d20 system

IAN LIVINGSTONE'S

FOREST OF DOOM

sample

By Jamie Wallis

MYRIAD OR

FIGHTING FANTASY

A d20 Fighting Fantasy™ adventure for a single 3rd level character or a small party of 1st level characters

Requires the use of the Dungeons & Dragons®, Third Edition Core Books, published by Wizards of the Coast, Inc.

d20 system

MYRIADOR presents

FOREST OF DOOM

The dwarven town of Stonebridge is in turmoil. Titan Hilltrolls plan to wage war on the peaceful community, but it couldn't be at a worse time. King Gillibran's fabled Warhammer has been stolen. Without their symbol of strength the demoralised dwarfs of Stonebridge don't stand a chance against the army of evil swelling on the Pagan Plains.

Can you recover the hammer and save the Dwarfs?

Requires the use of the Dungeons & Dragons, Third Edition CoreBooks, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision

Printed versions of this book can be ordered from:

www.myriador.com

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Biglegs
Map
The Red River
Catfish River
The Moonstone Hills
Darkwood
Forest
sample file
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10
5
0
Yaztromos
Tower
Your estimated
start position

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FOREST OF DOOM

Based on the Fighting Fantasy™ book by Ian Livingstone

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INTRODUCTION

Forest of Doom was the third book of the Fighting Fantasy™ series and was originally published in 1983. This revolutionary new idea, part book part game, gave the reader a unique experience - a fantasy adventure where you are the hero.

The Fighting Fantasy™ series has 59 titles to date (63 including Steve Jackson's SORCERY! Series) and has sold over 15 million copies worldwide and has been translated into over 20 languages. The Warlock of Firetop Mountain alone sold over 2 million copies. Now the Fighting Fantasy™ books are being re-released allowing a new generation of players to explore the Citadel of Chaos, confront the Warlock of Firetop Mountain or get lost in the Forest of Doom.

This book is a conversion of Forest of Doom into a d20 role-playing game scenario. The original book was a solo experience; this scenario has been written to allow players to challenge the Dungeon on their own or as part of a group of adventurers. The inclusion of the new Luck rules give the single player a good chance of success without making groups of players too powerful.

The Fighting Fantasy™ books could be picked up and played with a minimum of preparation, this scenario has been written to reflect this including pre-generated characters, full colour maps and other play aids to get you started quickly. For more information about Roleplay games, Fighting Fantasy™ and Forest of Doom visit the Myriador website: www.myriador.com

Adventure Summary

The Dwarven town of Stonebridge is in turmoil. Titan Hilltrolls plan to wage war on the peaceful community, but it couldn't be at a worse time. King Gillibran's fabled Warhammer has been stolen. Without their symbol of strength the demoralised Dwarves of Stonebridge don't stand a chance against the army of evil swelling on the Pagan Plains.

Can you recover the Hammer and save the Dwarves?

Preparation

In addition to the books required (as stated on the cover of this product), which are referred to as the DMG, PHB and MM, a set of polyhedral dice (d4, d6, d8, d10, d12 and d20) are also needed to play. Pull out Character sheets of the four pre-generated characters can be found in Appendix 4 - Characters.

Full colour maps (Battle Maps), full two-page character sheets of the pre-generated characters, monster and character token sheets and all of the adventure's new illustrations can be downloaded free from www.myriador.com

Quick Play

One of the great attractions of the Fighting Fantasy™ series of books is that it is very easy to pick up a book and start playing, everything you need is provided in the books, you just need to grab a pencil to get straight into the action. We have tried to write this scenario in the same way, providing you with everything we can so that you can get on and play the game without having to spend ages preparing. Simply hand out the pre-generated characters, get your dice ready and start playing.

Detailed dungeon floor plan maps, pre-generated character sheets with rules summaries and character and monster tokens are available free to owners of this book and can be downloaded from www.myriador.com

Notes are included in the back of this book to help you integrate this scenario into an ongoing campaign, or visit our website: www.myriador.com where more information can be found about Titan, the Fighting Fantasy™ world.

Campaign Integration

Although this scenario is designed to be played as a stand-alone adventure using 3rd level character or a mini-party of 1st level characters which are provided in the Appendix; there is no reason why it couldn't be used as a part of an on-going campaign. Guidelines and advice are included in the appendices to help you integrate this scenario into an on-going campaign and suggestions are included about adjusting difficulty levels (see Appendix 3 - Campaign Play).

How to use this Book

The first pages of this scenario contain background information for the DM. Later pages contain the rules for the new (optional) Luck Ability, these rules should be studied by the DM and the players. Towards the rear of the book you will find summaries of new monsters, spells and magic items as well as advice about integrating this adventure into your campaigns.

The bulk of the book contains the scenario information divided by location. Each location entry in the scenario is shown on the main map provided, a full colour 1" = 5 feet map of each location can be obtained free from: www.myriador.com. A description of each location is provided for the DM detailing its contents and any monsters present. The shaded text boxes contain information that the DM can either read out or paraphrase to the players. Other information should be kept secret from the players until they discover it. Descriptions of how each monster is likely to react are included in the room descriptions. The DM controls all the creatures within the adventure, except the player characters, and is free to change their behaviour as he / she sees fit.

The DM is advised to read through the scenario at least once before you play.

Using Maps & Miniatures

Using maps and miniature figures adds a whole new dimension to playing this game, they help the DM to 'set the scene' and players to see where characters are monsters, what the dungeon looks like and make combat more exciting and realistic.

Full colour maps, pre-generated character sheets and character and monster tokens are all available free to owners of this book from: www.myriador.com (make sure you have your copy of this book available when downloading these free extras).

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LUCK

Luck was a major factor in the Fighting Fantasy™ series of books. The d20 system includes a range of skills that are used where Luck was in the original books. However, we wanted to keep the overall tone & feel of the Fighting Fantasy™ books so we have included Luck as a new Ability score.

This scenario is aimed at small parties of players (mini-groups). The inclusion of Luck gives them an edge that makes up for their lack of numbers. Players should be encouraged to use Luck as often as possible - it may make the difference between success and failure!

To reflect this, it is easier for characters to recover Luck than it is for other Ability scores, methods of restoring Luck are given under the heading: Restoring Luck.

New Ability Score

Luck is determined in the same way as other Ability scores. There are several options available (see DMG Chapter 2, Ability Scores Generation). The maximum possible starting Luck score is 18 regardless of race.

A character's starting Luck score can only be increased by magical means or by spending attribute points gained as the character becomes more experienced.

Luck will be treated as an Ability score in every respect i.e. lost Ability scores are regained at the rate of one per day (see DMG Chapter 3, Running the Game, Ability Score Loss).

Standard Point Buy Method

Because there are now 7 Ability scores instead of the normal 6, the amount of starting points is increased to 30 rather than 25 (See DMG Chapter 2, Ability Scores Generation, Standard Point Buy).

Using Luck

A character may use Luck to change or influence events, reducing the damage taken from an enemy's attack for instance, or increasing their chance of picking a lock. Luck can be used to modify a character's skill checks, saving throws, attack rolls, and Melee / ranged damage dealt. You can also use your Luck to reduce the damage you take from an enemy's attack.

Luck checks must be resolved BEFORE the action that they are affecting is undertaken (exception: reducing damage taken in Melee / ranged). The result of the Luck check is applied as a modifier to the action. You may only check Luck once per action undertaken and the result only affects that action.

A character's Luck score is temporarily reduced by 1 every time Luck is checked.

Luck cannot be used to give a character feats or special Abilities that she would not normally have. i.e. a fighter cannot use Luck to allow her to turn / rebuke Undead.

Luck Difficulty Class

Luck is checked against a Difficulty Class (DC). (See PHB Chapter 4, Skills, Using Skills, Difficulty Class) The base DC for Luck is 10.

Ability Luck check = d20 + Ability Modifier (Luck) against DC10

A total roll of 10 will give you a +1 bonus. For every 2 points over 10 that you roll you gain +1 to the outcome that Luck was used to affect (i.e. 10 = +1; 12 = +2; 18 = +5 etc…).

If the Character fails her Luck check by up to 5, there is no penalty. However, if the character fails by 6 or more, she will suffer a -2 penalty to the outcome that Luck was used to affect.

Example: Ellion G'aarak decides to test her Luck to help her fight 2 Orcs by giving a modifier to hit them. She rolls a d20 and adds her Ability Modifier (Luck) getting a total of 13, success! Ellion now adds +2 to her next attack roll against the Orcs and her Luck is temporarily reduced by 1.

Later in the same fight Ellion decides to test her Luck to add to her attack roll again, this time she rolls a total of 4. Ellion has failed to make the required DC10 by 6. Ellion now suffers a -2 penalty to her attack roll and her Luck is temporarily reduced by 1. If she had rolled a total of 7, she would still have failed in her Luck check but not suffered a penalty. However, her Luck would still have been temporarily reduced by 1.

Minimum Luck Score

When a character's Luck score reaches 0 they can no longer choose to test their Luck. Luck cannot be lowered further than 0, and cannot be used again until it is raised to at least 1.

Saving Throws & Luck

Luck can be used to modify the result of a saving throw using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and than applies the result as a modifier to their saving throw.

Skills & Luck

Luck can be used to modify the result of skill checks using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their skill check.

e.g. Rhana Quinn has fallen off a rickety bridge into a fast flowing river. The DM determines that a skill (Swim) check (DC15) is required for Rhana to safely swim to the nearby riverbank. Rhana is not a good swimmer having no skill bonus, which is reduced by -6 because of her equipment (-3 check penalty for medium load, doubled to -6 for the Swim skill). This means that the best she can hope to do is 20 - 6 = 14 meaning she can't succeed! She decides to use her Luck to help her reach the riverbank safely. Rhana rolls a d20 getting 15 and adds her Ability Modifier (Luck) (+2 from an Ability score of 14) for a total of 17. She has succeeded by 7 so she may add +4 to her Swim check. She now makes her Swim skill check d20 + 0 (Swim skill) -6 (equipment carried) +4 (Luck). She rolls a 17 giving her

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