Dimension Door</b>	<b>4 PP, [optional arrow]</b>
<p>Caster finishes PP and names the spell to all within hearing, and then calls “<b>Time Out</b>”. The Caster, and all those touching them, are then instantaneously transported, either to the Keep (or their stronghold if they are an NPC) or to the place where an arrow, thrown by the caster, lands. Once the appropriate characters have been repositioned on the “field of play” then “<b>Time In</b>” will be called and play will resume. NB: caster may not take another step once the spell has been named.</p>	
<b>Dispel Magic</b>	<b>2 PP, Sight &amp; Hearing</b>
<p>After finishing both PP the caster may name the spell. Except where otherwise stated, all spells (whether already in effect or only partially completed) within sight and hearing are negated and the PP used for them wasted</p>	
<b>Lightning Storm</b>	<b>3 PP, Talisman</b>
<p>Caster finishes PP and names the spell to all intended victims, caster may not move while spraying is in progress. Anyone hit by the spray from the Talisman is affected by <b>Lightning Bolt</b>, and loses <b>3 Hit Points</b> unless they are <b>Protected from Magic</b>. The effects of the <b>Lightning Bolt</b> may not be <b>Dispelled</b>. NB: caster may not take another step once the spell has been named.</p>	
<b>Mass Sleep</b>	<b>4 PP, Talisman</b>
<p>Caster finishes PP and names the spell to all intended victims, caster may not move while spraying is in progress. Anyone hit by the spray from the Talisman is Affected by <b>Sleep</b> and must act as dead until damaged or clasped with <b>both hands</b> by an unaffected character and told to “Wake”. . If <b>Statused</b>, sleeping characters may only reply with their character and fact that they are sleeping. NB: caster may not take another step once the spell has been named.</p>	
<b>Protect Others From Magik</b>	<b>1 PP, Touch</b>
<p>Recipient is immune to the effects of the very next spell cast upon them, including “friendly spells”. You can interrupt casting another spell to cast this one, and then resume casting that other spell. Does not stack. May be ended by clear declaration by the recipient.</p>	

## Level One Clerical Spells

<b>Cure Light Wounds</b>	<b>1 PP, Touch</b>
Caster destroys PP. When finished the recipient is healed by up to <b>4 HP</b> (up to their normal HP limit). The effects of the <b>Cure Light Wounds</b> may not be <b>Dispelled</b> . Fighters (characters without any personal PP) are healed by up to <b>6 HP</b> . NB: Costs 2 PP to cast on a Dwarf.	
<b>Curse</b>	<b>1 PP, Sight &amp; Hearing</b>
Caster finishes PP names spell to victim who must thenceforth begin any Status report with <i>"I am the inept and worthless ...."</i>	
<b>Hold Person</b>	<b>2 PP, Arrow</b>
Caster finishes both PP and names the spell to the intended victims, then throws an arrow. All characters hit by the arrow before it comes to rest are Held and may not move until they are <b>Dispelled</b> or damaged. NB: caster may not take another step once the spell has been named.	
<b>Negate Magic</b>	<b>1 PP, Arrow</b>
Caster finishes PP, and names the spell to any intended victims and then throws an arrow. Anybody hit by the arrow suffers the effect of a <b>Dispel Magic</b> spell. NB: caster may not take another step once the spell has been named.	
<b>Sanctuary</b>	<b>1 PP, Caster only</b>
Caster names the spell and is immune to <b>non-Magical</b> attack until leaving sight of all enemies, or commencing an attack. NB to sanctuary others you need a potion.	
<b>Speak with the Dead</b>	<b>1 PP, 3m</b>
Caster destroys a PP and may then ask 3 Yes/No questions on one dead character. The questions must be answered truthfully	
<b>Turn Undead</b>	<b>1 PP, Sight &amp; Hearing</b>
Caster finishes both PP and names the spell to the intended victims. All Skeletons, Zombies, and Ghouls (including friendly ones) within sight and hearing must immediately leave sight of the caster, at which time they are free to do whatever once again.	

## Level Two Clerical Spells

<b>Cure Heavy Wounds</b>	<b>2 PP, Touch</b>
Caster destroys PP. When finished the recipient is healed by up to <b>10 HP</b> (up to their normal HP limit). The effects of the <b>Cure Heavy Wounds</b> may not be <b>Dispelled</b> . Fighters (characters without any personal PP) are healed by up to <b>12 HP</b> . NB: caster may not take another step once the spell has been named. NB: Costs 4 PP to cast on a Dwarf.	
<b>Dispel Magic</b>	<b>2 PP, Sight &amp; Hearing</b>
After finishing both PP the caster may name the spell. Except where otherwise stated all spells (whether already in effect or only partially completed) within sight and hearing are negated and the PP used for them wasted.	
<b>Divine Touch</b>	<b>2 PP, Arrow</b>
Caster destroys PP and names the spell to any intended victims and then throws an Arrow, any Undead hit (even on weapons or shields) before the arrow comes to rest revert to normal dead bodies. NB: caster may not take another step once the spell has been named.	
<b>Holy Retribution</b>	<b>2 PP, Arrow</b>
Caster destroys PP and names the spell to any intended victims and may then throws an Arrow, anybody (except Dwarf) hit (even on weapons or shields) before the arrow comes to rest suffers <b>6 HP</b> . Undead receive <b>8 HP</b> . NB: caster may not take another step once the spell has been named.	
<b>Hold Crowd</b>	<b>4 PP, Talisman</b>
Caster finishes PP and names the spell to all intended victims, caster may not move while spraying is in progress. Anyone hit by the spray from the Talisman is <b>Held</b> , and may not move until they are <b>Dispelled</b> or damaged. NB: caster	

may not take another step once the spell has been named.	
<b>Holy Word</b>	<b>3 PP, Sight &amp; Hearing</b>
Caster finishes all PP and names the spell to the intended victims. All Skeletons, Zombies, and Ghouls (including friendly ones) within sight and hearing revert to normal dead bodies. All other Undead within sight and hearing must immediately leave sight of the caster, at which time they are free to do whatever once again.	
<b>Protection from Magic</b>	<b>1 PP, Caster only</b>
Caster is immune to the effects of the very next spell cast upon them, including "friendly spells". You can interrupt casting another spell to cast this one, and then resume casting that other spell. Does not stack. May be ended by clear declaration.	
<b>Raise Dead</b>	<b>3 PP, Touch</b>
Caster finishes PP, whereby the recipient is brought back to life and is on <b>3 Hit Points</b> . The effects of the <b>Raise Dead</b> may not be <b>Dispelled</b> . This spell will not work on any creature that has been animated as undead (such as by an <b>Animate Dead</b> spell).	

## Game Lore

### The World

Far to the west of the Great Plains of Urkania, with its two mighty rivers and great warring cities, is the peaceful mountain ringed Kingdom of Hyperion. A once prosperous land now fallen on hard times since the closing of the only pass through the Iron Alps which separate the Great Lords of the East from the western Land of Rawain and its profitable sea routes across the western ocean.

During the reign of the present (Impoverisht the first) Kings' father the pass fell under the control of Orcs belonging to the "Blood Hammer" clan, and all trade now goes by sea. King Impoverisht does maintain a garrison at the base of the pass to protect his people from the Orc raiders that more and more often come down from the mountains to steal animals and women. And it is from this Garrison that many a brave party of Adventurers have set off to seek fame and fortune. Most, never to be seen again, although their screams often carry down the vale on a windless night. Still there are always more bright young adventurers, and none are ever turned away from "**The Keep on the Borderlands**".

*It is envisaged that Characters will stay at, and sally forth from, "the Keep on the Borderlands" an out of game area. A days Play will begin with a Party of Adventurers leaving the Keep and heading into one of the 8 surrounding areas ( the Terrain and location of each area will be chosen by the GM) and there they will be in the Module of the current GM.*

*The Action will be played out in a predetermined set of Scenarios with the players deciding between each scene (as well as during) on direction and tactics. For each Module the GM will determine 1 or more minimum achievements that must be met before any XP may be earned, for the Adventure. An adventure ends when the Party return to the Keep, at which time the GMs will assess performance and award XP based on a range of subject factors at the GMs discretion. Bonus XP may be award to individual characters for suitably impressive acts of leadership and bravery.*

*It may be that more than one Party is able to go Adventuring on a given day. All Characters at the Keep begin the day with full HP and PP and Arrows and equipment but upon returning to the Keep they will not be reset until the next game day As well as collecting XP while adventuring it is possible for characters to collect Equipment (always baring in mind the Encumbrance rules). A Player may have more than one character at a time, all residing at the Keep (for now), and it is envisaged that most characters resident at the Keep will stay behind when a party goes out adventuring. It may be that more than one party are able to go Adventuring on the same day and/or at the same time, as the GM (or GM's) determine is appropriate for that module and present Game situation.*

*In general the GM will be an NPC (playing) although this may not always be so. The GM may be any or no Character as and when the scenario requires. No action will take place at the Keep (it is a safe place), it is merely a Character park, with a forum, and soon, a Public Bar in which it will be possible to be privy to a wide range of Gossip and Rumour, some of which may be relevant to situations encountered in the field*