

# TROLL-BLADE

2<sup>nd</sup> edition



*"With sword and spell we conquer hell,  
With spell and sword are legends forged."*  
- attributed motto of the Sons of War

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## 0 - Game Mechanics

"A process cannot be understood by stopping it. Understanding must move with the flow of the process" - Mentat proverb

Troll-Blade determines the success or failure of attempted actions with the roll of a twenty sided die or d20.

In combat, the HIGHER the roll the better with any bonus adding to the roll and any penalty subtracting from it.

For any other action, referred to as a TASK, the LOWER the roll the better with any bonus subtracting from the roll and any penalty adding to the roll.

	COMBAT	TASK
Roll	High	Low
Bonus	Add	Subtract
Penalty	Subtract	Add

The effects of actions are often cumulative. The table below determines this.

Level	Cumulative
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45
10	55
11	66
12	78
13	91
14	105
15	120
16	136
17	153
18	171
19	190
20	210

# 1 - Character Generation

*"Be thy one and wisdom to,  
And grew and joyed in my growth,  
From a word to a word I was led to a word  
From a deed to another deed."  
- poem of ancient Britain*

## 1.1 - GENERATE ABILITIES :

Each character has 6 abilities. They are:

Strength (or STR)  
Dexterity (or DEX)  
Endurance (or END)  
Intellect (or INT)  
Willpower (or WILL)  
Charisma (or CHA)

- STR represents physical, muscular power as it relates to such activities as swimming, climbing and lifting. A high STR makes it easier to hit an opponent in hand-to-hand combat and also determines how much damage can be inflicted with a hand weapon by the character.
- DEX measures a character's agility and grace with regard balancing, riding and ability to react quickly. A high DEX means a greater ability to hit a target with a thrown or missile weapon, inflict damage with same and a character's prowess with a shield.
- END is physical toughness and resilience. END measures a character's ability to withstand damage through hit points and deflect damage by wearing armour. A high END character is less likely to suffer the worst effects of poison and disease.
- INT is a character's intelligence, ability to learn and use knowledge. INT is the major requirement for Sorcerers both in casting and powering their spells. A high INT character is likely to be literate and know many languages.
- WILL is awareness, mental strength and resistance. WILL is a requirement for Priests to channel divine power through them.
- CHA measures a character's charm, grace and presence (or lack thereof).

Roll 1d6 + 12 for one ability.

Roll 2d6 + 6 for another two abilities.

Roll 3d6 for each of the three additional abilities.

Don't worry about the ability scores for the moment as they can be increased as a character progresses in experience.

To determine an ability's value with regard to a TASK roll (it's TASK INDEX or TI score), double the value of the ability.



## 1.2 - DICE VALUES

The value of a given ability reflects directly on a character's combat skills.

Check the table below to determine.

ABILITY	A	B	C
6 or less	d2	d4	d6
7 to 10	d4	d6	d8
11 to 14	d6	d8	d10
15 plus	d8	d10	d12

- Hit Points (HP) per Rank. Compare END to C.
- Damage inflicted with hand weapons. Compare STR. A = small weapon, B = medium weapon, C = large weapon.
- Damage inflicted with missile weapons. Compare DEX. A = throwing weapon / sling. B = bow. C = crossbow.
- Damage resistance (DR) from wearing armour. Compare END. A = leather. B = chain-mail. C = plate-mail.
- Deflection bonus (DB) when using a shield. Compare DEX. A = small shield. B = normal shield. C = large shield.
- Initiative. Compare DEX to B.

## 1.3 - ACTION POINTS :

Each character begins at RANK 1 with 1 action point (AP).

An AP can be spent at any time and allows the character to make his next roll TWICE with the better roll being chosen each time.

Only 1 AP may be spent in a single round.

Ordinarily all AP'S are recovered 24 hours after the AP total is reduced to 0, however after a AP is spent a character may attempt to recover the spent AP immediately by rolling the highest score on a rolled die.

For humans the die is a d8.

For non-humans the die is a d4 for a FAVOURED AP roll (FAP) and d12 for all other AP spending.

A FAP is a circumstance in which the character has a racial / cultural advantage when attempting a particular action and are listed in the races section.

## 1.4 - CHOOSE A RACE

There is a choice of five character races. They are -

Dwarf  
Elf  
Half-ling  
Half-orc  
Human

Each race, except for humans, has FAP for certain circumstances. These are -

### DWARF.

- Any END TASK roll.
- Any combat use of an axe, hammer, crossbow, or armour.
- Any combat roll to hit or damage goblinoids or giants.
- Any TASK roll appraising the value of metal or

- stone goods.
- Any TASK roll concerning the detection, crafting or appraising of stonework or stone working.

#### ELF.

- Any INT TASK roll.
- Any combat use of a long-sword or bow.
- Any WILL TASK roll to listen, spot or search.
- Any TASK roll to resist the effects of spells or spell-like effects.

#### HALF-LING

- Any DEX TASK roll.
- Any STR TASK roll to climb or jump.
- Any use of thrown or sling weapon.
- Any WILL TASK roll to resist the effects of spells or spell-like effects.

#### HALF-ORC

- Any STR TASK roll.
- Any combat use of a large weapon.
- Any CHA TASK roll to intimidate another.

### 1.5 - CHOOSE A CLASS

Each character has a choice of 4 careers or CLASSES. These are -

WARRIOR - a professional fighter trained in all aspects of warfare and combat.

THIEF - common name for a rogue, thug, scout or spy.

PRIEST - a servant of the divine able to wield both weapons and spells in their god's name.

SORCERER - a learned spell caster who seeks power through the use of magical spells and lore.

- Any roll a WARRIOR makes concerning the damage inflicted by a weapon, the DB of a shield or the DR of armour, is 1 die higher than it should be. I.E. a d4 becomes a d6, a d6 becomes a d8 etc.
- A THIEF doubles any TASK roll penalties (TP) with regard to wearing metal armour or excessive weight.
- A THIEF makes his initiative roll in combat at 1 die higher. I.E. a d4 becomes a d6, a d6 becomes a d8 etc.
- A THIEF can backstab an opponent if he is able to sneak up on his opponent (requires a DEX TASK roll with a difficulty equal the opponent's WILL) or if he manages to hit an opponent in a first round of combat before his opponent has acted. A backstab ignores armour or shield rolls and inflicts initial damage equal to the die roll plus the THIEF'S RANK.
- A PRIEST may cast spells and has a number of spell points (SP) equal to his RANK plus his WILL.
- A PRIEST may cast healing and turning spells without a TASK roll and casts them as if 4 RANKS higher than he is.
- A SORCERER may cast spells and has a number of spell points equal to his INT plus his cumulative RANK.
- Any roll a SORCERER makes concerning the damage inflicted by a weapon, the DB of a shield or the DR of armour, is 1 die lower than it should be. I.E. a d4 becomes a d2, a d6 becomes a d4 etc.
- A SORCERER doubles any TASK roll penalties (TP) with regard to wearing armour.



### 1.6 - DETERMINE COMBAT BONUS

A COMBAT BONUS (CB) is a measure of a character's better skill with hand-to-hand weapons and missile weapons based on his martial training and high ability scores.

A WARRIOR'S CB is equal to his RANK.

A SORCERER'S CB equals half his RANK rounded down.

A PRIEST or THIEF'S CB equals the SORCERER'S CB plus 1 at RANK'S 1 to 4, plus 2 at RANK'S 5 to 8, plus 3 at RANK'S 9 to 12, plus 4 at RANK'S 13 to 16 and so on.

In addition CB is increased for -

- CB hand-to-hand combat = + 1 for every 2 points STR above 10.
- CB missile / thrown weapons = + 1 for every 2 points DEX above 10.

### 1.7 - PERSONAL DETAILS

#### HEIGHT

44" + 6d6"

Multiply by the following racial modifiers.

HALF-ORC - 1.1  
DWARF - 0.85  
HALFLING - 0.7

#### WEIGHT

Multiply the height in inches by the racial modifiers below to get the weight in pounds.

DWARF - 2.5  
HALF-ORC - 2.3  
HUMAN - 2.1  
ELF - 1.7  
HALFLING - 1.5

Multiply all figures by 0.95 if the character is female.

#### AGE

The average age for a human is 3d6 plus 10.

Double the age for half-lings, triple it for dwarves and quadruple it for elves.

#### LANGUAGES

Each character can speak TRADE-TALK, their own racial language and their own class language.

TRADE-TALK is a common or commercial language which is good mainly for description, costs and basic emotions and quite useless for anything subtle or poetic.

The Racial languages are -

Dwarf - Kuruk  
 Elf - Falaran  
 Half-ling - Smoot  
 Half-orc - Gurn

The class languages are a combination verbs and grammar related to the skills and actions of the various classes. They are -

THIEVES - Mumble  
 WARRIORS - Clarion  
 SORCERERS - Ar'cant  
 PRIEST - Solemn

A character with a high INT can speak an additional language for every 2 points his INT is above 12. This may be any other racial language and may include the languages of monsters listed below.

Gnash - orcs, goblins, hobgoblins, bugbears.  
 Bellow - ogres, giants, trolls, minotaurs.  
 Growl - beast-men  
 Roar - dragons, dragon-kin, wyverns.  
 Hiss - lizard men and snake-men.  
 Disturb - abominations  
 Smother - un-living  
 Celeste - angels  
 Dominate - devils  
 Debase - demons

A character is literate in any language that he can make an INT TASK roll for except for SORCERERS and PRIESTS who need only roll for additional languages.

### 1.8 - EQUIPMENT

#### WEIGHT

Each character can carry # items equal to STR. Items listed as A, B or C equal 1, 2 or 4 items respectively. 50 coins or 10 arrows/bolts equal 1 item. 10 sling stones equals 2 items.

#### COST

Each character has 3d6 coins to purchase items.

Items listed as A, B and C cost = 5, 10 and 20 coins respectively.

Ordinary equipment (50'rope, pick axe, lantern, litre of oil, 10 arrows etc.) cost 2 coins each. 10 sling stones = 1 coin.

## 2 - Tasks

*"The body gives form.  
 Form permits action.  
 Action reveals the person."  
 - from the Formulas of Being*

### 2.1 - PASSIVE TASK ROLLS

Anytime a character wishes to attempt something such as climb a wall or whatever, choose the most relevant ability and compare it's TI value to the difficulty of the task at hand.

Generally tasks are rated in difficulty as -

DIFFICULTY	RATING
Easy	5
Normal	10
Hard	15
Very hard	20
Nigh impossible	25

Subtract the difficulty # from the ability's TI .

This is the figure that must be rolled EQUAL or UNDER to be successful.

A roll of 1 always succeeds and a roll of 20 always fails.

If something calls for a task roll without giving a difficulty then the attempt has a difficulty equal to the ability's value.

### 2.2 - OPPOSED TASK ROLL

If the TASK is being directly and actively opposed by another being, then the difficulty of the TASK can be rated with the value of the most relevant opposing ability.

For example, a character involved in an arm wrestle with a town guard would use the guard's STR as the difficulty rating of the STR TASK roll he must make to win.

Different abilities can be used to oppose each other. A character holding his breath under water in a fountain while a guard searches the courtyard could make an END TASK roll using the guard's WILL as the difficulty rating. OR a character trying to undo locks on a treasure chest before a guard makes it down a stairs to fight him would make a DEX TASK roll with the guard's STR as the difficulty rating.

### 2.3 - TASK PENALTIES

A character has a task penalty (TP) to STR and DEX TASK rolls depending on what he is carrying and wearing.

The TP total to both equals -1 for leather, -2 for Chain-mail, -3 for plate mail and an additional - 1, -2 and - 3 for carrying half, three-quarters or total number of items allowed (round up).

Other class related penalties may also apply.



## 3 - Combat



### 3.1 - THE COMBAT ROUND

At the start of each round the characters must roll for initiative. The highest roll goes first. Equal rolls must roll until somebody goes before another.

Each round (6 seconds. there are 10 rounds in a Turn or minute) a character may move a distance in feet equal his DEX or STR (whichever is higher) and perform an action such as a hand-to-hand attack, open a door, grab an item, jump over an item etc.

OR

Not move and perform a full round action such as use a missile weapon or cast a spell.

OR

Make a full move but do nothing else.

### 3.2 - FULL MOVE

A FULL MOVE depends on what armour the character is wearing.

It is 5 times the normal move if not wearing armour. 4 times if wearing leather.

3 times if wearing chain-mail.

2 times for wearing plate mail.

### 3.3 - HAND-TO-HAND COMBAT

In hand-to-hand combat both parties roll 1d20 and add their CB (melee).

If either side is using a shield then roll the shield's DB at the same time and subtract that from the opponents roll.

The highest score wins.

After damage is rolled the opponent may make a DR roll which either deflects ALL the damage by rolling EQUAL or HIGHER than the damage roll or NONE at all by rolling lower.

Death occurs for monsters at 0 HP.

Characters who are reduced to 0 or less HP must make a END TASK roll each round or die under they are healed above 0 HP.

### 3.4 - MOUNTED COMBAT

A rider must make a DEX TASK roll at the start of each round of combat.

A successful roll means that the rider can choose whether he or his mount attacks. The rider can also breakaway from combat without rolling as a special manoeuvre.

A failed roll means the opponent chooses whether he fights the mount or the rider.

### 3.5 - MISSILES

To hit a target with missile weapon roll 1d20 and add their CB (missile).

This must roll EQUAL or OVER 10, 15 or 20 at close, medium and long range respectively.

The range in yards equals the difficulty number for thrown weapons.

For bows and crossbows the range is the difficulty x2 for close range , x3 for medium range and x4 for long range.

For slings the distance = difficulty x1.5, x2 and x2.5 respectively.

A character's DB roll is subtracted from the to hit roll.

### 3.6 - RECOVERING MISSILES

Roll 1d6 for each missile.

A thrown weapon is recovered on a 2+. A sling stone on a 4+ and a 6+ for an arrow or crossbow bolt.

### 3.7 - SPECIAL MANOEUVERS

A character may wish to attempt an action in combat which does not involve not inflicting damage on the opponent, such as disarming, breaking away from combat, breaking past an opponent etc.

The attack roll in such a case is made with a -4 penalty.

A successful hit requires a STR or DEX TASK roll (whichever is lower) using the opponents STR or DEX (whichever is higher) in order to be successful .

Special manoeuvres are full round actions.

### 3.8 - VERSUS LARGE AND SMALL OPPONENTS

There are 5 basic sizes that any being may be. They are (in order) -

Tiny  
Small  
Medium  
Large  
Huge

The characters are all in the medium size bracket.

Attempting to hit a larger being than oneself is done with a +1 bonus for each size bracket higher the other being is.

Attempting to hit a smaller being than oneself is done with a -1 penalty for each size bracket lower the other being is.

It is possible that a larger opponent is big and tough enough to shrug off the blows. This is called **SIZE NEGATION** and it applies to any damage inflicted with missiles or in hand-to-hand combat.

For every hit roll a 1d20. If the opponent is larger the cumulative difference is size brackets must be rolled higher than in order to inflict damage. This is in addition to any DR or DB rolls.

**EXAMPLE** - a man (medium) and a sprite (tiny) fight a dragon (huge). The man gains a +2 to hit the dragon but any damage inflicted his word is negated on a 1d20 roll of 3 or less. The sprite gains a +4 to hit the dragon but her damage is negated on a 1d20 roll of 10 or less. The dragon suffers a -2 and -4 to hit the man and the sprite respectively .

## 4 - Adventuring

*"The mystery of life is not a problem to solve, but a reality to experience" - the Orange Catholic Bible*

**HEALING** - Characters heal 1 HP every 24 hours or 1d4 HP ever 24 hours of **FULL** rest with a cost of 1d4 coins per day.

**FALLING** - characters suffer the following damage in a fall -

FALL (up to)	DAMAGE
10'	1d4
20'	2d6
40'	3d8
80'	4d10
160'	5d12
160+	6d20

**JUMPING DOWN** - a jump down is a controlled fall. a DEX task roll taken at a difficulty equal to half the drop in feet. Halve the damage taken if successful.



**DROWNING/SUFFOCATION** - characters stuck in a situation were they cannot breathe, such as in a cloud of poison gas or underwater, take cumulative damage per round.

After damage is taken the character can attempt to escape their circumstances if possible. This requires a STR, DEX or END (whichever is lowest) TASK roll at a penalty equal to the number of rounds the character has been stuck in the circumstances.

**POISON** - poison effects characters for 3d6 hours. An END TASK roll each hour is required to avoid losing 1d4 HP. Character suffers -2 penalties to all rolls while poisoned.

**DISEASE** - as POISON except replace hours with days and an initial END roll to avoid catching it.

## 5 - Spell Casting

*"I have no sword. What use a blade when one's words can cut flesh and break the minds of men."*

- Agnon Steff. Order of the Green Tower

Both **PRIESTS** and **SORCERERS** can cast spells.

### 5.1 - TO CAST A SPELL

To cast a spell successfully requires an INT TASK roll for a **SORCERER** and a WILL TASK roll for a **PRIEST**.

A successful spell costs spell points to power. The exact SP cost depends on the spell level that the caster chooses compared to the **RANK** of the caster.

RANK	Spell Level		
	1	2	3
1 - 4	1d4	2d6	3d8
5 - 8	1d4	1d6	2d8
9 - 12	1	1d6	1d8
13 - 16	1	1	1d8
17 - 20	1	1	1

RANK	Spell Level		
	4	5	6
1 - 4	4d10	5d12	6d20
5 - 8	3d10	4d12	5d20
9 - 12	2d10	3d12	4d20
13 - 16	1d10	2d12	3d20
17 - 20	1d10	1d12	2d20

A successful TASK roll to cast a spell reduces the caster's SP total by the rolled amount. At 0 SP the caster cannot cast any spells for 24 hours.

**SORCERERS** have an SP total equal to their INT plus their cumulative RANK. A **PRIEST** has an SP total equal to their WILL plus their RANK.

A failed TASK roll to cast a spell results in a increase to the SP cost equal to the amount that the roll was failed by.

Should the cost of a spell reduce the caster's SP total to less than zero. The additional points to power the spell come off the character's HP on a 1 for 1 basis.

## **5.2 - PRIESTS**

A PRIEST always casts TURNING or HEALING spells as if 4 RANKS higher than he really is and is not required to make a WILL TASK roll to do so. These are known as INFLUENCE spells as they relate to a gods sphere of influence.

PRIESTS may occasionally worship gods who are not so concerned with healing the sick or turning back the un-living. Such PRIESTS will have 1 or 2 different INFLUENCE spells.

A PRIEST begins with 3 spells, 1 of which must be HEALING or TURNING. The PRIEST gains an additional spell at RANKS 3, 6, 9, 12 etc.

A SORCERER begins with 4 spells. He gains an additional spell at RANKS 2, 4, 6, 8 etc.

## **5.3 - SPELL LIST**

Both SORCERERS and PRIESTS have access to the same list of spells.

1. **(energy) BARRAGE** - fires a number of energy bolts ( flame, frost, lightning or acid. Chosen with spell. ) equal to 1 plus the spell level plus half the caster's RANK. Each bolt has a range of 5' per caster's RANK multiplied by the spell level. Each bolt inflicts 1d4 damage at spell level 1 and increases by 1 die type at each additional level (I.e. d6 at level 2, d8 at level 3 etc.) Each bolt may only hit a single target within range. A DEX TASK roll halves the damage. Does not damage inanimate objects.
2. **(energy) BLAST** - fires a single ball of energy bolts ( flame, frost, lightning or acid. Chosen with spell. ) that has a range of 5' per caster's RANK multiplied by the spell level. It explodes with a radius of 5' per caster RANK. The blast inflicts 1d4 damage at spell level 1 and increases by 1 die type at each additional level (I.e. d6 at level 2, d8 at level 3 etc.). An END TASK roll halves the damage. Does not damage inanimate objects.
3. **BOOST** - the character increases a chosen ability of a touched being by the cumulative total of the spell level for the same amount of turns. The maximum the ability can be raised to is 18 but the extra points become bonus points and are added to an related TASK rolls. They are also added to damage inflicted (STR for hand-to-hand and DEX for missiles) were appropriate.
4. **(energy) BOLT** - fires a single energy bolt bolts ( flame, frost, lightning or acid. Chosen with spell. ) at a single target within a range 10' per caster's RANK multiplied by the spell level. The bolt inflicts the caster's RANK in damage plus 2d4 at spell level 1 and increases by 1 die type at each additional level (I.e. 2d6 at level 2, 2d8 at level 3 etc.). A DEX TASK roll halves the damage. Does not damage inanimate objects.
5. **CHARMING** - the caster gains control of a being that fails a WILL TASK roll with a penalty equal to the spell level. The being will follow any order without fail unless the action would directly harm the being or do something that the being would normally consider wrong, at which point another WILL TASK roll is allowed. The spell lasts for a number of hours equal to the cumulative spell level and must be cast on an opponent that is within the caster's RANK in feet.
6. **CRIPPLE** - the character reduces a chosen ability of a touched being by the cumulative total of the spell level for the same amount of turns. The character is allowed to make a END TASK roll to resist with a penalty of 1 per spell level. The minimum the ability can be lowered to is 3 but the extra points become penalty points and are subtracted to an related TASK rolls. They are also subtracted to damage related rolls (STR for hand-to-hand, END for armour and DEX for missiles and shields) where appropriate.
7. **DESTRUCTION** - inflicts damage on inanimate objects within the cumulative RANK of the caster in feet. The damage amounts to the spell's cumulative level multiplied by the caster's RANK in cubed feet is totally disintegrated in a single round. Magic items reduce the spell's level by 1 for each bonus point they have. If this reduces the spell level to 0 then the spell has no effect.
8. **DETECT (object / being)** - the caster becomes aware of any of the listed objects or beings within a radius of the caster's RANK multiplied by the spell level in feet. Examples of detectable items include (and must be chosen with the spell) : magic (items and magic users), un-living, monsters, humanoid monsters, traps etc. The caster will always be aware of the items whereabouts within the spell's range for his RANK in turns.
9. **DISPEL** - used to cancel a spell that has a lasting effect such as TURNING or WARDING. The spell is automatically cast at the spell level of the other spell. A failed INT / WILL TASK in casting this spell sees the loss of SP but not the cancelling of the other spell.
10. **FLIGHT** - the touched character can fly at a speed of up to 10' multiplied by the cumulative spell level every round as a move action. The character has complete control over this flying an may stop/start/ hover as he sees fit. This lasts for number of turns equal to the caster's INT / WILL. The character may attempt to fly at much faster speeds as a full action. In such a case the speed is 10 times faster but any turning greater than 45° requires a DEX TASK roll or the character falls from the sky.
11. **HEALING** - heals 1d4 damage at level 1, 2d6 at level 2, 3d8 at level 3 etc. the caster must be able to touch the being for 1 whole round.
12. **HOLDING** - the caster holds another being within a skin tight "cage" of energy. The range equals the caster's RANK multiplied by 5' and lasts for a number of turns equal to the caster's RANK. An END TASK roll resists this but the roll suffers a penalty equal to the spell level. A held being has a DB to all damage equal to the caster's RANK.
13. **INSUBSTANTIAL** - the touched being can pass through solid matter at a normal move pace, cloth at spell level 2, wood/brick at level 2, common metal at level 3, hard metal alloys at level 4, solid stone at level 5 and gemstones at level 6. The spell lasts for a cumulative spell level in turns. The character cannot fight, cast spells or physically manipulate objects while under the spells effects and can only be harmed by magic or energy attack and even then the damage is halved.
14. **INVISIBLE** - the subject touched becomes invisible for a number of minutes equal to the

cumulative spell level multiplied by then caster's RANK. While the character cannot be seen he can still be detected by making noise, handling items or taking actions that require him to use physical contact. In order to avoid detection he must make a DEX TASK roll with the spell level as a bonus, using the opponent's WILL as the difficulty number. Should he be engaged in fighting each round the opponent must make a WILL TASK roll, the spell level as a penalty, using the character's DEX as the difficulty number. Should the character sneak up on a creature unnoticed he may inflict double the maximum amount of damage on the creature in the first round.

15. **ILLUSION** - the caster can create an illusion surrounding either a living creature (which can move with the being) or an inanimate object (which remains inanimate). An illusion is counted in rounds at level 1, turns at level 2, hours at level 3 and so on. The illusion lasts for a number of rounds / turns / hours / days / months / years, equal to the caster's INT / WILL multiplied by the caster's RANK and again by the spells level. The maximum radius of effect of an illusion equals the cumulative spell level multiplied by 10. To actively disbelieve an illusion requires a WILL TASK roll at a penalty equal to the cumulative level of the spell (-1 at level 1, -3 at level 2 etc.)
16. **SHAPING** - the caster can manipulative solid inanimate matter as a full action the size of the affected matter depends on the spell level. It starts off at 2 square feet at level 1 and squares again at each additional level. The materials that can be effectuated at each level are the same as what can be passed through with an INSUBSTANTIAL spell.
17. **SHIELDING** - the spell creates a visible barrier around someone touched for a number of rounds equal to the caster's INT / WILL multiplied by the spell level. The spell acts as a DB and DR equal to 1d4 at level 1, 1d6 at level 2 etc. The spell also changes TASK rolls against magic or energy attacks. A failed TASK roll halves the damage and a successful TASK roll cancels all damage completely.
18. **STRIKE** - a touched weapon gains the spell level as a bonus to hit and the cumulative spell level as a bonus to damage. The weapon carries this magical ability for a cumulative spell level number of turns.
19. **SUMMON** - the caster calls forth a physical manifestation of an creature from another plane of existence. The creature with has a HP, damage, DR and DB depending on the spell level. At level 1 it's d4, at level 2 it's d6, and so on all the way up to d20 at level 6. The creature's RANK equals the caster. The creature will have 1 random special monster trait per 2 levels of spell although a missile attack may be chosen by the referee instead. The creature will stay until dismissed by the caster or for a total of turns equal to the caster's INT / WILL multiplied by his RANK. The summoned creature will have looks that reflect the caster's class and personality and will never do anything that the caster would not do himself.
20. **TELEPORT** - the character can teleport himself to a chosen place in the blink of an eye. The range in miles of the teleport is the character's INT / WILL multiplied by the spell level. A failed casting roll results in the character arriving 1d6 miles away in a random direction. A failed roll of 20 also results with the character teleporting into

something and suffering a number of d20 damage equal to the spell level. Anyone held by or touching the caster is teleported as well but each person adds a -1 penalty to the casting of the spell.

21. **TRANSFORM** - the caster changes the physical appearance of a being with touch. An END TASK roll prevents this but suffers a penalty equal to the spell level. The character gains no special traits by being changed and his abilities remain the same. The character retains the same mass but can be reduced or increased in height by cumulative 1d6% per spell level. The spell lasts for a number of hours equal to the cumulative level of the spell.
22. **TURNING** - when used successfully against the un-living they are held back from the caster a distance in feet equal to the caster's INT / WILL plus, the caster's RANK multiplied the spell level. The spell affects a number of un-living ranks equal the caster's RANK plus 1d4 at spell level 1, 2d6 at spell level 2, 3d8 at spell level 3 etc. The effect lasts for a number of turns equal to the INT / WILL multiplied by the spell level.
23. **WARDING** - creates a visible barrier around an object. The barrier has a maximum radius in feet equal to the caster's INT / WILL multiplied by the spell level. The warding lasts for a number of days equal to the caster's INT / WILL multiplied by his RANK and multiplied again by the spell level. Any attempt to pass through the warding requires a number of rounds equal to the caster's INT / WILL and an END TASK roll at a penalty equal to the cumulative spell level of the warding (-1 at spell level 1, -3 at spell level 2, -6 at spell level 3). A failed attempt inflicts the spell level in damage.



#### **5.4 - WYRDS**

A WYRD is an area or item within that area that casts a particular spell on whoever enters the area or touches the item. The caster or anybody specifically noted at the time of the WYRDS creation is unaffected.

To create a WYRD costs the caster must do a number of things -

1. Choose the spell that will have an effect and at what level.
2. Choose an item that is symbolic of the spell ( a shield for shielding, a sword for strike etc.) that is destroyed to create the WYRD along with materials equal in value to the cumulative spell level multiplied by 100 in gold coins and name



the conditions which will prevent the WYRD from taking effect (such as not effecting female elves or being carrying swords in both hands for example).

3. Cast the spell successfully. The spell takes a number of hours to cast equal to the cumulative spell level. Failure to do this means that the WYRD has not taken effect.
4. If the spell is cast successfully the character will recover all his SP over time EXCEPT for a number equal to the spell's level. These are permanently lost.
5. The area of effect cannot be greater in space than the cumulative spell level multiplied by the caster's cumulative RANK in square feet.
6. A WYRD lasts for an amount of time equal to the character's cumulative RANK. The measures of time depend on the spell's level, as shown below.

SPELL LEVEL	TIME PERIOD
1	Hours
2	Days
3	Weeks
4	Months
5	Years
6	Decades

### 5.5 - MAGIC ITEM CREATION

A magic item is empowered with a bonus with regard to the TASK it is used with. It may also be loaded with a spell or spells. In order to create a magic item the caster must -

1. Determine the total bonus of the item and the number of spells it contains. This may be no higher than a combined total of 6 (spells plus bonus) and this is also the level of the spell that is directly creating the item.
2. Materials valuing the cumulative total of the creation spell level multiplied by 100 coins, must be used and destroyed in the creation.
3. Cast the spell successfully. The spell takes a number of hours to cast equal to the cumulative spell level. Failure to cast the spell also fails to create the item.
4. If the spell is cast successfully the character will recover all his SP over time EXCEPT for a number equal to the spell's level. These are permanently lost.
5. A magic item will always resist being used initially. The character must make a CHA TASK roll using a difficulty number equal to 2d6 plus the bonus. This takes 1d6 rounds.
6. Each spell begins with a number of charges equal to the caster's RANK. Each use of the spell is a full round action and uses 1d4 of the item's charges. The item gains an additional 1d6 charges each time the character gains a RANK. If the amount of charges runs out the item loses that spell.
7. Each spell is cast as if the character had a casting RANK equal to the item's bonus plus the character's RANK divided by 2.

## 6 - Character Development

Each character goes up a RANK when he gains an amount of experience points (XP) equal to the next RANK multiplied by 100.

In turn each character gains

- an additional die of HP
- gains an additional AP
- may increase his lowest ability score by 1. He may increase any other ability by 1 instead, if he decides to permanently lose an AP.
- PRIESTS and SORCERERS gain additional SP.

This is accompanied by a cost of 10 coins x new RANK which covers day to day expenses such as study, training, equipment repair, rent etc.

## 7 - Referee's Guide

*"What is best in life? To crush your enemies, to see them driven before you, and to hear the lamentations of their women."*

*-Ghengis Khan*

### 7.1 - MONSTERS (UNIVERSAL INFO)

A monster's HP per RANK depend on it's size. This amounts to -

Tiny - d4  
Small - d6  
Normal - d8  
Large - d10  
Huge - d12

A monster's CB melee equals it's RANK x 1.5 (round down). A monster's CB missile = RANK x 1.

A monster's initiative depends on it's size.

SIZE	INITIATIVE
Tiny	d12
Small	d10
Medium	d8
Large	d6
Huge	d4

For the purposes of TASK rolls only, assume monsters have the following ability values.

STR  
tiny 1d6, small 2d6, medium 3d6, large 3d6 + 6, huge 4d6 + 12  
DEX  
tiny 3d6 + 6, small 2d6 + 6, medium 3d6, large 2d6, huge 1d6  
END  
tiny to medium 3d6, large 2d6 +6, huge 1d6 + 12  
INT, WILL and CHA  
1 at 1d6, 1 at 2d6 and 1 at 3d6

## 7.2 - MONSTERS (NON-HUMANOID)

A non-humanoid monster's melee damage (and missile but only if appropriate) and DR = the HP per RANK die.

Non-humanoid monsters don't usually have a DB.

## 7.3 - HUMANOID MONSTERS

Melee damage, missile damage, DR and DB is determined on the chart below.

A equals a small or thrown weapon, small shield and leather armour.

B equals a normal or bow weapon, normal shield and chain mail.

C equals a large weapon or crossbow, large shield and plate-mail.

Siz	T	S	N	L	H
A	1	d2	d4	d6	d8
B	d2	d4	d6	d8	d10
C	d4	d6	d8	d1	d12

## 7.4 - MONSTER TRAITS

Many monsters have special qualities that make them harder to fight and shape their tactics.

- CONSTRUCTION** - the monster is a manufactured creation. Any time they take damage roll 1d20. If this equals or less than their RANK they only suffer 1 point of damage. Constructions are immune to poisons, disease and any spell or effect that requires a WILL TASK roll to resist. A DESTRUCTION spell will damage a construction at a cumulative rate to the spell's level (1d4 at level 1, 2d6 at level 2, 3d78 at level 3 etc).
- CRUSH or TRAMPLE** - if the monster hits the character must make a DEX TASK roll. If this fails the character is held/pinned. At the start of each round after that the character takes double the normal damage before he attempts another DEX TASK roll to escape.
- DAMAGE REDUCTION** - unless hit with a particular type of weapon damage is halved after DR roll.
- ENERGY BLAST** - every 1d4 rounds the monster can automatically hit a number of beings equal to half it's RANK within 10' per RANK. Damage equals # damage die = half it's RANK but a successful END TASK roll will half the damage.
- ENERGY DRAIN** - when touched by this monster the character must make a successful TASK roll of the appropriate ability or suffer a permanent loss of a 1 point of that same ability. For 24 hours afterward the character cannot add AP to any rolls involving that ability.
- ENERGY RAY** - every 1d4 rounds the creature can automatically inflict # damage die = half it's RANK on a single being within 10' per RANK. Only a successful DEX TASK roll halves the damage.
- FAST HEAL** - the monster regains 1d4 HP at the start of each round. One type of damage always ignores this.
- FAVOURED ENVIRONMENT** - the monster gains a +4 bonus to hit another creature that

doesn't share this ability when in this environment.

- FLIGHT** - the monster can leave combat at any time without harm unless his opponent makes a DEX TASK roll. Monsters fly at a speed of 10' per round per RANK.
- INVISIBLE or PHASING** - the characters must make a WILL TASK roll or suffer -1d12 to hit the monster.
- POISONOUS** - the creature inflicts a poison attack anything it inflicts damage.
- PROTECTIVE AURA** - an opponent must make a TASK roll based on a appropriate ability due to the monster's aura which has a radius of the cumulative RANK total in feet (1' at RANK 1, 3' at RANK 2, 6' at RANK 3 and so on. Failure results in a -4 penalty to all rolls will in the aura's radius.
- UN-LIVING** - Un-living are animated by negative energy and are always assumed to make their saving throws. Any time they take damage roll 1d20. If this equals or less than their RANK they only suffer 1 point of damage. Un-living are immune to poisons, disease and any spell or effect that requires a WILL TASK roll to resist.

## 7.5 - TREASURE

There is 3 types of treasure. Coins, goods and magic items. Treasure may not necessarily carried by the monster. It may be hidden or kept in a lair or simply within radius of the monsters lair.

**COINS** - each monster or group of monsters has an amount of coins = cumulative RANK x 1d6. So a 4<sup>th</sup> RANK monster would have between 10 and 60 coins.

**GOODS** - the amount of goods, including weapons and armour is normally twice the value of coins owned.

**MAGIC ITEMS** - there is a percentage chance equal to the creature's cumulative RANK (or the highest RANKING monster in the group, is in possession of a number of magic items equal to half of the highest RANKING monster in the group. There is also a n equal cumulative chance per item, that the magic item is actually in by one of the monsters

- Roll 1d6 to see what type of item it is.
  - 1-weapon
  - 2-bow
  - 3-shield
  - 4-armour
  - 5-worn items
  - 6-carried item.
- To determine if the items, such as arms, armour or shields, are A, B or C roll 1d6.
  - 1 to 3 = A
  - 4 or 5 = B
  - 6 = C
- Items designated as worn or carried must be used so to gain their bonus.
- The bonus of an item is determined by rolling 2d6.
  - 6, 7 or 8 = +1
  - 5 or 9 = +2
  - 4 or 10 = +3
  - 3 or 11 = +4
  - 2 or 12 = +5
- A worn or carried item gives it's bonus to a randomly determined, but specific, ability TASK rolls such as STR / climbing or riding/DEX.
- A magic item will always resist being used initially. The character must make a CHA TASK

roll using a difficulty number equal to 2d6 plus the bonus. This takes 1d6 rounds.

- Roll 1d20 for any magic item. On a roll of 20 it has the power to cast a random spell (roll 1d100 and divide by 4) at a level equal to the item's bonus and as if the character had a casting RANK equal to the item's bonus plus the character's RANK divided by 2. This is a full round action. It costs no SP rather it uses up 1d4 of the item's charges. Each item has 3d6 charges and gains 1d6 charges every time the character gains a RANK. Should it run out of charges, it loses it's ability.
- A character can never carry more items with a combined bonus greater than his/her RANK.

### **7.6 - EXPERIENCE POINTS (XP)**

A defeated monster has a number of XP . To determine the amount first check the following table-

HIT DICE	XP
d4	1
d6	3
d8	6
d10	10
d12	15

Then multiply it by (RANK + # of monster traits).

### **7.7 - MONSTER EXAMPLES**

- Goblin - rank 1 small humanoid
- Orc - rank 2 normal humanoid.
- Black orc - rank 3 normal humanoid.
- Ogre - rank 4 large humanoid
- Troll - rank 5 large humanoid, fast heal
- Minotaur - rank 6 large humanoid, trample, favoured environment (dungeons)
- Hill giant - rank 7 huge humanoid
- Harpy - rank 5 normal monster, flight, protective aura (song, 15', CHA to save)
- Skeleton - rank 1 monster, un-living
- Zombie - rank 2 monster, unliving
- Ghoul - rank 3 monster, un-living, poisonous
- Wight - rank 4 monster, un-living, energy drain (STR)
- Wraith - rank 5 monster, un-living, energy drain (END), damage reduction (magic weapons)
- Ghost - rank 6 monster, un-living, damage reduction (magic weapons), protective aura (fear, 21', WILL to save)
- Manticore - rank 6 large monster, flight, 4d6 missiles
- Wyvern - rank 7 large monster, flight, poisonous
- Young dragon - rank 10 large monster, flight, energy blast (fireball, 100', 5d10), protective aura (fear, 64', WILL to save)

## **8 - the Thousand Kingdoms**

*"All claimed the crown. With sword and flame was it shattered and laid at the feet of a thousand lords. The wisdom of one was lost to a multitude of folly and pride."*

### **BACKGROUND :**

- The TUROC empire once ruled the continent of RAUX. From coast to coast it's provinces were the model of just, feudal rule. The people supported the orders of knights that swore to protect them as the lawful representatives of the TUROC family. Trade flourished and schools devoted to the study of the arts and magic thrived under the patronage of the empires many lords and ladies. All races lived in peace under the rule of man.
- But it was the noble TUROC family which led to the empires downfall. Over the years it attempted to consolidate it's power through marrying it's children and cousins into every noble house. The result was that hundreds of nobles were able to claim a line of descent to the throne. While this mostly consisted of petty squabbles over land and titles, some came to believe that the crown that was desired should be taken by force.
- What started the bloodshed is now long forgotten but it began a brutal cycle of raids and reprisals between various houses and their allies, until not a single province was not at war.
- As months of fighting became years of struggle, some lords began to despair and turned to wicked and cruel methods to achieve victory. Foreign mercenaries were hired, often with orcs and ogres in their pay. Dark powers were summoned and bargained with. Terrible creatures walked the land freely amid the confusion of the age.
- The war raged for more than three decades with no end in sight. Slowly the nobles began to settle with the men and land they had. The fighting for the crown of the empire gave way to struggling against brigands and monsters in order to rule at all, their petty kingdoms forever under threat of extinction.
- Nearly two centuries have since passed and the mighty TUROC empire has become The THOSAND KINGDOMS.

The Thousand Kingdoms is designed as a setting which allows for a lot of personal design. In order to work out the details of any particular kingdom, follow this method.

1. **SIZE:** roll 3d6 twice. For each 6 rolled roll another 1d6 and add it to the total. These # are how wide the kingdom is, in miles north-to-south and east-to-west respectively.
2. **POPULATION:** multiply both size figures by themselves and multiply again 100. This is the base population. Roll 1d6. On a roll of 1 the kingdom is underpopulated. On a roll of 6 the kingdom is over populated. Respectively divide and multiply the base population by 2. In both cases the cost of goods and services is DOUBLED due to scarcity of materials or manpower.
3. **RACES:** 3d6% of the population will be non-human and will be split between the races of half-lings/dwarves/elves/half-orcs in a ratio of 4/3/2/1. There will be a 1 in 20 chance of a non-human race being the kingdom's rulers. Roll a 1d20 as follows - 1to10 - dwarf, 11to16 - elf, 17to19 -half-ling, 20 - half-orc.
4. **NOBILITY:** 2d6% of the population will belong to the ruling noble class.
5. **MILITIA:** every able bodied man is expected to serve at times of need in a militia. This amounts to 25% of the population. Each militia man will be RANK 1 to 4 and armed with a small shield, leather armour and a hand weapon OR leather

- armour and a 2-handed weapon OR a small weapon, leather armour and a bow.
6. **SOLDIERS** : each kingdom will have a # of soldiers equal to 1% of the total population. Each soldier will be RANK 3 to 8 and armed with a medium shield, chain mail armour and a hand weapon OR chain mail armour and a 2-handed weapon OR a hand weapon, chain mail armour and a bow.
  7. **KNIGHTS** : the ruling class is expected to lead in times of war. 10% of nobles will be knights. Each will be RANK 1 to 12 and be armed with a medium shield, hand weapon, plate mail armour and a cross bow. Roll 1d6 for each item. On a roll of 6 the item is magic.
  8. **TOWNS** : each kingdom has 2d6 towns or villages. Each town will have 1d6% of the total population living there. 1 town will be the "capital". 3d6% of the population will live there. The rest of the population live alone in the countryside in groups of 2d10 individuals.
  9. **WASTELANDS** : 4d10% of the kingdom will be wasteland. Double this for underpopulated kingdoms. Around 1% of the population will live in this unfarmed area. This will consist (roll 1d6) woodland (1or2), hills/mountains (3or4) or swamp/marshland(5or6). Each kingdom will have a coastline on a roll of 1 on a 1d6.
  10. **NEIGHBOURS**: each kingdom will have 2d3 neighbouring kingdoms. Their attitude towards each other can be determined on a 1d6. On a roll of 1 they are openly hostile with each other. On a roll of 2to5 they are unfriendly but not hostile and on a roll of 6 they are allies.



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Any queries, advice, ideas, thoughts, feelings or additional work concerning TROLL-BLADE should be sent to [bal3000@hotmail.com](mailto:bal3000@hotmail.com) with a title including the word "TROLL-BLADE".

### THE GODS

There is no one who denies the existence of a Creator God. But his power is considered beyond mortal concerns. In his place there exists a pantheon of deities, all created to aid with the needs of men and all vying to increase their power and influence. The gods accept worshippers from all races, their appearances humanoid but without being one race over another.

The following list lists just some of the deities and includes any INFLUENCE spells they bestow on their priests.

- AEYONUS - the warrior god (strike, healing)
- IBRATO - the trickster (illusion, transform)
- MEH'DIAH - goddess of retribution (cripple, energy bolt)
- KUHL - god of war (energy blast, destruction)
- NOL - god of learning (detect, dispel)
- BELLOC - god of travellers (flight, teleport)
- KHURN - god of strength (boost, holding)
- SOLLAH - goddess of compassion (healing, warding)
- MANAR - god of the dead (shielding, turning)

