

Blood Sword

Book Five

The Walls of Spyte

Oliver Johnson

& Dave Morris

with Jamie Thomson

Illustrated by Russ Nicholson

It is Midwinter's Eve of the year 1000. The Great Fear sweeps across the civilised world. Everyone knows that the Day of Judgement is at hand. It is seven hours to Doomsday.

An arctic wind freezes your bones, but ahead of you lies a smoking chasm that goes right down to the glimmering fires of hell. You stand at the lip of the abyss which surrounds Spyte, the ruined fortress of the lords of Krarth. In the darkening sky above, five ominous stars have come into conjunction for the first time in two hundred years. Out of the vault of the sky they cast their baleful influence across the frozen landscape — unearthly objects, but far from heavenly ones. They are the disembodied spirits of the last of the Magi, seeking to return to the mortal world at midnight and usher in a new era of terror.

You wield the sole force in the world capable of destroying the Magi. The Sword of Life is mankind's only hope, but it is no guarantee of victory. The Magi have had two centuries of exile to plan their reincarnation. Their power has grown immeasurably since they last walked upon the earth. You will need greater courage and strength than ever before, but you are determined to succeed in your sworn quest. You will prevent the Magi from bringing their unholy force back into the world — even at the cost of your own life.

CONTENTS

[How to play the game](#)

[Actions in combat](#)

[The Blood Sword](#)

[Character Sheet](#)

[The Warrior](#)

[The Trickster](#)

[The Sage](#)

[The Enchanter](#)

[Optional rules](#)

[Introduction](#)

[Copyright page](#)

[Acknowledgements](#)

Possibly useful tip:

The back button in a PDF is Alt + left arrow.

HOW TO PLAY

You will adventure in this book by taking a character (or several characters) to be your alter ego in the fantasy world of Legend. There are four possible character types, and each has unique skills. The Warrior believes that strength, courage and nobility of purpose are sufficient to achieve any goal. The Enchanter prefers to put his or her faith in a range of magical spells. The Sage, a learned ascetic, constantly seeks to hone the powers of the human mind. And the Trickster is a clever and dashing figure with an eye for the main chance.

If you completed the fourth book in the series, *Doomwalk*, you will carry over the same adventuring team for this book. Your character(s) will have the abilities, rank and items with which they ended their last adventure.

If this is your first adventure in the Blood Sword series, read on.

THE RULES OF THE GAME

Blood Sword can be played solo or in a party of up to four players. Each player takes a character who will be their alter ego in the fantasy world of Legend. Characters have a rank that indicates how experienced and powerful they are. The fewer the number of characters in the party, the higher their starting rank:

<i>number of players</i>	<i>composition of party</i>
one	a single 20th rank character
two	two characters of 12th rank
three	three characters of 8th rank
four	four characters of 6th rank

Each character belongs to one of the four character types: Warrior, Trickster, Sage or Enchanter.

If there is more than one player in the party, each must choose a different character type. After reading the sections on Combat, Magic and Teamwork, each player should read

only the special section appropriate to his or her own character type.

TERMINOLOGY

Dice rolls used in the game are expressed in this format:

$$xd6+y$$

meaning that x dice are rolled and y is added to the total.

For example, $3d6+1$ means roll three dice and add 1 to the total, giving a number from 4 to 19. Another example: $1d6-2$ means roll one die and subtract two. Negative numbers count as zero unless otherwise stated, so this would give a score from 0 to 4.

ATTRIBUTES

Each character is described by four attributes. These are:

Fighting Prowess, which is a measure of how skilled and powerful a fighter the character is.

Psychic Ability, an indicator of the character's resistance to hostile spells and, in the case of an Enchanter, his or her aptitude for magic.

Awareness, which encompasses quickness of thought, dexterity and wits.

Endurance, the attribute measuring the character's state of health; wounds are deducted from Endurance, and if it reaches zero then the character dies. Healing spells and potions can increase Endurance, but never higher than your score at the start of the adventure.

TACTICAL MAPS

Combats are usually played out on a tactical display. An example is shown here. The numbers on this tactical map show where the players are standing when the combat starts. The Ms refer to the opponents' starting locations.

It is only possible to fight an opponent in an orthogonally adjacent square (*not* across a diagonal) and you cannot

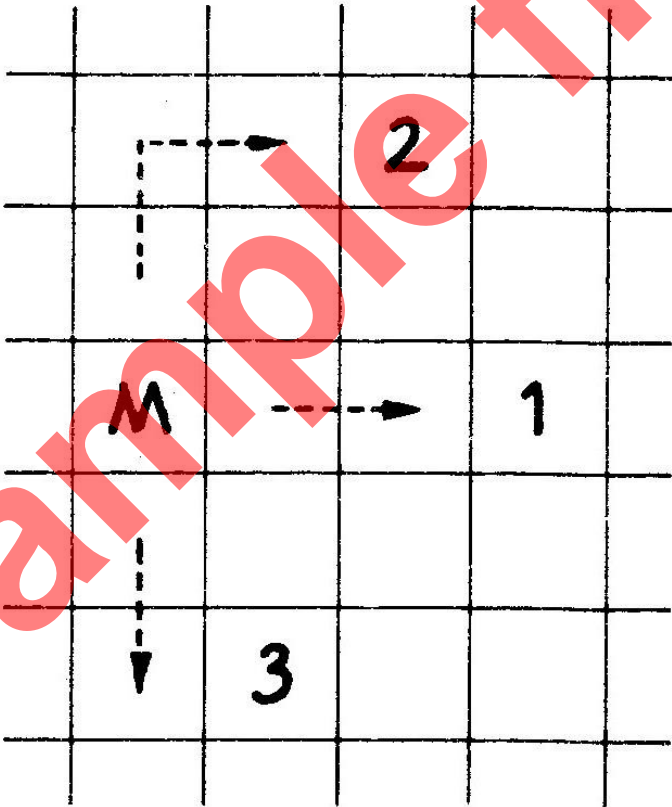
move on to a square already occupied by another character. You cannot move where there are no squares, nor on to a blacked-out square, which represents an obstacle such as (in the map here) a pillar or a large statue.



Shaded squares can be moved through by opponents but

not by players. (For example, in the map above, the shaded squares indicate a bed of coals which the opponents are immune to.)

Unless otherwise stated, an opponent will always move to attack the nearest player. To find out who the nearest player is, count the number of squares the opponent would have to pass through (using straight-line moves, not diagonals) to reach a position from which they can fight. In the diagram below, player 1 is closer to the opponent than player 2 and the same distance as player 3.



If several adventurers are equidistant from the opponent, roll dice to see which it goes for. Also roll when an opponent

is adjacent to more than one player to see which of them it will fight.

Before starting the adventure, prepare a few counters to represent players and opponents. You don't need many, as you will rarely encounter more than three or four opponents at a time.

Always make a note of an opponent's remaining Endurance if you flee. The opponent will sometimes give chase, and if they catch up with you then you'll need to know how many wounds you've already inflicted.

ACTIONS IN COMBAT

Combat takes place in rounds. Each round, every character gets the opportunity to perform one action: to attack, cast a spell, and so on.

Actions are taken in sequence based on each combatant's Awareness score. The combatant with the highest Awareness acts first, then the combatant with the next highest Awareness, and so on. Combatants with equal Awareness scores act simultaneously. A combatant who is killed (reduced to 0 Endurance) before his turn does not get to act.

A character can choose any *one* option for which he or she is eligible as his or her action for the round:

MOVE: You can move to any square on the tactical map. However, you cannot move through or end your move on a square already occupied by another character. There are no diagonal moves. If you begin a round adjacent to an opponent, you can only move away if you chose the defend option last round.

FIGHT: Strike at any opponent who is in a square adjacent to yours (linearly, not diagonally). To hit your opponent you must roll equal to or less than your Fighting Prowess on two dice.

DEFEND: This makes you harder to hit. For one full round

(ie until your turn next round) any opponent trying to hit you must roll three dice instead of the usual two.

SHOOT: You can shoot an arrow at one opponent anywhere on the tactical map *except* in a square directly adjacent to yours. This is an option for Sages and Tricksters only; for more information, see the special rules for those character types.

FLEE: In order to flee, a player must start the round either on an exit square or adjacent to another player who is on or adjacent to the exit square(s). The party only flees successfully if all players agree to flee. The entire party flees on the turn of the slowest player (ie lowest Awareness).

CALL A SPELL TO MIND: (Enchanters only.) The Enchanter prepares a spell for casting in the following or subsequent rounds. Calling a spell to mind can be done at any time (not just in combat) and the spell held in readiness indefinitely. Multiple spells can be held in mind, but each spell held temporarily reduces the Enchanter's Psychic Ability by 1.

CAST A SPELL IN MIND: (Enchanters only.) The Enchanter must previously have called the spell to mind in order to cast it. The rules for spell casting are in the [Enchanter's special section](#).

When striking at an opponent (ie, when you choose the fight option for a round) you roll 2d6. A score of equal to or lower than your Fighting Prowess means that your blow has hit. If you hit, you roll damage dice to see how much of an Endurance loss you have inflicted. The amount depends on your character type and rank – see the special rules for your character.

If your opponent has an Armour Rating, reduce your damage dice roll for damage by this amount, and the result

(if greater than zero) is deducted from the opponent's Endurance.

Example: You have a Fighting Prowess of 7 and a damage roll of $1d6+1$. You are attacking a troll whose Fighting Prowess is 6 and which rolls $1d6$ for damage. You have the higher Awareness, so you get first blow. Rolling two dice, you score a 3; this is under your Fighting Prowess score, so you have succeeded in hitting the troll. Next you roll one die and add 1 for the damage your blow inflicts. You roll a 6, which with +1 gives 7, but the troll has an Armour Rating of 2, so only 5 points are deducted from its Endurance.

If still alive (ie above 0 Endurance) the troll now gets to hack back at you. It rolls a 6 on two dice – exactly equal to its Fighting Prowess, so good enough to hit you, though only just. For its damage die roll it scores a 1; because you have an Armour Rating of 2 this means that you lose no Endurance. The troll's claws hit you, but scrape harmlessly off your studded leather jerkin. The battle rages on for another round.

If you choose the defend option then your opponent must roll equal to or under his Fighting Prowess on *three* dice in order to hit you. You do not get to strike a blow yourself in the round you are defending.

ARMOUR

You will start your adventure with a suit of armour. This gives an Armour Rating of 4 if you're a Warrior, or of 2 if you belong to one of the other character types.

Your armour protects you in combat by absorbing its Armour Rating from any damage you would otherwise take. For instance, if a monster rolls $2d6+1$ for damage and gets a total of 13, that is the number of Endurance points you would lose if you were unarmoured. If you are wearing armour with an Armour Rating of 2, you would take only 11 (ie, 13 minus 2) points of damage.

You cannot wear two suits of armour at once in order to combine their Armour Ratings.

WEAPONS

If you lose your weapon, reduce your Fighting Prowess and damage dice rolls by 2 until you acquire a new one. For example, an 8th rank Sage normally has a Fighting Prowess of 8 and rolls 3d6 for damage. If the Sage were to lose his or her sword and be forced to fight barehanded, he or she would temporarily have a Fighting Prowess of 6 and roll 3d6-2 for damage. This rule does not apply to the Warrior.

ENCUMBRANCE

You are limited to carrying up to ten items per player. If you are carrying ten items and find another item you want, you must discard one of the items you're already carrying or give it to another player in order to make space for it in your backpack.

Your money pouch counts as one item, regardless of how much money is in it.

A quiver (available to Sages and Tricksters) will hold up to six arrows and counts as one item. For instance, if you have a quiver containing six arrows then it still only counts as one item and not as seven.

THE BLOOD SWORD

You have just one magical item at the start of the adventure. However, it is as Aesop said: 'Only one, but a lion!' This item is the Sword of Life, known in folk tales as the Blood Sword. It was created by the Archangel Abdiel and has extraordinary powers. The least of these powers is that it adds +3 to its wielder's Fighting Prowess and scores an extra two dice damage when it hits. (A 6th rank Warrior using it, for example, would have an effective Fighting Prowess of 11 and would inflict 4d6+2 with each successful blow.)

More significantly, any undead creature struck by the Blood Sword must roll two dice. If the creature fails to score

equal to or less than its Psychic Ability it is instantly destroyed by the Blood Sword's holy power. The reincarnated Magi would count as undead, so you can see how important the Blood Sword will be to the outcome of your adventure.

It also has other properties that you will discover during your adventure. For now, decide which player is to wield the Blood Sword.

MAGIC

Magic is the special province of Enchanters and Sages. The way in which magic works for those classes is fully set out in their special sections, but all adventurers need to be aware that there are two types of magic spell:

Blasting spells simply inflict damage, and if you happen to be the target there is not much you can do about it. You deduct the spell's damage (less your Armour Rating) from your Endurance score. A fireball is an example of a blasting spell.

Psychic spells can be resisted by rolling equal to or less than your Psychic Ability score on two dice. If you make the resistance roll, the spell fails to work against you. A hex is an example of a psychic spell.

You will always be told whether a spell is of the psychic or blasting variety.

MULTI-PLAYER PARTIES

With only one player, Blood Sword works just like a standard gamebook. If you are playing in a multiplayer party, one player must be nominated as the caller. Select who will be caller by majority vote or by rolling dice. You can change caller at any time if the majority requests it.

It is the caller's responsibility to read aloud each section from the book as the adventure progresses. Also, he or she gets to cast the deciding vote if the players can't all agree on

which section to turn to next.

BATTLE ORDER

It is important for a multiplayer party to agree on a battle order. This will affect things like who is the first to trigger a trap, for example.

To keep track of battle order, prepare several numbered cards. Each player holds the card referring to his or her position in the battle order. Battle order can be changed any time except when in combat.

If players cannot agree on a battle order then adopt the following standard arrangement: first Warrior, then Sage, then Enchanter, then Trickster.

SPECIAL CHARACTER OPTIONS

Sometimes you will come across options that apply just to one character type. For example: 'If there is a Sage in the party, he or she should turn to **273**.' If you select that option, *only* the player concerned looks at the appropriate section. He or she will usually read out the section to the other players, but sometimes part of the section will be set in [*bracketed italics*]. This means that the player can if they wish keep that part of the information secret.

For instance, there might be the option for a Sage to read an ancient piece of parchment. The book passes to the Sage player, who turns to the following text (a 'Sage only' section):

(SAGE) You decipher the faded runes on the parchment. [*It tells you that the egg of the Roc lies beneath the jewelled trapdoor.*] Turn to **559**.

The player must tell any companions that he or she is reading the parchment, but is not obliged to tell them what it says.

In a situation where two or more players are both given the chance for individual action (say, the Sage could speak to a jinni or the Trickster could shoot it with an arrow), the

players can either vote or roll dice to decide who acts.

GETTING KILLED

If you are playing the adventure solo and your character gets killed (reduced to zero Endurance) you do the same thing you would with any other gamebook: get a new character and start again at the beginning. But what if you're playing as a team and one person gets killed?

The other players go on with the adventure, of course. The player whose character was killed does not have to sit on the sidelines, though. They now get to roll the dice for the opponents. They can also change a monster's strategy if they want, though they can't invent powers that it doesn't have.

CHARACTER TYPES

The following four sections provide detailed rules for each character type. Read only the section that applies to your character. To avoid having to keep flipping back here during the adventure, you are free to make photocopies of these special sections and Character Sheets.

THE WARRIOR

You are a master of the fighting arts. You have better Fighting Prowess than any other character type, and when you strike a blow you inflict more damage. You also have chainmail which provides an Armour Rating of 3, which is better than the armour available to other characters.

These advantages give you a real edge in any fight, but you have none of the other characters' special skills. Also, because you follow the honourable traditions of your class, you must be careful to stay true to the code of chivalry.

6th rank	Fighting Prowess: 8 Psychic Ability: 6 Endurance: 36	Damage: 2d6+2 Awareness: 7
7th rank	Fighting Prowess: 8 Psychic Ability: 6 Endurance: 42	Damage: 3d6 Awareness: 7
8th rank	Fighting Prowess: 9 Psychic Ability: 7 Endurance: 48	Damage: 3d6+1 Awareness: 7
9th rank	Fighting Prowess: 9 Psychic Ability: 7 Endurance: 54	Damage: 3d6+2 Awareness: 7
10th rank	Fighting Prowess: 9 Psychic Ability: 7 Endurance: 60	Damage: 4d6 Awareness: 7
11th rank	Fighting Prowess: 9 Psychic Ability: 7 Endurance: 66	Damage: 4d6+1 Awareness: 7
12th rank	Fighting Prowess: 9 Psychic Ability: 7 Endurance: 72	Damage: 4d6+2 Awareness: 8
13th rank	Fighting Prowess: 9 Psychic Ability: 7 Endurance: 78	Damage: 5d6 Awareness: 8