

TROLL-BLADE

REFEREE'S GUIDE

MONSTERS (UNIVERSAL INFO): A monster's HP per RANK depend on it's size. Tiny-d4, Small-d6, Normal - d8, Large-d10, Huge-d12. A monster's CB melee = RANK x 1.5 (round down). A monster's CB missile = RANK x 1.

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.

HUMANOID MONSTERS: melee damage, missile damage, DR and DB is determined on the chart below. A = small or thrown weapon, small shield and leather armour. B = Normal or bow weapon, normal shield and chain mail. C = large weapon or crossbow, large shield and plate-mail.

Size >	T	S	N	L	H
d2	B	A	-	-	-
d4	C	B	A	-	-
d6	-	C	B	A	-
d8	-	-	C	B	A
d10	-	-	-	C	B
d12	-	-	-	-	C

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

- **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** - the opponent can be turned with holy symbol. 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.

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 4th 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 - roll 1d6 and add the RANK for each monster or group of monsters. For each multiple of 6 rolled then 1 magic item is in their possession.

- 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 are A, B or C roll 1d6. 1 to 3 is A, 4 or 5 is B and 6 is 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. A roll of 6, 7 or 8 gives a bonus of +1. 5 or 9 gives a +2. 4 or 10 gives +3. 3 or 11 gives +4 and 2 or 12 gives +5.
- A worn or carried item gives it's bonus to a randomly determined ability TASK rolls.
- Roll 1d20 for any magic item. On a roll of 20 it can bestow at will any 1 of the 12 monster traits for 2d6 minutes. Each item has 2d6 charges and gains 1d6 charges every time the character gains a RANK. Should it run out of charges, it loses it's ability. An INT TASK roll is required to figure this out and the item only works for the first character to use it until he /she dies.
- A character can never carry more items with a combined bonus greater than his/her RANK.

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)
- Young dragon - rank 10 large monster, flight, energy blast (fireball, 100', 5d10), protective aura (fear, 64', WILL to save)