

# Killing Blow

A killing blow may be administered only to a unconscious victim. It is delivered by touching a weapon or spell packet to the victim's torso and calling out "Killing blow one... killing blow two... killing blow three." (This process takes a minimum of three seconds, no matter how quickly you say the words.) If the process is interrupted, the killing blow fails.

A killing blow may be interrupted by:

- The character taking damage
- The character being hit with any spell
- The character being hit with raw mana (hitting the character with a spell packet while saying the descriptor **interrupt**<sup>1)</sup>)
- The character's weapon being knocked away
- The character being distracted by a rogue's **distract** ability.

If a killing blow is interrupted, the character must wait at least 15 seconds before attempting another killing blow.

If a killing blow succeeds, the character is dead and is beyond normal or simple magical healing. (A killing blow is the equivalent of cutting the victim's head off.) However, a dead character may still be magically resurrected.

<sup>1)</sup>

*Interrupt* is a spell that has no effect except to interrupt a killing blow.

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