

Adventure Quest

Jaern

Outdoor Adventuring Rules

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Introduction

Occasionally adventures can be offered involving more realism. These adventures are called "Live Action" adventures and involve players acting out the roles of their adventurers. This allows you to more closely experience what an adventure might be like.

1 Safety

Rule 1: Play safe!

This means that at no time do we wish anyone to believe that we are doing anything other than roleplaying a game. We are not proposing that anything we are doing is "real" and we are not promoting any kind of cult, religion or other beliefs. To this end:

- 1) No Real or Replica weapons
- 2) This combat is not "tackle"!
No actual scuffling
- 3) No illegal activities

Remember that the Game officials, Actors and creatures, in that order, are the arbitrator of any rule confusions or disputes. Follow their directions when they are given "Out of character". All game officials will use the phrase "**RULING**" when they are playing a actor or creature and must give a rule interpretation, or an instruction.

Breaking any of these rules may result in expulsion from the current game, and possible expulsion from the campaign.

2 Costumes:

Showing up in costume is optional. Costumes should try to reflect the type of character you will be playing if possible. Prizes (in experience points) will be awarded in several categories at the end of the adventure. Do try to dress appropriately to the weather as gaming may take you outside. Do not bring ANYTHING with you to the game starting point which you are not willing to carry along with you all night as you may not be going back there once play commences.

Any game official, spirit or actor wearing a black armband is considered invisible or not present, and should be ignored by all players, actors and creatures.

3 Time

Since all the action is occurring in real time, no time equivalent to rounds is required. If it took three rounds to get a lantern from your pack during ordinary play, the time needed in outdoor place is dependant on how quickly you can get the lantern out of the pack.

Many times the rules will state that certain effects last for specified number of minutes. It is helpful for all game players carry a time piece, and that they properly synchronize it to the watch of the game referee when told to at the beginning of the adventure. If for some reason your watch fails during the adventure, ask the nearest player and/or Actor to time for you.

If, for some reason there is no way to tell the time needed for an action or effect... please just use your judgment and get it as closely as possible and reasonable.

4 Movement

Another fairly simple topic, you may move as fast as you can. Remember that you are just playing a game, broken limbs are no fun.

Any game official has the option of encumbering your character with more or less than you are currently carrying depending on the supposed armor which your character is wearing. He may do this by requiring you to carry more or less than what you have started with.

5 Equipment

You may carry most any non-technological device with you which you are capable of carrying. Exceptions will allow you to carry lighting devices (flashlights, modern lanterns) in place of their medieval equivalents. Also time pieces for timing game actions are allowed.

6 Point Cards

In place of damage points and spell units in the standard combat system, each player and Actors participating in the adventures is issued a pack of POINT CARDS. These cards are used during combat, spell casting, and skill usage. The number and values of each pack is determined by the attributes of the character, and the conditions of the scenario.

7 Combat

During the adventure you will meet strange and unusual people in many exotic places and occasionally kill them (much like real life). To combat other adventurers and actors, the following system is used. This system relies on the honesty of all the players, and any disputes WILL result in expulsion from the adventure, and possibly the campaign.

1 Upon sighting another person you, who is not already involved in a melee, you may approach them, touch them, and announce "MELEE".

2 The player announcing melee is then considered the ATTACKER, and his victim is the DEFENDER. Both the ATTACKER and the DEFENDER then stop to resolve the melee.

3 For both the ATTACKER and the DEFENDER, one other person, not already in melee, may touch one of them and announce "MELEE" if all the currently involved

players have not yet played cards. These players are considered the offensive ALLY and the defensive ALLY.

4 DEFENDER, ATTACKER, and both ALLIES then have 30 seconds to look through their decks and choose POINT cards to play. Play the card by holding in front of you in your sword hand, unrevealed.

5 When all POINT cards are played, all the players in the melee REVEAL their cards simultaneously by turning them over and showing their values.

6 Cards on both sides are totaled.. all REVEALed cards then must be DESTROYED by tearing them into pieces.

7 The ATTACKER or DEFENDER with the lower total becomes the LOSER and the other the WINNER. The LOSER becomes unconscious (closing his eyes and falling to the ground if possible). The winner and all ALLIES are released from melee and are free to melee again or run away. If there is a tie, there is neither a WINNER or LOSER, all players are released from melee.

8 The LOSER then notes the time and adds 10 minutes if the WINNER was a player, or an amount told to him by the actor or creature if they so speak. When he becomes unconscious, the WINNER and both allies may take any actions they wish and are free to leave, attack, drag the loser away etc. While the loser is unconscious, he can not hear anything, IE he can not use any knowledge he hears while knocked out. Also unconscious people may make NO movement or assist others in moving them.

9 After the LOSER's time has expired, he then becomes conscious again and may open his eyes and re-enter the game.

8 Checking for Vital Signs

While a LOSER is unconscious, they are eligible to be LOOTED. Anyone can search the loser and take whatever they find from them. Most magic items will be represented by small items or cards. You can not loot any point, spell or skill cards. Unconscious people are to be looted, not beat up, don't go overboard. Items should be returned to their owners after the adventure is over.

9 SPELLS:

For each spell group your adventurer has bought, you will have a card representing that spell group. Spell cards are not disposable. When you wish to use a spell card, also choose a point card to play with it. When the card is played

(usually by announcing it's keyword) the spell effect rank is the lower of the two ranks of the point card and the spell card. This means that the spell is limited in rank to the rank which you bought that spell group. This rank is printed on the spell card given your adventurer. When the spell is complete, destroy the point card, but keep the spell card.

Any card played by the caster while casting a spell is always limited to the rank of the spell he can cast. Higher cards are considered equal to the spell rank. Targets may always opt to not play a card in defense when the spell calls for it. The target will be considered to be not resisting the spell, and will have an automatic zero card value.

When a caster calls out the keyword of a spell, all players, actors and creatures within hearing freeze and allow the spell to be resolved. When the spell is complete, the caster immediately calls out continue and other actions resume.

Below is a list of the elemental and divine spell groups, and what the card allows—

9.1 Elemental: Core

Defer

Use of this spell card allows you to add to the power of another spell. Prepare the DEFER card with a point card and another point card. Invoke the spell saying "DEFER" and destroy the first point card. You then can add the second point card to your next spell. This ends up taking three point cards, one to accomplish the defer, the point card deferred for the upcoming spell, and the point card which would have been played with the spell normally. The added card must be equal to or less than the card destroyed for the DEFER.

Common Magics

The WEAPON spell card is used to strengthen a warrior's sword attack. Invoke the spell saying "WEAPON" and give the point card to the warrior. In his next attack, the warrior can play that point card in addition to his own attack card. When played, the card is destroyed.

Revocation

When any other spell is invoked, the possessor of this spell card can revoke it with a point card saying "REVOKE". If the revoker's point card is higher than the invoker's, the invoker's spell is canceled and all involved point cards are destroyed. If the revoker fails, only his point card is destroyed.

Tongues and Scripts

This card can be used to translate messages in unknown tongues. A message written in a strange tongue will be on an envelope. On the envelope is a number representing the "strangeness" of the tongue used. If the caster can play this spell (announcing "TRANSLATE") with a point card equal or above the number on the envelope, he can open it and read the message within.

Shadow Magics

The caster plays his card, announcing "SHADOW". Everyone else within hearing must freeze in his position, including the caster. The caster then carefully notes where his shadow ends. Walking straight towards that location, he stops when he reaches it, or at the spell effect rank times ten paces, which every is closer. He then announces "CONTINUE". Play continues.

Movement

Announcing "SLOW", the caster touches his target and plays a card. The target defends, and if the caster's card is revealed to be higher than the target's, the target must move and perform all actions at half speed for 15 minutes.

9.2 Elemental: Earth

Earth Magics

The spell here is called *Metal Wall*. The caster plays his spell card and announces "WALL". All players freeze as the player outlines a straight wall as long in feet as the spell rank. Then he announces "CONTINUE", and all must treat his wall as a real metal wall. Remember to bring chalk if possible.

Magnetism

Played by shouting "REPULSE" and pointing, all players must freeze in there place as the effected creature/adventure passes directly away from the caster as many tens of paces as the spell rank. The target is stopped by any obstacles. Once there, the caster shouts "CONTINUE" and play continues.

Hindrances

Played by affixing a point card to a door or chest and announcing "LOCK" the portal is considered locked and can only be opened by revoking, or picking the lock. Try to bring masking tape for this spell.

Necromancy/Time

Played by yelling "FREEZE", all other players must freeze in their tracks. The caster begins counting allowed from four times the spell rank number downward. He may move and take actions normally while counting, but all others must completely ignore him. When he reaches zero, normal play continues. If he gets outside of the other player's hearing, they should count down as well. Count once per second.

9.3 Elemental: Fire

Fire Magics

Announce "FIRE" pointing at a target. That target loses a point card equal to or greater than the spell rank. Note that you can only use this when the target is NOT in combat.

Illumination

Announce "**DAZZLE**" and point to a target. All other players must stop to allow this to be resolved. The caster and (if he wishes) the target play point cards. If the target matches or exceeds the caster's spell rank, he announces "**CONTINUE**" and play resumes. If not, the caster announces "**CONTINUE**" and play continues, but the target must close his eyes against the glare for as many minutes as the spell rank. He can still move and act, but blindly. Other adventures can assist him.

Note

If the target is in a dangerous place, IE a street, he should first walk straight to a safe place, and then loose his vision. Don't abuse this, don't get hurt.

Conjuration

The caster announces "**VISION**", indicates a target, and plays his cards. All players freeze in position and the target can play a defensive card. If the caster's spell rank exceeds the target's defence, the caster describes a vision involving an area no grater than 10x10x10 feet. The caster then announces "**CONTINUE**" to resume play. For the next five minutes, the target must act as if the vision is real.

Mind Twisters

The caster announces "**CHAOS**", indicates a target, and plays his cards. All players freeze in position and the target can play a defensive card. If the caster's spell rank exceeds the target's defence, the target must make random actions for the next 2 minutes. The caster then announces "**CONTINUE**" to resume play. The target's random actions can not help their fellows in their quest. Be creative, have fun. Game officials may make rulings about these actions on the spot.

9.4 Elemental: Air

Air Magics

This spell card allows the caster to become an ally in a combat from a distance. When you see a melee, announce "**ALLY**" from a distance holding up the spell card and pointing to the combat. You then stop moving, and play the spell rank as if it were an ally's point card.

Visions

Playing this card and announcing "**INVISIBLE**" all other players and creatures must pretend to not see you. If you touch or attack anyone, the spell terminates. It will last the number of minutes of the spell rank, and at its termination do to time or contact, you must announce "**VISIBLE**". Note other players can not make a conscious effort to bump into the caster just to terminate the spell.

Scrying

The caster announces "**SMELL**" and play freezes. The nearest game official or creature tells the caster what objects, in the direction he is looking, have a magical aura. A spell rank of at least three is needed to activate this spell card.

Dimensions

Playing this card and shouting "**COME FORTH**", a portal to another plane opens and a creature from there will shortly appear next to the caster, perform his instructions for as many minutes as the spell rank, and then disappear. The creature comes supplied with his own point cards, and can combat once per call. Note that there are a limited number of intradimensional creatures available, and this spell may fail after the first.

Creatures from another plane that are not currently here will be wearing a black arm band and should be treated as if they are not there. When they appear, they will remove the arm band, and when they disappear they will put it back on.

9.5 Elemental: Water

Water Magics

The caster need only hit the target with some quantity of water and announce "**CHILL**". The target loses a point card of value equal or above the spell rank.

Wardings

If the caster has been engaged in combat, he may announce "**ESCAPE**" and must be given as many seconds to run as the spell rank. This is the only effect which allows one to leave melee after it has been announced.

Changings

Touching some one else's point card and announcing "**CHANGE**", the caster changes that point card into the spell rank instead. This can be done to any card at any time, even during melee, or after cards have been revealed and not yet destroyed.

Charms

The caster invokes his card with the word "**CHARM**", and indicates a target. The target may play a card in defense. If the caster's card exceeds the target's, the target becomes a willing slave to the caster and will preform any action other than direct suicide on the casters command for the number of minutes of the spell rank.

9.6 Divine: Core Spells

Ceremonies

This spell is not applicable, as these ceremonies can be acted out.

Revocation

When any other spell is invoked, the possessor of this spell card can invoke it with a point card saying "**REVOKE**". If the revoker's point card is higher then the invoker's, the invoker's spell is canceled and all involved

point cards are destroyed. If the revoker fails, only his point card is destroyed.

Blessings

Laying of the hands on the one to be blessed, the priest calls out "*BLESS*", and gives the recipient (which can not be himself) one of his point cards. Until this point card is expended, when the possessor loses a check, he can ignore the result, and play this card instead. Both the loosing card and the point card from the blessing are destroyed.

Fabrications

This spell apparently does not work where this adventure is occurring.

Detections

Cast on any creature or adventurer, calling out "*DETECT*", they must tell the caster whom they are really playing and what, if any, spells they are under. The caster must only use knowledge he has legally acquired to be suspicious of the target to use this spell. Any game officials on hand may review reasons for this suspicion and disallow the spell. A spell rank of 3 is needed for this spell to work.

Influences

The caster announces "*COMMAND*" and points out a target. The target can play a defensive card. If the spell succeeds, the target must carry out one command of less than six words. The command can not cause the target to take it's own life directly.

9.7 Divine: Anubis

Tomboloko

Using this spell allows the caster to know the direction of the nearest dead. The range is equal to the rank of the spell times 20'. When the spell is cast, the nearest game official will indicate the direction of nearest dead body or dead creature within its range.

Animotusi

Touching a resting body, the caster announces "*Refresh*" and gives the caster the point card used for the spell. If the target finishes resting, he keeps the card, along with any others given to him by a game official for resting. If he is interrupted, the point card is destroyed.

Trovisavi

Casting this spell on a dead body, you can ask it up to three questions which it can answer with "Yes" or "No". This spell requires the use of a 3 point card or greater.

Kadavros

Using this spell, the caster can animate a dead or unconscious body for up to 5 minutes times the rank of the

spell. The body will follow him, but perform no other actions. This spell can be used more than once on the same body, accumulating the time it is animated.

9.8 Divine: Isis

Recover

The target must remain motionless, and the caster must lay his hands upon the target. The spell caster is restoring a lost point card to the target, and the time needed is the rank of the lost card divided by the rank of the spell rank. At the conclusion of the spell, the nearest game official or creature will give the target the recovered card.

Heal

To use this spell, play a point card of three or greater, touch the opponent and announce "*HEAL*". This spell then cancels the effects of these spells:

<i>DAZZLE</i>	Illumination
<i>VISION</i>	Conjuration
<i>CHAOS</i>	Chaos
<i>CHARM</i>	Charms
<i>COMMAND</i>	Influences

Assist

Using a point card of three or greater and calling out "*AWAKEN*", the caster can wake an unconscious person immediately.

Natural Order

This spell apparently does not work where this adventure is occurring.

9.9 Divine: Neptune

Underwater

Using this spell, the caster must be in contact with any non-portable source of water. He is then protected by that water, and can not be touched or harmed by others for a period of 1 minute for each rank of the spell.

Sea Form

This spell allows the caster to change into a dolphin like mammalian form whenever immersed in water. The spell lasts 5 minutes per rank, during which the player pretends to be able swim like a dolphin and can communicate with any sea creatures.

Aquatic Life

Touching an injured sea creature, the caster uses (and destroys) a point card of 3 or greater to give another of his cards to the target.

Hydromorph

Using this spell, the caster fills a small container with water, and projects it at his target. If it hits, the target must stop and loose a point card of a value equal to or greater than the card used to cast the spell.

9.10 Divine: Orus

Love

With the ultimate concern for his target, the caster of this spell destroys a point card of at least 3, saying "*FRIEND*" to his target, and then swaps all his point cards with his target, if the target has a lower total than he.

Hate

The caster touches his target and calls out "*ANGER*". He and his target play cards (the casters must not exceed his rank in Hate), and if the caster's card is larger, they swap cards.

Courage

The caster throws this spell, shouting "*LOOK!*" and destroying a point card. Then he performs some shocking, audacious or surprising action. Anyone watching this action loses a point card equal to or greater than the spell rank cast.

Fear

The caster touched his target, and shouts "*FEAR*". Both play cards, the casters being equal to or less than his rank in the spell, and if the target's card is revealed lower, he must run in fear and hide for 5 minutes.

9.11 Divine: Osiris

Wilderness

For each rank of the card used for this spell, the caster can not be seen or heard while hidden in undergrowth. All must ignore him until he moves from the growth or the spell expires.

Animal Form

The caster names an animal, touches a target and plays a card. If the target plays a card lower than the rank of the spell, the target must act like the named animal for 10 minutes.

Land Life

Touching an injured land creature, the caster uses (and destroys) a point card of 3 or greater to give another of his cards to the target.

Landmorph

Using this spell, the caster must be in direct skin contact with bare earth. For as many minutes as the spell rank he can not be touched, enspelled or harmed by others.

9.12 Divine: Ra

Compile

When both the target and the caster are in direct sunlight, the caster calls out "*STRIKE*", destroying one or more of his own point cards casting the spell. The target then loses a like number of cards equal to or greater in rank than each card or the spell rank, whichever is lower.

Decompile

Touching a target, the caster calls forth "*PAIN*" and both target and caster play cards. If the target loses, he is immobile and in pain for as many minutes as the spell rank.

Discorporate

Focusing light on a target, and shouting "*HOLD*", the target plays a card, and if it is lower than the spell rank he must stop in place, performing no actions while counting down from ten times the spell rank, one count per second.

Encorporate

While resting, if the priest is in direct sunlight, he gains back an additional card equal to his encorporate rank.

9.13 Divine: Tarus

Fosiantau

The caster touches another player or actor, saying "*REPEAT*", and then specifies something the target has said earlier. The target must then repeat the utterance, just as it was said to the best of his ability. This is good for getting repeats of clues, poems and other heroic and villainous speeches.

Mensa

The caster speaks forth "*THINK*" and all action freezes. For the number of minutes equal to the spell rank, he and his follows can converse sharing information about the current situation. Needless to say, onlooking actors and creatures hear the conversation as well. He can terminate the spell at any time, announcing "*CONTINUE*".

Mezuri

Casting of this spell allows the caster to use binoculars for 30 minutes times the rank of the card used with the spell.

Sciovorto

Touching a charmed or enchanted adventurer or actor and stating "*CLEAR*" causes the target to play a random (selected blindly) card against the card played with the spell. If the caster wins, the charm or enchantment is revoked. If not, there is no effect. In this special case, the

targets point card is NOT destroyed, regardless of the outcome.

9.14 Divine: Tor

Weapon

Any time a priest of Tor uses his holy symbol during an attack, he can add one to the point card he plays to represent his attack with that holy symbol.

Body

Superb physical conditioning allows the Torian priest to recover from unconsciousness twice as fast as normal. For example, loosing in a combat only results in 5 minutes of unconsciousness rather than 10.

Spirit

A Torite's strength of spirit allows him to resist the effects of baneful magic. Whenever the priest must play a card in defence of a spell, he automatically adds one to its value.

Mind

With a quick and agile mind, ONCE during an adventure a Torite priest may replace one of his played cards with another of a different value AFTER both cards are revealed in combat. The combat is resolved as if the second card had been played initially.

10 Incants

Nomads are masters of expendable magic. The exact form of these magics is varied and unpredictable. Nomads will carry items and cards containing the details of these magics. Incants do not need a point card played with them, since the power is already in the incant. All nomadic incant cards are destroyed once used. Here are some of the possible incants:

Amulet of Luck

Whenever cards are revealed, immediately after they are revealed the nomad can touch one of the cards with this amulet, raising its value by the value of the amulet. The result of the confrontation is as if the value of the card touched was higher by the amount on the amulet. The amulet is destroyed by this process.

Baton of Dancing

Wielding this baton, the nomad strikes his target. He then begins to dance. For as long as he dances, or up to one minute for each rank of the baton, the target must attempt to match his dance steps. Neither the nomad nor the target can speak or take any other actions while the dance continues. The baton is destroyed at the end of the dance. Attacking either participant ends this incant.

Deep Sleep

If a target drinks this liquid, he falls into a deep sleep for 5 minutes times the rank of the incant. This is a healing sleep, and the imbiber gains the point card taped to the container when he wakes.

Dr Brown's Restorative

If the nomad, or someone to which he has freely given this incant, drinks this fluid, they recover the point card taped to the can.

Sleep Bombard

Anyone hit by this thrown incant plays a card. Then he examines the card taped to the missile. If the thrown card exceeds his, he falls unconscious for 10 minutes.

Sleeping Draught

If a target drinks this liquid, he falls into a deep sleep for 5 minutes times the rank of the incant.

Spirit Exchange

This target of this incant plays a card against the incant. If his card is lower than the rank of the incant, he and his target confer, exchanging all knowledge of the current adventure that they know. Then they switch all cards, and play each other's role until the end of the adventure, or when they are swapped again. A successful CLEAR spell will undue this incant if the swapped players are within line of sight of each other.

Synchro Dance

The incantor calls out a four count, brandishing this incant. Then all targets, within earshot, dance as he does, as long as he continues to dance and sing, for up to one minute per rank of the incant.

11 Skills

Many skills used in the standard AQ/Jaern system become immaterial during the live action games. Things like begging, swimming, navigation and camouflage are physical and mental skills which the players must perform or act out. Some skills can only be performed with point cards. You use one of these skills much like a spell, you play the skill card with a point card that gets destroyed. The lower of the two cards defines the skill effect. These are usually used when the circumstances dictate, and can be adjudicated by a game official.

You will receive skill cards for any skills that can be used with point cards.

12 RESTING:

It is possible, while the adventure is in progress, to rest to recover lost POINTS. Find a campsite, and inform an actor or game official there that you are resting. He will record the time. Lie down, or sit, close your eyes and do not

move. During this time you can not remember anything you hear. After 15 minutes have past, the actor will give you new POINT cards. You can never rest up higher than your original POINT total. To wake up a resting player, you must touch them and announce "**WAKE UP**". They then may wake up and play, but they will not recover any cards

and remain there, silently. Dead adventurers may make NO movement or assist others in moving them. Other players may loot him or drag the body along if they wish. Eventually a actor or game official will come by and give instructions to the player of the dead adventurer.

13 DEATH:

When a player destroys his last POINT card, his character is dead. The player must then drop to the ground

14 Key words

Here is a list of keywords and their effects:

ALLY:	caster becomes remote ally
ANGER:	play cards, swap cards with target
AWAKEN:	wake unconscious target
BLESS:	give target card to replace one played
CHANGE:	change value of point card
CHAOS:	play cards, target becomes random, CONTINUE
CHARM:	play cards, become charmed, CONTINUE
CHILL:	target takes damage if hit
CLEAR:	clear a charm or enchantment
COME FORTH:	creature appears to do bidding
COMMAND:	play cards, CONTINUE, do the command
DAZZLE:	play cards, target goes blind, CONTINUE
DEFER:	DEFER power to another spell
ESCAPE:	abort melee
FEAR:	play cards, target runs/hides for 5 minutes
FIRE:	target gets hurt
FREEZE:	all freeze, target moves counting, CONTINUE
FRIEND:	swap point cards with target
HEAL:	cancels other spell (DAZZLE VISION CHAOS CHARM COMMAND)
HOLD:	target is frozen for spell rank seconds times 10
INVISIBLE:	everyone ignores caster
LOCK:	locks door or chest
LOOK!:	shocked people loose card
MELEE:	involved players freeze and combat
REPEAT:	make target repeat speech
REPULSE:	all freeze, target moves away, CONTINUE
REVOKE:	cancels other spell
RULING:	play freezes, official rule
SHADOW:	all freeze, target moves, CONTINUE
SLOW:	play cards, target at half speed for 15 minutes
SMELL:	all freeze, official show magic, CONTINUE
STRIKE:	target loses as many points as the caster
TRANSLATE:	interprets foreign tongue (open envelope)
VISIBLE:	caster can not be seen
VISION:	play cards, target sees conjuration, CONTINUE
WAKE UP:	disturbs players rest/sleep
WALL:	all freeze, caster draws wall, CONTINUE
WEAPON:	strengthen warriors weapon

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