

20  
system

STEVE JACKSON & IAN LIVINGSTONE'S

THE  
WARLOCK  
OF FIRETOP  
MOUNTAIN



By Jamie Wallis

MYRIADOR



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



MYRIADOR  
presents  
**THE  
WARLOCK  
OF FIRETOP  
MOUNTAIN**

Within the legendary Firetop Mountain lives the evil Warlock, Zagor.

For years adventurers have entered his lair seeking fame and the Warlock's fabled treasure - few have returned and those that have bring nothing but tales of monsters, traps and sudden death in the cold dungeon corridors.

Now you have decided to brave the Warlock's lair - will you be more successful?  
Can you survive meeting the Warlock of Firetop Mountain?

The Warlock of Firetop Mountain is an adventure designed for single adventurers or small adventuring groups of around 4th level based on the Fighting Fantasy book of the same name.



The players will attempt to penetrate the depths of the Warlock's dungeons, battling the Warlock's servants and monsters, overcoming deadly traps and puzzles, before confronting him in a quest for fame, fortune and power.

Printed versions of this book can be ordered from:  
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THE  
WARLOCK  
OF FIRETOP  
MOUNTAIN



# THE WARLOCK OF FIRETOP MOUNTAIN

Based on the Fighting Fantasy™ book by  
Steve Jackson and Ian Livingstone

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## TABLE OF CONTENTS

<b>Introduction</b>	2	<b>Luck and Magic</b>	4
Adventure Summary	2	Luck and Turn / Rebuke Undead	4
Preparation	2	Stand alone Luck Checks	4
Quick Play	2	Opposed Luck Checks	4
Campaign Integration	2	Optional Luck rule	4
How to use this Book	2	Restoring Luck	5
Using Maps & Miniatures	2	Normal regeneration of ability points	5
		Magical means - spells and potions	5
		Discretionary Awards by the DM.	5
		Scenario Awards	5
		Monsters and Luck	5
<b>Luck</b>	3		
New Ability Score	3	<b>The Warlock of Firetop Mountain</b>	5
Standard Point Buy Method	3	For the DM	5
Using Luck	3	Background	5
Luck Difficulty Class	3	The Dungeon	6
Minimum Luck Score	3		
Saving Throws & Luck	3	<b>Appendix 1 - New Monsters</b>	26
Skills & Luck	3	<b>Appendix 2 - New Magic</b>	31
Opposed Skill Checks & Luck	4	<b>Appendix 3 - Campaign Play</b>	32
Checks Without Rolls & Luck	4	<b>Appendix 4 - Characters</b>	37
Combat & Luck	4		
Using Luck to hit an opponent	4		
Using Luck to increase the damage dealt	4		
Using Luck to reduce the damage taken	4		

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## INTRODUCTION

The Warlock of Firetop Mountain was the very first of the Fighting Fantasy™ series of books. First published in 1982, 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 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 the Warlock of Firetop Mountain into a d20 role-playing game scenario. The original books were a solo experience; we have written this scenario to allow players to challenge the Warlock 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, we have written this scenario 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 the Warlock of Firetop Mountain visit the Myriador website: [www.myriador.com](http://www.myriador.com)

### Adventure Summary

Within the legendary Firetop Mountain lives the evil Warlock, Zagor. For years adventurers have entered his lair seeking fame and the Warlock's fabled treasure - few have returned and those that have bring nothing but tales of monsters, traps and sudden death in the cold corridors of the dungeon.

Now that you have decided to brave the Warlock's lair, will you be more successful? Can you survive meeting the Warlock of Firetop Mountain?

The Warlock of Firetop Mountain is an adventure designed for single adventurers or small adventuring groups based on the Fighting Fantasy™ book of the same name. The players will attempt to penetrate the depths of the Warlock's dungeons, battling the Warlock's servants and monsters, overcoming deadly traps and puzzles before confronting him in a quest for fame, fortune and power.

### Preparation

In addition to the books required (as stated on the cover of this product), which will be referred to as the DMG, PHB and MM, a set of polyhedral dice (D4, D6, D8, D10, D12 and D20) is also needed to play. Pull out Character sheets of the four pre-generated characters can be found in Appendix 4 - Characters.

Full colour maps and pre-generated character sheets can be downloaded free from [www.myriador.com](http://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 plans, 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](http://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](http://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 the pre-generated characters provided or a party of newly created 4th level characters, 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 back 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](http://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 Firetop Mountain 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 and monsters are, what the dungeon looks like and make combat more exciting and realistic.

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

## 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 attributes, 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 characters become 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 enemies 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 enemies 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 his Luck check by up to 5, there is no penalty. However, if the character fails by 6 or more, he 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 Luck ability modifier 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 then 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 only a skill of 1, which is reduced by -7 because of her equipment (-1 per 5lbs carried). This means that the best she can hope to do is  $20 + 1 - 7 = 14$





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 Luck ability modifier (+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 + 1 (Swim skill) -7 (equipment carried) +4 (Luck). She rolls a 17 giving her a final check result of 15. Rhana just manages to scramble to the riverbank. Rhana reduces her Luck temporarily by 1.

If Rhana had failed her Luck check, for instance rolling a 3 on her D20 (+2 Ability modifier) = 5, her Swim check would then have been D20 +1 (Swim skill) -7 (equipment carried) +0 (Luck check result) giving her a maximum possible result of only 14. She would start to drown. Of course she could use Luck again in the next round to help her survive.

### Opposed Skill Checks & Luck

Luck can be used to modify the result of opposed 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 opposed skill check, which is then compared to their opponent's check as normal.

### Checks Without Rolls & Luck

You cannot 'take 10' or 'take 20' when testing your Luck.

### Combat & Luck

Luck can be used in combat in three ways. To increase your chance of hitting an opponent, to increase the damage you deal to an opponent, or to reduce the damage taken from an opponent's blow.

### Using Luck to hit an opponent

A character may make a Luck check (as described under the heading: Luck Difficulty Class) the result of which is then added or subtracted to her next attack roll to hit an opponent.

### Using Luck to increase the damage dealt

When a character has successfully hit an opponent, he may make a Luck check (as described under the heading: Luck Difficulty Class) and add or subtract the result to the damage dealt by his attack. The Luck check must be made before damage is rolled. Luck damage is never multiplied by a critical success.

### Using Luck to reduce the damage taken

When a character has been hit by an opponent's attack, she may make a Luck check (as described under the heading: Luck Difficulty Class) and apply the result to reduce or increase the damage she suffers from the attack. Damage reduced by a Luck check can never be reduced to less than 0. She can decide to make the Luck check before or after damage has been rolled.

### Luck and Magic

Luck cannot be used to increase or decrease the effectiveness of a spell or magical effect.

Luck can be used to increase the chance of hitting with a magical attack such as a ray by modifying the to-hit roll, or it could be used to modify the result of a Spellcraft check to help identify a spell being cast. Similarly it could be used to increase the chance of making a successful saving throw to counter a spells effect.

### Luck and Turn / Rebuke Undead

Luck can be used to increase the chance of turning / rebuking Undead but cannot increase the effectiveness. i.e. Luck may be applied to the Turning Check Result, but cannot be used to increase the maximum hit dice affected, or the number of HD affected.

e.g. Ellion G'arak is a 4th level Cleric. Entering a room Ellion encounters 4 zombies, she decides to attempt to turn them and to use Luck in her attempt. Ellion makes a Luck check, the result of which is added to her Turning check result which may make her more likely to succeed. However, Luck cannot be used to change the maximum effectiveness of her turning attempt, she can still only possibly affect Undead with 8HD or less. Neither does Luck affect the number of such Undead she can affect.

### Stand alone Luck Checks

There will be situations within the adventure when Luck can be used to determine the outcome. Depending on the situation the DM may appoint a higher or lower Luck DC. The DM must never use Luck to replace a saving throw or skill check that already exists. In the example below an unsuccessful Luck check would then require a Reflex save to avoid falling in the water.

An example of a stand alone Luck check: If the characters are walking over a rickety old wooden bridge, does a rotten plank break under the weight of one of the players? The DM decides that the characters will have to be particularly Lucky to avoid all the rotten planks and gives this situation a Luck DC of 15. As with all Luck checks, once a stand alone Luck check has been made (whether successful or not) the character must temporarily reduce his Luck score by 1.

### Opposed Luck Checks

Two characters are sitting at the table playing cards. Who will win? The simple solution to this is for the characters to make an opposed Luck check. Both characters roll a D20 and add their Luck modifier. The character with the highest Luck result wins. Each character that made the opposed Luck check must temporarily reduce his Luck score by 1.

### Optional Luck rule

If a character rolls a natural 1 on the Luck roll the DM may rule that that character has been so unlucky that he automatically fails whatever he was attempting to use Luck with: if he was using Luck to modify his attack roll then the attack automatically misses; if he was using Luck to modify his chance to Pick a lock, the attempt automatically fails; if he was using Luck to modify his melee damage roll, he scores no damage at

