

Greywood Quarterly

Issue #1 Aug 2009



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Fair Warning!

The short story presented in *Fortune Favours the Cold*, part of the Codename: Day of Reckoning articles, contains some colourful language. Some people may find this offensive. You have been warned!

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Issue #1 Aug 2009



Introduction

Welcome to the very first issue of Greywood Quarterly. This free (yes, free) PDF e-zine is designed to show off the games from Greywood Publishing, a small company run by three very enthusiastic individuals. Let's meet them:

Jamie Wallis: Jamie is a long-time gamer from England. More on Jamie later in the issue.

Anthony Lavishar: Anthony is an aspiring writer who lives in Berkshire in the UK. He co-wrote Vengeance with his old friend Jamie Wallis and is currently working on Codename: Day of Reckoning with JW and hopes to have it finished sometime before the meteor hits.

Shane Garvey: Shane is an Australian games designer and author in his late twenties. An enthusiastic gamer since the early 1990s, Shane has a diverse taste in gaming, from

role-playing games to wargames, board games and trading card games. He lists *Warhammer*, *Magic: The Gathering*, *Legend of the Five Rings* and *Dragon Warriors* amongst his favourite games, and lists Joe Dever (of the *Lone Wolf* gamebook fame) and Raymond E. Feist as his favourite authors.

In the following pages you will find much information pertaining to the games we publish: *Epic Adventure Dungeon Crawl* (a solo board game) and *QUERP* (Quick Easy Role Playing, a fantasy role playing game). For these two games you will find articles, new rules and advice for playing them.

In addition to these, you will find exclusive previews of upcoming products and games, such as *Codename: Day of Reckoning*, a post-apocalyptic role-playing game many years in the making. The level of detail that has been applied to this game is simply amazing, and you can find a preview of it in

this issue.

Finally, as a very special treat, we have decided to re-publish the highly successful *The Warlock of Firetop Mountain* over the next few issues of this e-zine. *Warlock*, as many may know, was the very first *Fighting Fantasy* gamebook published in the early 1980's. It spawned a whole genre of books and introduced many people to the art of role playing. Several years ago, Jamie wrote and published a conversion of *Warlock* based upon the d20 system rules (which were used for the 3rd edition of *Dungeons and Dragons*). Now you have the chance to see this gem in these very pages.

We hope you enjoy the very first issue of *Greywood Quarterly*. Drop us a line at shane@greywoodpublishing.com to let us know what you think.

Jamie, Anthony and Shane.



Meet the Staff



We thought it would be fun to introduce the Greywood Publishing staff to you. Therefore, we present Jamie Wallis, in his own words:

I started role playing back in 1980. My younger brother, Toby, and I would spend hours playing Tunnels and Trolls (if I could find enough d6). Back in 2002 I wrote, lay out, did cartography, graphic design and did the downloads for 8 d20 Fighting Fantasy conversions for Myriador Ltd. It was at Myriador that I worked with one of my all-time heroes and favourite fantasy artists Martin Mckenna. Martin has been a huge help to me over the years offering support, encouragement and Photoshop tips. When Myriador went pear-shaped I started up my own graphic design and typesetting company called Jaytype.com. It specialised in the de-

sign and layout of books in the RPG industry. Over 3 years I designed and typeset over 80 books for the likes of Goodman Games, Hogshead Publishing, Cursed Empire and Steam Power Publishing. I am now working full time as a graphic designer for a motorsports graphic company.

I have been friends with Ant Lavisher for over 25 years. Many-a-night we would play D&D, Spellfire, The Mega Drive (he was always better at PGA and Streets of Rage II). Believe it or not, I have never actually met Shane! Shane was the first member of the Myriador forums back in 2003. We have been firm friends ever since and chat on a daily basis on MSN and by SMS. I might get to meet him in person one day...

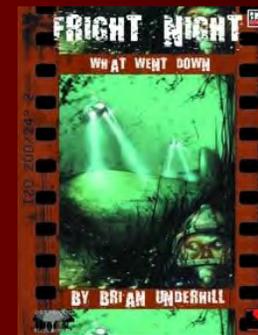
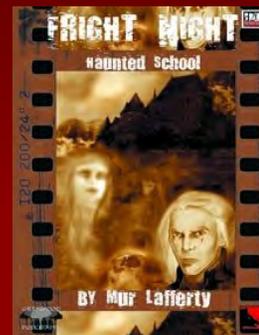
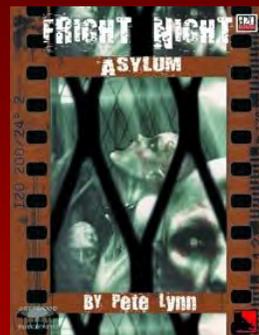
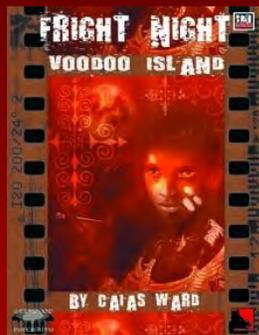
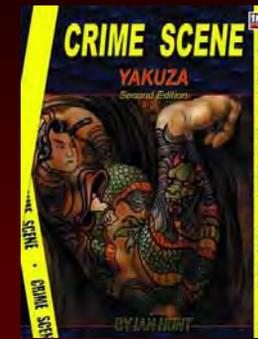
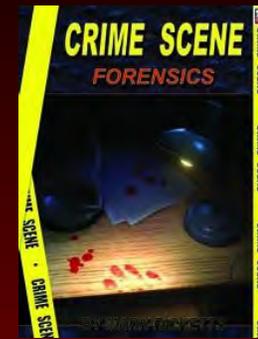
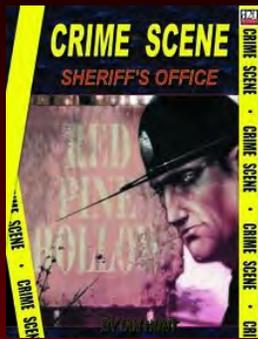
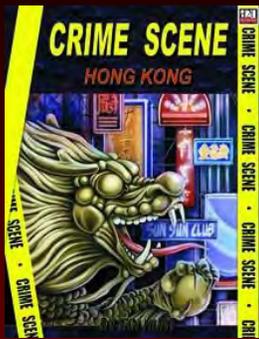
Codename: Day of Reckoning

This was an idea I had about 7 years ago. I had quite a few notes and ideas when I asked Ant to help out 5 years ago. The game is a post-apocalyptic RPG set 5 years

after the impact of a huge meteor. The book is inspired by one of my all time favourite RPGs called The Morrow Project. I am lucky enough to know Chris Garland who now owns Timeline, the Morrow Project Publisher and have done some work on the 4th edition Rule book and some adventure covers.

Continued on page 6...





d20 System Sourcebooks

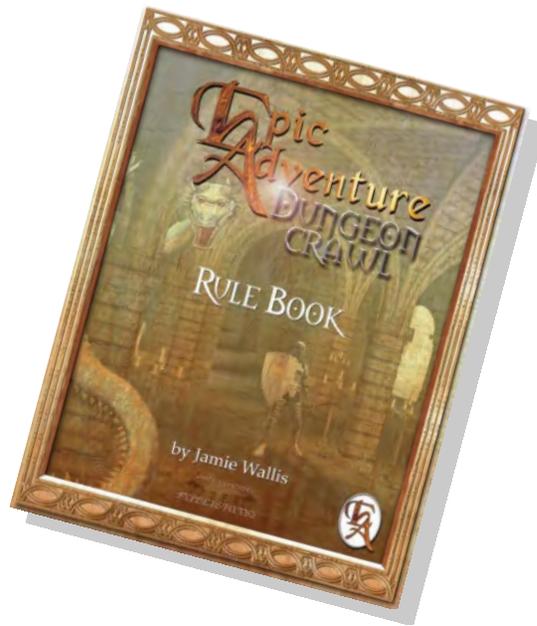
Available at:

[DriveThruRPG](http://DriveThruRPG.com)

Epic Adventure: Dungeon Crawl

Jamie Wallis, author of *Dungeon Crawl*, takes a look at his game:

I have always been a games inventor. Again, back in the days of playing RPGs and war games with Toby I was always inventing dice games or figure rules. EADC was something I came up with because I wanted a single player dungeon bash-type game (*Dungeon Bash* was the original name btw). The first rules were done in classic *Fighting Fantasy* rules (skill, stamina and luck). This wasn't to be though due to high licensing fees. The beta version stayed on my shelf for over 5 years, gathering its share of dust. Ant gave me a huge kick up the posterior last year



saying what a good game it was and that it needed to be finished. The rules to the Epic Adventure Game Book series were migrated across to keep the EA solo play series of the same rule set. The initial rules set to EAGB were done by Shane for a game book series that he was working on at the time. I took these rules and they evolved into the ones in the EA solo play series of games and books.

Blackthorn Forest – Expansion

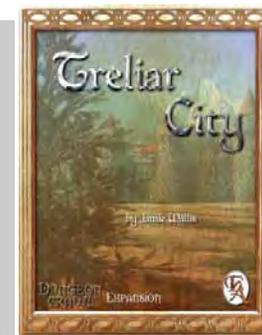
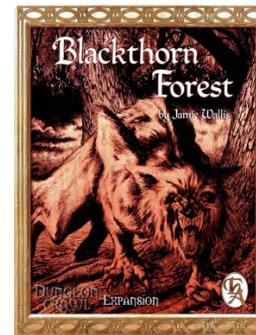
This expansion was a bit of a turning point for the game. I didn't want to include the same traps cards as were in the dungeons so I came up with a new card idea – Special Events. With this new set of cards came the followers' rules: followers are people that you meet in the forest who decide to come along with you (if you let them). They add special bonuses to your skills while they are with you and some, such as the sorcerer, give you spells and other such items. Followers cannot fight for you in combat but they can fight WITH you adding SR to your melee combat skills. You can also opt for them to take the damage for you if you have low Life Points. Other special events include things like; the Druid's Stone, The abandoned wizard's tower, pit traps and dungeon entrances.

The object of the EADC game does not change with this expansion. You still have to find the finale card that is located deep within the dungeon. The game now is that

you have to actually find the dungeon first!

Treliar City – Expansion

The city expands on the special events idea. There are lots of shops to visit and a market place for you to sell your excess baggage (make sure you have purchased a license from the royal house first), If you have both expansions you have the choice of starting at either the city centre or the Laughing Cow (a tavern at the edge of blackthorn forest). The city expansion adds a new follower to both the city and the forest: The Guide. This well travelled man will lead you to the start tile of both expansions, for a price. You still have to find the dungeon for yourself but there are possible locations in the sewers (watch out for the sewer rats and goblins).



Dungeon Crawl FAQ

There are a few ways to interpret the rules and some common questions have arisen. Here are the questions and answers direct from Jamie:

Q: Can I use Disintegrate Spell on the Finale Tile's Monster?

A: Yes

Q: Can I change my weapon / Magic Item DURING COMBAT? (Ex: Sword/Shield to Two-Handed Sword, Spell scroll to Dagger)

A: I have amended this rule:

NEW RULE CHANGE: Changing your weapon in combat

At the beginning of combat you may change your weapon. However, you may NOT make an attack roll and you are considered the DEFENDER for that round of combat.

Basically, changing your weapon in combat will make you prone to attack while you rummage around in your backpack. Be warned...

This update to the rules will be included in the new revision (version 1.1). This revision will be a FREE update to anyone who has purchased the product on DrivethruRPG.



Q: Can my Thief assign his 4 skill points to Melee Attack (maximum SR) AND CHOOSING weapon master experience?

A: Yes

Q: Is there any way to recover Magic Points?

Y: Yes, Potions. Normally a wizard would recover his magic during sleep. But as this is a short game you can only recover them by finding and using a potion. There are plenty of places to purchase these potions – the travelling salesman in blackthorn forest or the shops in the city.

Q: Does Fire / Acid / Electric Damage bypass Defence & Armour, same as LP damage?

A: Yes

Q: If my character has negative Skill SR (ex: Wearing Chain mail and do not spend skill point to Swim), Do I treat this skill SR 0?

A: The minimum that a SR can go to is 0. There are no negative numbers.

Q: Is there any change to traps card rules in v1.1? What is it?

A: Any rules changes have been added to v1.1. These include doing away with the trap cards and replacing them with special event cards. Also the dungeon tiles have been amended by removing any tiles with specific scenery on them (these are now all included on the special event cards along with tokens to put on the tiles). This amended version is due out for release by the end of August 2009.



Dungeon Crawl Class: Barbarian

Presented here is a brand new character for you to use in your Dungeon Crawl games, the Human Barbarian.

The barbarian is a hunter-killer with little social etiquette. They do have an affinity with wild animals and will use them to their advantage.

Starting Skills and Equipment

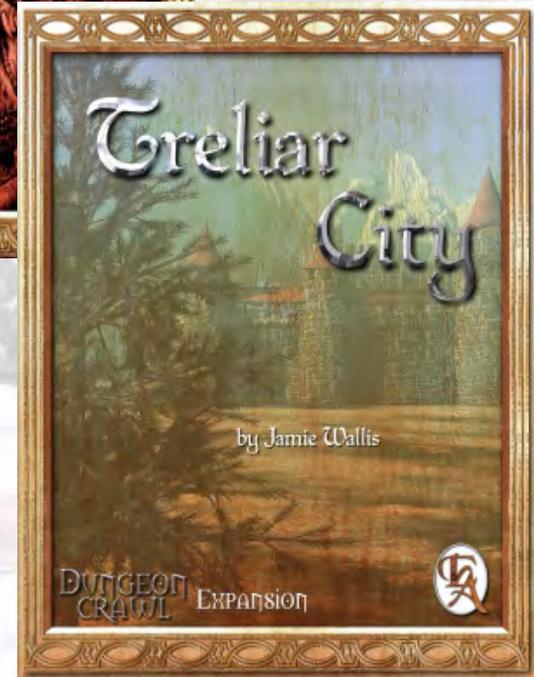
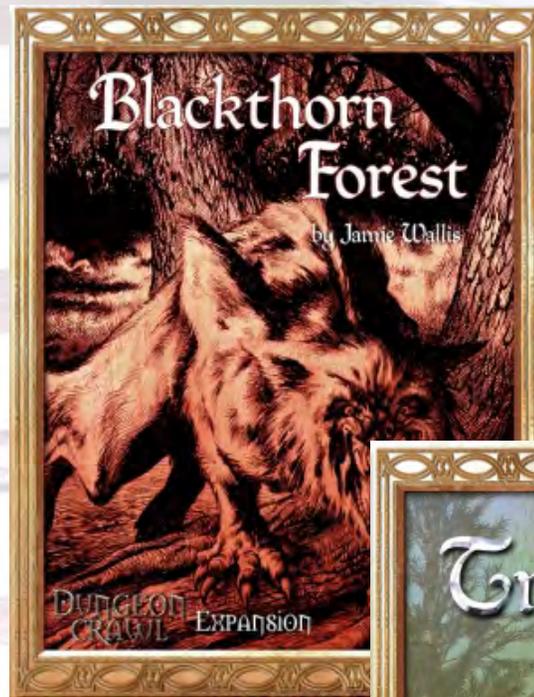
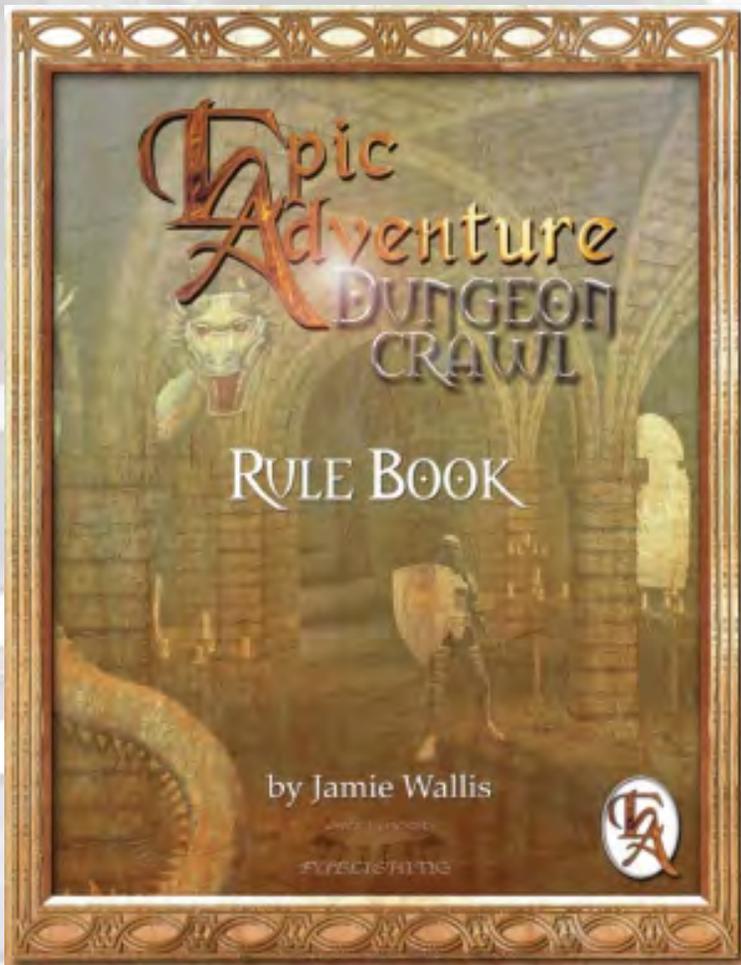
Melee weapon	SR3
Defence	SR1
Jump	SR2
Swim	SR2
Pick locks	SR0
Search	SR0
Healing	SR0
Open doors	SR0
Herbalist	SR1
Disarm trap	SR1
Magic Points	1d6 divided by 2 and rounded down
Starting spells	0 (limited to one spell at a time)
Character Experience	2

Starting equipment (these cards are taken from the treasure deck prior to starting the game):

- 2 handed axe
- Backpack
- Healing pack
- Herbalist Kit

Special rules: The barbarian starts the game with the special event follower card - Friendly Wolf (if Blackthorn Forest expansion is available).





DUNGEON CRAWL

Available now at [DriveThruRPG](https://www.drivethrurpg.com/)

The Origins of QUERP

Author of the QUERP System, Shane Garvey takes a look at how this simple yet flexible gaming system came into being.

Back when I was 10 years old I was introduced to the world of role-playing. The *Fighting Fantasy* and *Lone Wolf* gamebooks had opened up a fantastical world of magic and monsters to my fertile imagination. The simple yet elegant systems used in the books were easy to follow, yet the books provided a great challenge as well.

A year or so later I found my first fully-fledged role-playing game in the form of *Dragon Warriors*. Now 11, I read it from front to back and attempted to run my friends through some adventures. It was a disaster. Although *Dragon Warriors* is a great gaming system, it was just too complicated for our pre-teen minds. It wasn't that we weren't capable of doing the math; it was just that we couldn't understand what we were supposed to do and when, and many of the rules seemed unintuitive. *Dungeons and Dragons* was the same. Eventually we discovered the *Fighting Fantasy Role Playing Game* and that satisfied us until we were capable of more advanced systems.



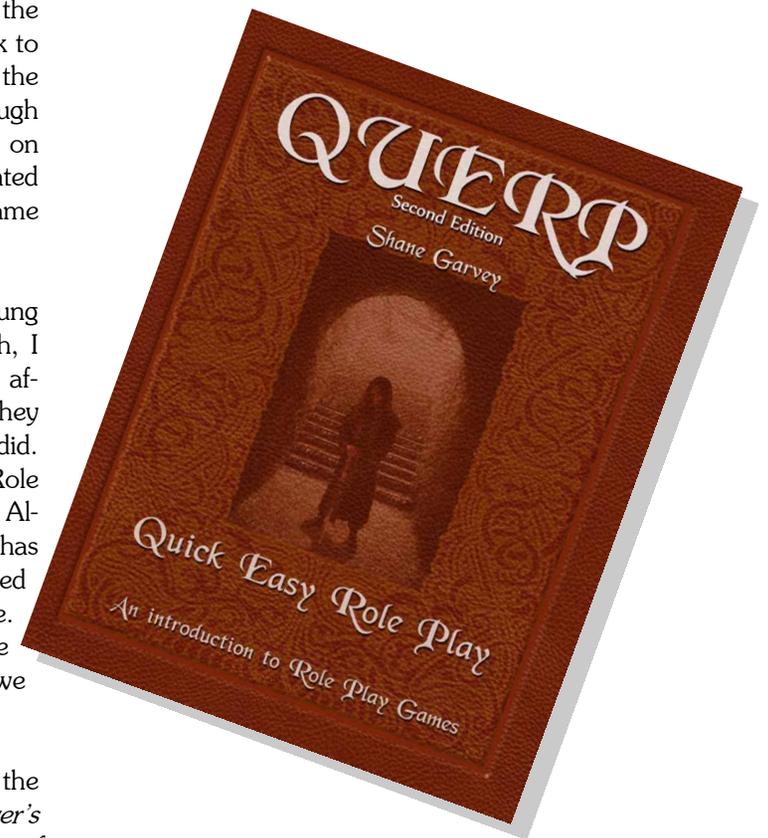
Fast forward fifteen years and the birth of my first son. One of the proudest moments of my life. I was still an active gamer at this stage, playing games such as *Dungeons and Dragons 3rd Edition* and *Warhammer*. Although I knew it would not happen for quite a few years yet, my hopes were that one day, my son and I would be able to sit down with a role-playing game and enjoy them the way I used to. But my thoughts went back to those early days of my gaming life and the confusion that I felt when I started. Although I persisted, many of my friends gave up on gaming at that point, and if my son wanted to play, I didn't want him to feel the same way as I and my friends did.

So I set about creating a game with young primary school students in mind. In truth, I wrote it for myself and my son, but then after sending it around to a few people they suggested I publish it. And that is what I did. QUERP (which stands for Quick Easy Role Playing) was published in March 2008. Although I only expected modest sales, it has surpassed my expectations. Reviews started coming in and feedback was quite positive. Although it was only ever meant to be one book, Jamie Wallis convinced me we needed more material. I obliged.

QUERP is now four books, with more on the way. *QUERP Bestiary*, *QUERP Player's Companion* and the adventure *Prisoners of Zontar* have also been considered successes.

Many more books are planned, from the *Gamesmaster's Companion* to a complete campaign setting and adventures, as well as the possibility of a sci-fi adaptation.

I hope you and your kids enjoy QUERP as much as I enjoy writing it.



QUERP Characters: The Noble



Shane Garvey gives you a brand new character type to add to your QUERP games.

The Noble

Fighting:	3
Magic:	2
Strength:	3
Charisma:	5
Stealth:	3
Knowledge:	5
Starting Health:	13 + 1 dice
Starting Mana:	4

Nobles are men and women who are counted amongst the royalty and aristocracy of the world. They have had privileged up-bringsings, afforded all of the luxuries money can buy. This has led to many of them becoming boorish and snobbish, who turn their noses at anyone or anything they deem beneath them. However, some of them tire of this life and leave their homes, preferring a life of adventure to a life of luxury.

Player character nobles obviously belong to this latter group of people. They make good leaders and spokespeople for the adventuring group and are not too shabby at fighting either.

Weapons and Armour: Nobles may use any weapon that is not two-handed. They may wear light or medium armour and may use shields.

Starting Equipment: Light armour, sword, dagger, backpack, bedroll, clothing (fine quality), flint and steel, 2 days worth of trail rations, waterskin, 25 silver coins.

Special Rules: Nobles come from privileged lifestyles and thus have two main advantages. Firstly, at the beginning of each adventure they may add 50 silver coins to the amount they possess, as this is what they are able to earn from their estates. Secondly, whenever a noble purchase anything, there is a chance they may be recognized for who they are. They may make a Charisma roll (Difficulty 13) and if they succeed, the cost of the item is halved.



NPCs with Character

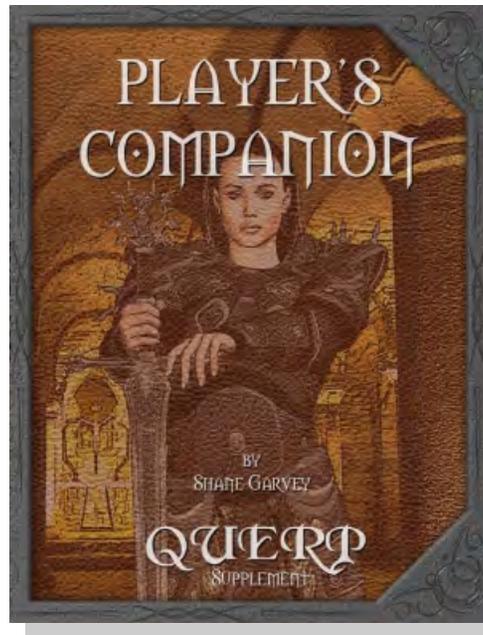
Vernon Fults is a QUERP Gamesmaster. In this article he gives you advice on how to create interesting non-player characters.

The non-player character (or NPC for short) is one of the most useful but often underutilized tools in the Gamesmaster's arsenal to present a vivid, living world for the player characters to explore. Having a few well developed NPCs with motivations and quirks of their own can transform the player characters' stop in a village to buy supplies or visit to a tavern from a routine task to a memorable encounter. An NPC can be the Gamesmaster's voice to impart clues, information, or rumours to the party in-game rather than just reading a prepared text to the players.

Not all NPCs need to be detailed. The world is full of hapless souls who toil away as farmers, trades people, or town guards and it is sufficient to merely give these NPCs a name and assign them appropriate Fighting, Defense, and Health scores. The QUERP Bestiary has several examples of this type of NPC.

However, NPCs who interact frequently with the player characters or who hold some position of authority in the game world can become memorable if the Gamesmaster spends a little time to give them a bit more detail.

Fortunately, the Advanced Characters section of the QUERP Player's Companion provides the perfect means to detail an NPC. When using these rules, it is important to remember that the players, not the Gamesmaster's creations, are the stars of the story and to not create super NPCs that overshadow the players. The exception to this is creating a suitably challenging master villain for the players to fight.



The Player's Companion is useful for Gamesmasters as well as players.

In creating my special NPCs, I start by using a 21 point buy to assign characteristic scores. However, when assigning the Health score for the NPC, I use 1 dice plus the Strength score. Most NPCs, while skilled, are not adventurers at heart and do not benefit from the extra ten Health Points a player character receives when starting out. However, major villains or monsters given player character stats often have exceptional characteristics. Assign the NPC whatever appropriate equipment he would have on his person and, if necessary, assign a treasure rating for the NPC's stronghold or lair.

Next, assign four to eight Special Skills to the NPC. The more experienced the NPC, the more special skills he should have but, again, be careful not to make the NPC too powerful and choose skills that fit the background of the NPC. Lastly, write a short description of the NPC's notable personality traits, quirks, or importance in the game. Index cards are handy for keeping track of these characters during the game.



From my campaign, here are a few examples of NPCs created with the Advanced Character rules:

NPCs with Character

SIR KATHEL OF LOBIN

Fighting: 6
Magic: 1
Strength: 5
Charisma: 3
Stealth: 2
Knowledge: 4

Health: 9
Mana: 2
Defence: 14

Equipment: Sword, spear, medium armor, shield, warhorse, 15sp.

Stronghold: Wealthy

Special skills: Weapon Training (sword, spear, war hammer); Armor Training; Shield Training; Riding; Tough.

Notes: Kathel is an adequate warrior but is too fond of his drink and too quick tempered to be a true leader. The serfs who work his land fear his anger. Recent attempts by Kathel to expand his holdings into territory claimed by neighboring barbarian tribes failed miserably and he fears retaliation may come soon. He's on the look out for a few good adventurers to help solve his problems.



JANDAR

Fighting: 3
Magic: 6
Strength: 2
Charisma: 3
Stealth: 4
Knowledge: 3

Health: 6
Mana: 12
Defence: 12

Equipment: Dagger, lock picks, riding horse, 25sp

Special skills: Sorcery (Invisibility/Beguile); Sorcery (ESP/Languages); Sorcery (Lightning Bolt/Teleport); Sneak, Camouflage, Lock Picking, Dodge.

Notes: Jandar is a mercenary spy. He is sneaky, underhanded, amoral, and works for anyone who can pay his price but has a personal code to never harm women or children.



NPCs with Character

FEYA OF LOBIN

Fighting: 3
Magic: 2
Strength: 2
Charisma: 5
Stealth: 4
Knowledge: 5

Health: 5
Mana: 4
Defense: 10

Equipment: Dagger, her late mother's wedding ring worth 2gp, 3sp

Special skills: Advanced Knowledge (agriculture); Animal Handling; Perception; Camouflage.

Notes: Feya is attractive, intelligent, 15 year old farmer's daughter. She is a hopeless romantic who dreads her upcoming arranged marriage and will attempt to attach herself to a player character in the hopes that she can leave her village with the players.

(Feya was intended to be a comic relief npc and a minor annoyance to one of my players. Things turned dramatic however, when she fell victim to Jedel.)

JEDEL (VAMPIRE)

Fighting: 9
Magic: 6
Strength: 5
Charisma: 5
Stealth: 6
Knowledge: 4

Health: 40 (per Bestiary vampire entry)
Mana: 12
Defence: 16 (per Bestiary)

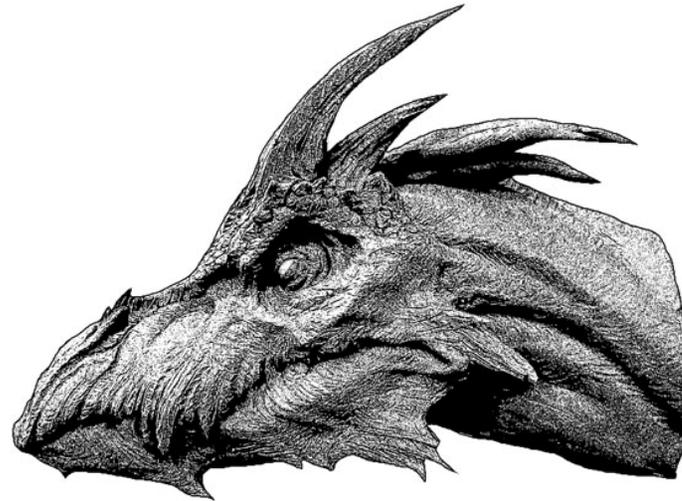
Equipment: jeweled sword, elegant clothing, gold ring. Stronghold: Lair 2.

Special skills: Sorcery (Allure/Beguile); Sorcery (Invisibility/Transformation); Sorcery

(Levitate/Wizard's Key); Weapon Training (sword, dagger, axe); Dark Sight; Etiquette; Sneak; vampire traits from the Bestiary.

Notes: Recently freed from magical imprisonment by a group of death cultists, Jedel is rebuilding his power base. Totally ruthless and cruel, he is a powerful foe who prefers to use minions to strike at his enemies, showing himself only when he can cause the most terror with minimum risk to himself.

(Jedel is an example of combining monster characteristics from the Bestiary with the Advanced Character rules. As written, the Bestiary vampire is a dangerous foe, but somewhat generic. By assigning him special skills, he becomes the elegant vampire-wizard I wanted for my master villain.)



NPCs with Character



FEYA (VAMPIRE MINION)

Fighting: 5
Magic: 4
Strength: 4
Charisma: 5
Stealth: 4
Knowledge: 5

Health: 15 (as a newly created vampire, she does not yet have the full Health of a Bestiary vampire)

Mana: 8

Defense: 16 (per Bestiary)

Equipment: dagger, her late mother's wedding ring worth 2gp, 3sp

Special skills: Advanced Knowledge (agriculture); Animal Handling; Perception; Camouflage; Sorcery (Levitation/Allure); Dark Sight; vampire traits from the Bestiary.

(The player characters enjoyed a few victories over Jedel's death cult but never learned that a vampire led them. Through his spies, Jedel learned about his new foes and decided to strike at them by turning someone they cared about into a vampire to pit against them. Because the players had come to like

Feya over several game sessions, her turn to vampirism and the fight to bring her to her final rest became a dramatic high point in the campaign and galvanized them against the vampire master.)



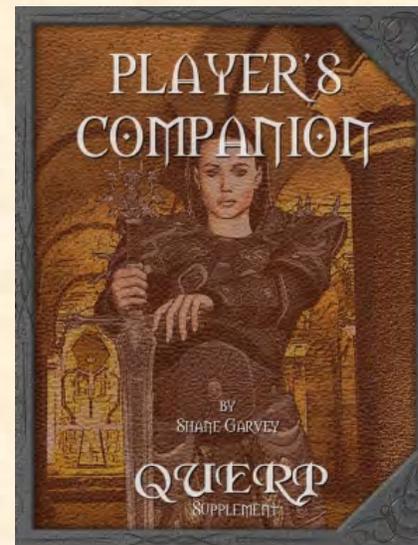
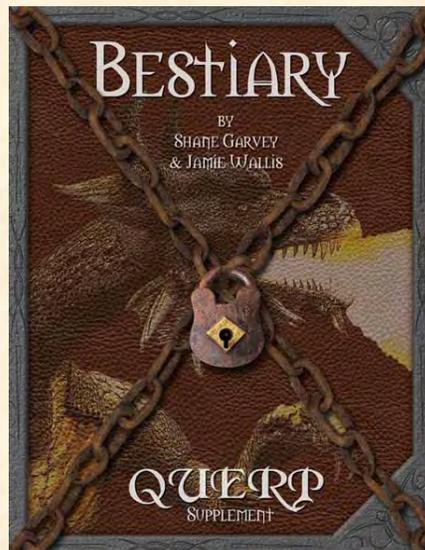
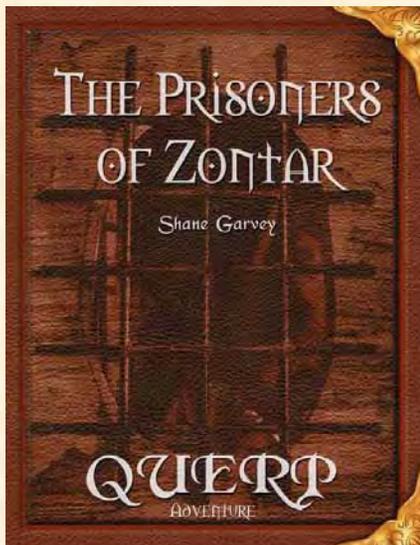
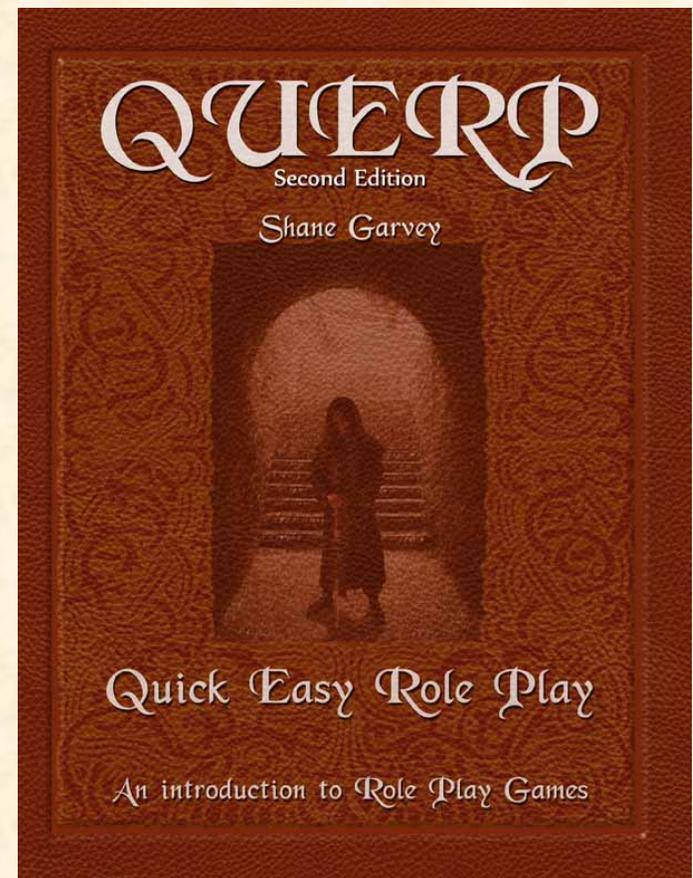
Well developed, interesting non-player characters can enhance the fun of any game session. With the QUERP Player's Companion Advanced Character rules and a bit of imagination, creating engaging NPCs is a snap.



It's Quick.

It's Easy.

It's Role Playing.



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Fortune Favours



The Cold

**A Codename:
Day of Reckoning
Story**

Part One

By Anthony Lavisher

Fortune Favours the Cold

**Friday 3rd April 2020 – 04:28 hrs(HST)
... Aleutian Islands, Alaska.**

A timid dawn crept cautiously up on the sentry as he patrolled along alpha sector, his hands were numb under his thick gloves as he struggled to keep a hold on his assault rifle. A cold biting wind rampaged across the south side of the Arctic camp, sweeping up clouds of painful ice shards that bit deep into the sentry's thick outer clothing and left him wishing for his watch relief and the hot coffee that would be waiting for him when he stumbled into the kitchens, an hour from now.

His hot breath seeped through his frozen scarf which failed to protect his face under the shadows of his fur-trimmed hood and appeared to freeze on contact with the air before him. Cursing his luck and silently wishing he had stayed in Iran, the sentry stamped warmth into his feet, lifeless in the heavy winter boots he wore and carried on with his patrol.

Nestled tactically in a bowl, the Arctic camp offered some shelter from the weather outside. But in the same breath, it kept in the ice and snow already present and constantly stirred up the elements, sapping at the morale of those present and sowing icy doubts on their chance of future survival. The sentry shook his head. Nobody was going to follow them to this godforsaken

place. How anything survived out here was more than a miracle. But the tell-tale tracks of a fox, disappearing quickly in the snow-fall before him, told him otherwise.

Cursing his luck for probably the hundredth time in the past month, the sentry tried his best to keep faith with the orders given to him by the general six months ago. Shaking his head once more he carried on walking along the perimeter fence and walked straight into the bullet that entered his left cheek and took the back of his head off as it left him.

"Target One Down. Kill confirmed!"

The captain's earpiece hissed to life as he hunkered down on the ridge of the bowl and peered down into the swirling snow-storm through his binoculars.

"No shit!" He replied through ice-rimmed lips and looked to his left along the ridge, picking up the rest of his fire-team, as they clung onto the ridge in the howling storm.

"Okay, let's get this done," he said, struggling to rise. "They'll be curled up in front of the fire with a nice mug of *Bovril* by now..."

"If they've got any fucking sense they will!" came the voice, hissing in the captain's ear-piece once more.

"And so should we be," muttered the first man to reach the captain's side as he straightened up in the wind.

"Would you like me to fetch you some slippers and a brew?" The captain enquired, his face attempting to split into a grin.

"And a paper, if you would." The man replied, his teeth chattering.

"Wanker!" the captain said, looking across him at the other two men in his team as they came up to them.

"Come on girls, stop holding hands, they'll be plenty of time for that later on."

"Tosser!"

"Jealous bastard."

Smiling the captain turned away and stared down into the bowl to pick out their designated entry point in the northern fence, a hundred metres to the left of the gates.

The gates were only guarded by the one sentry now, waiting impatiently in the extreme cold for a comrade that would never return.

The whole scene below looked like one of those tacky gifts you got from your Gran when she went to Bournemouth for the day



Fortune Favours the Cold

and filled up with swirling, glittering snow when you shook it. Well some bugger had shook this place up and it was going to be a while before it would settle down again.

“Dom?” he said, finger sub-consciously holding his earpiece in as he turned his back on the wind and spoke into the PRC’s (*Personal Radio Communicator*) mouth-piece. “Got a mark on that other sentry yet?”

“*That’s a negative Jimbo,*” came a crackling response, moments later. “*Target not acquired. Weather’s stirred up something rotten over this side.*”

“Okay mate,” he grumbled, motioning for his men to join him on the ground once again. “When you do we’ll head down to the fence and open her up. Take your boy’s on round and we’ll see you inside.”

“*Roger that!*”

“Pucker your petals up lads,” the captain said. “We’ll be on our way soon.”

“Bloody hope so,” muttered one of his men, Styles. “My arse-cheeks are frozen!”

“How come you are still talking then?” said Anderson, punching him on the shoulder and they all grinned at each other.

The captain smiled as much as his frozen face would allow him to and hunkered down against the ridge to wait it out. Dominic would have the sentry down as soon as he had a viable shot. They had worked together on several operations before and there was nobody better in the Regiment, as far as he was concerned. But even someone with Dom’s expertise would struggle to get a clean shot in this chuffing weather.

“Have we got time for a brew now then, cap’n?” Frogger, the fourth member of the fire-team enquired, almost shouting above the roaring weather conditions.

The captain gave him a look that suggested he stop being a twat and looked away, smiling. Frogger, officially known as David Rhys, joined the Regiment eight months before, after spending four years in the 2nd Battalion, The Yorkshire Regiment based at Weeton barracks in Lancashire. He had excelled there as a Patrol Signaller and after two successful tours in Afghanistan and one in Iran he had decided to try out for the Regiment. He had passed with distinction. Cocksure and confident in his own ability he had turned up at Credenhill, Hereford and was immediately drafted into ‘A’ squadron of Two-one Regiment, out of Regent’s Park in London. He instantly set about pissing everyone off as he had decided the best way to integrate, unlike most newcomers who were normally quiet for the first few

months, was to be a slimy bastard and suck up to everyone, trying to be their best friend. Hence the nickname!

One kidnapping later and three hours spent one early December morning tied naked to a phone box in Kensington High Street had soon made him realise the errors of his ways...

“They’ll be plenty of time for that after we have dug this nut-case out and extracted him back to the LZ (*Landing Zone*) for pick up by Helo.” The captain said, looking round again. “Just make sure your kit is working so that we can...” he stopped and shut up as he could see the three of them were checking their kit over again for the hundredth time.

Frogger looked up from his patrol radio and grinned through his frosted beard.

Operations such as this one usually consisted of plenty of tabbing (*forced, long distance marching*) and hours of lying up and waiting, which was only punctuated by brief moments of incident. There wasn’t much to do other than BBC (*banter, brew and check*). And to focus your thoughts so that you did not become complacent, it was ingrained in you to check your equipment over and over again. The last thing you needed was to find out that your weapon wouldn’t fire at the one moment in your life



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when you really needed it to work.

Mike Anderson and Kallum Styles were old friends. Both had joined the Regiment five years ago, Anderson with distinction and Styles the same, but at his second attempt. Of course this meant that his mate spent every possible hour of the day reminding him of that fact, even now. Both had served together in the 3rd (The Black Watch) Battalion, The Royal Regiment of Scotland for six years, where their unlikely friendship had formed. Mike had grown up in Edinburgh, Kallum in Glasgow. The *Weegie* had apparently had a chip on his shoulder bigger than a horse's wedding tackle and had decided he was going to bludgeon his way to the head of the class. A severe beating, or two from several of the other recruits had left him with a small French fry on his shoulder and a grim determination to knuckle down and get on with it. Mike had come to like that version of him and after passing out they had gone on to serve together in Iran, Afghanistan and The Mog (*Mogadishu*), after the Yanks had cocked things up there again, for a second time.

Too many commendations and promotions had left them bordering near staff jobs, so they had both decided it was time for another challenge. The fact they worked so well together and had such a firm friendship, was the main reason that most people in the Regiment referred to them as *Mr &*

Mrs, or *The happy couple*. They were actually quite proud of the piss-taking, suggesting that everyone else were just sad old fuckers with no life outside their own egos. Both men were happily married with children, but everyone else reckoned that the respective couples must have indulged in a spot of *Swinging*, from time-to-time!

The captain liked his team. He had worked with Mike and Kallum on several Ops now and they worked extremely well together. Frogger had just proven himself to be an extremely capable addition to their fire-team after he had joined them on their last operation in Afghanistan. They had been called in to dig out a nest of insurgents that had been holed up in the mountains that bordered Pakistan, two hundred kilometres to the south west of Kandahar. The rebels had been causing all kinds of trouble for the coalition forces in the region for months and INT (*intelligence*) had finally managed to find out where they had been operating from. The militants' leader *Khalid Hassan Abd-Allah* had been stirring up trouble in the north again after several months of hiding and the numerous terrorist groups operating in the country had decided it would be a good front for them to start kicking off again.

Moving from cave to cave the fire-fighting had been ferocious and the final nest had to be dug out by air-support in the end. The

Head Sheds (*people in authority*) back at the FOB (*forward operations base*) had decided that it would be too difficult to clear it on foot. Some serious tabbing had allowed the captain and his team to get to safe ground several Ks away, from where they could lay-up and watch the fireworks. After the GBU-28 Bunker Busters had done their business, they had received the call to go back in and clear up any survivors. They might as well have taken some dustpan and brushes, rather than their weapons, as the place was in a shit-state and no bugger had survived!

Following their return to the FOB and debriefing, they had been flown out of Afghanistan and back to Germany, from where they would hitch a lift on anything going back to the UK, for some well-deserved R&R (*rest and recuperation*).

It was here, as they waited for a lift on a Boeing C-17 that they received some new orders. The Head Sheds had *received* orders that their active teams were required for some High-level operations in the Arctic. At that point that was all the heads-up they had received, other than as always, that it was on a need-to-know basis, and they didn't *need-to-know*.

"For fuck's sake," Anderson had moaned. "My woman had promised me a blow-job when I got back!"



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“Get your mistress to do it... again!” Frogger grinned, pointing at Styles. Both the men in question had given him the middle finger in return.

Fearing mutiny, the captain and the other lads were quickly shipped off to Canada, where they had landed at CFB (*Canadian forces base*) 22 Wing, North Bay, Ontario. Here they had received a more detailed SITREP (*situation report*). Some top-security orders had come through from a new NATO organization called CoNDoR (what ever the fuck that meant?). Apparently they had been trying to track down some renegade nut-case who had defected from the west and was stirring all sorts of shit up in the east. A recent attempt to extract him in Iran had failed miserably and after going dark for several months he had been finally traced to a remote location in the Aleutian Islands off the U.S state of Alaska, known as Sanak Island. Apparently satellite images had picked up the traces of a new settlement there, highlighting the fact that since archaeological research on the island had ceased five years before, nobody had officially been there, or had permission from the American authorities to even be there.

Apparently this man was one Professor James J Turnbull. He had lost the plot after falling out with some of his colleagues at NASA over the detection of some anomaly in space, which of course was, as usual on a

need-to-know basis. His ranting had been passed onto the authorities by his colleagues and he had been extracted and locked up in a secure unit somewhere. Pissed-off and underestimated, Turnbull escaped. This CoNDoR lot had been after him since then as he had been stirring up a lot of trouble for them in Iran. Which, yet again, of course was none of the captain’s business.

The up-shot of all that was that if it was indeed Turnbull and his cronies up in Alaska, then he needed to be captured as soon as possible, as time was running out! Styles had joked that this all sounded like something out of a James Bond movie, but he had received a severe verbal beating (*beating*) from the Head Shed dishing out their orders.

All the kit they could need and any required transport was already arranged and waiting for them. A photo of some middle-aged pencil-pushing nerd was given to them to ID (*identify*) the professor and final instructions were offered.

“Don’t come back without him!”

Frogger had wondered what the hell was going on, but the captain had just shrugged and said that the only thing they needed to know was the fact that this CoNDoR bunch sounded like they had the muscle to ruin

their careers if they didn’t get this one right!

Mike had pitched in, suggesting that a mad-prof with a frozen pencil wasn’t going to be able to achieve much, stuck all the way up there. But Dominic Flynn, leader of Bravo fire-team had offered up that apparently he could, otherwise what the hell were they all doing there?

After two hours of BBC they were shipped out to their FOB in Anchorage, from where they boarded a CH-53 Sea Stallion helicopter. From there they flew for two hours, landing on a secluded runway at Cold Bay Airport in the East Aleutian Borough, to refuel. After another hour of flying and constant checking of their equipment, they had finally reached the LZ on the south-side of Sanak Island. INT pinpointed the camp’s location ten kilometres away to the north west and the two fire-teams had silently tabbed it from there.

Checking his watch, the luminous face hidden under the flap of his mitten the captain noticed that it had been five minutes since Dominic had last called in. If he couldn’t get a shot on the target soon, the sentry would begin to wonder what had happened to his mate on patrol and then they would be right up shit-creek!

As if on cue, the captain’s earpiece hissed to life again.



Fortune Favours the Cold

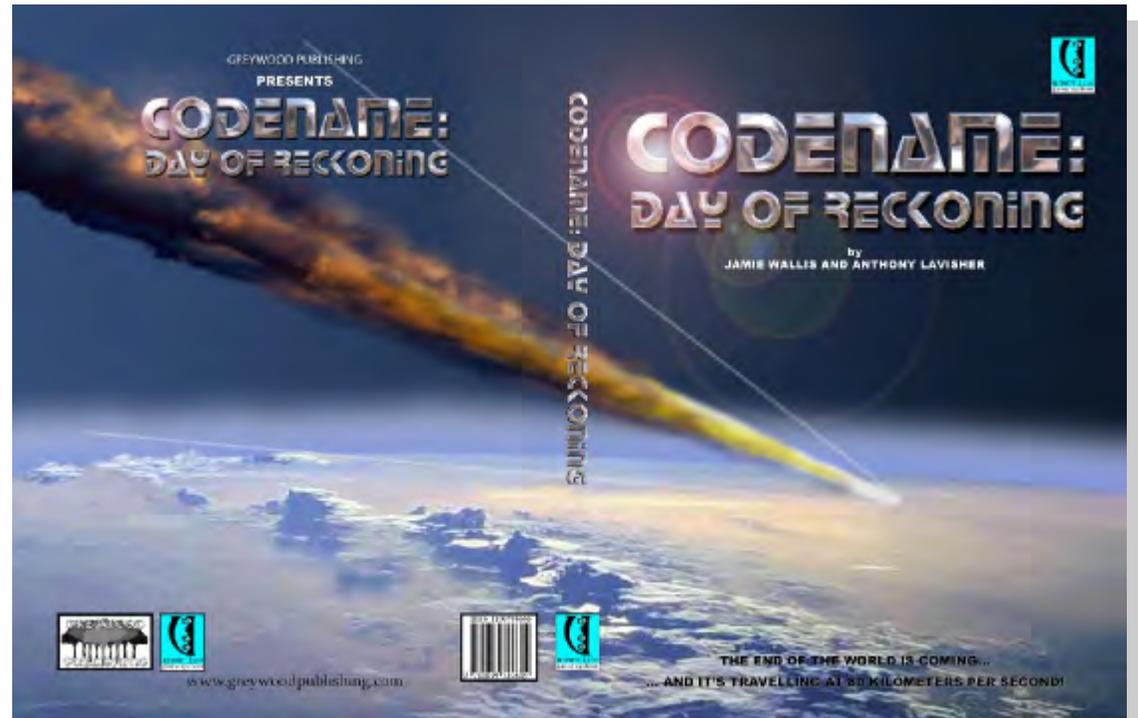
“Target two down!”

The captain rose, signalling for his team to join him as he stared down through the swirling blanket of the snowstorm. He couldn't see a bloody thing!

“I'll take your word on it, Dom.” He yelled. Turning to his team he motioned for them to grab their Bergens and follow him. Wordlessly the captain slipped over the side of the ridge and began heading down the side of the bowl, sinking up to his knees in the snow with each heavy footstep. Kallum went with him, leaving Mike and Frogger to scan the camp beneath them for danger through the scopes of their rifles.

Once the captain and Styles had safely reached the base of the bowl, they knelt guardedly in the snow and covered their comrades descent, as they slid down to join them.

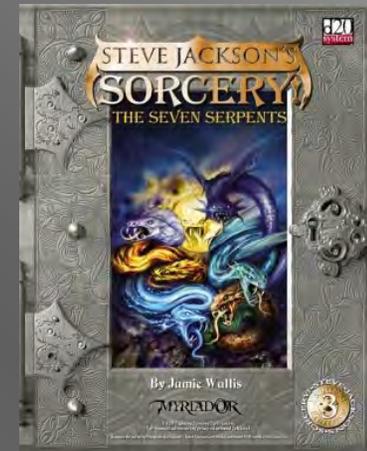
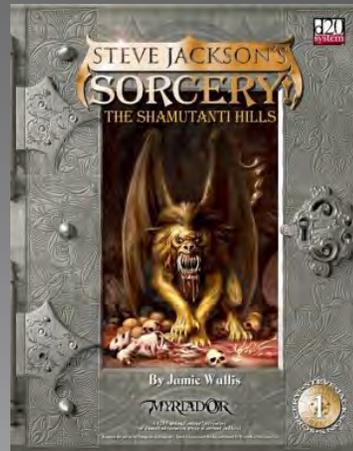
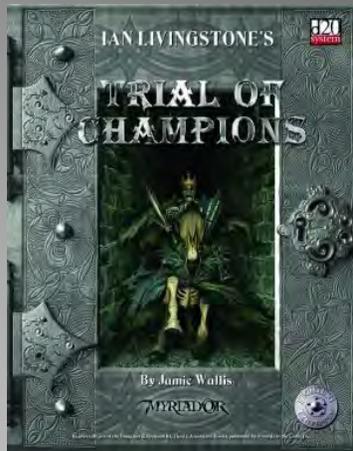
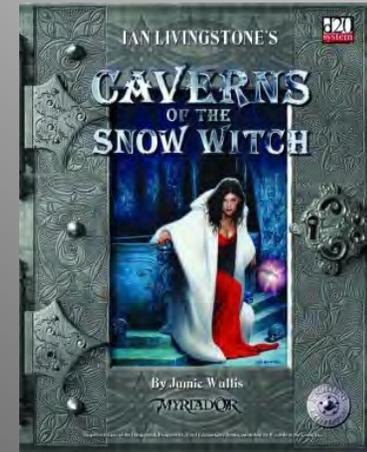
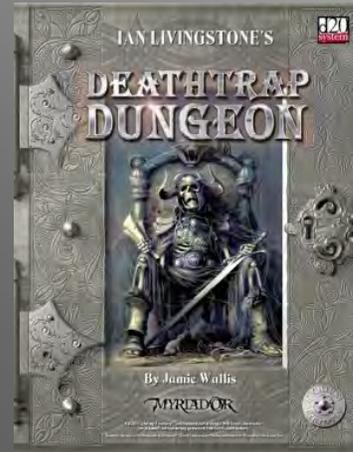
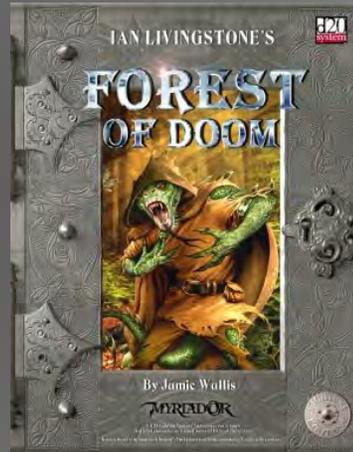
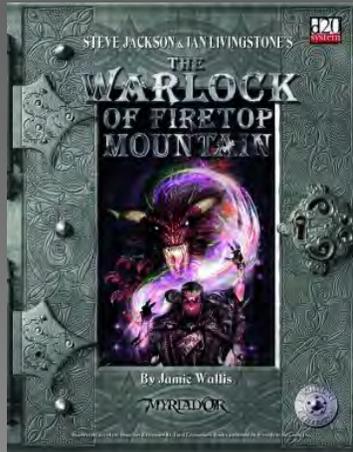
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THE
WARLOCK
OF FIRETOP
MOUNTAIN



By Jamie Wallis

MYRIADOR



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



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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.

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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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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

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

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, pregenerated 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 the pregenerated 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 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 (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'arak 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



all; If he was using Luck to modify his opponent's melee damage roll, his opponent does full damage etc...

Restoring Luck

Luck can be restored in a number of ways. Luck cannot be increased past its starting value except by magical means (see Appendix 2 - New Magic, New Spells). Any excess Luck points that would take a character's Luck score above the original value are lost.

Normal regeneration of ability points

(see DMG chapter 3, ability score loss)

Magical means - spells and potions

Any spell that restores Ability points can be used to restore Luck points. Examples include: Lesser Restoration; Restoration and Fortune (see Appendix 2 - New Magic, New Spells)

Any potion that restores Ability points can be used to restore Luck points.

Discretionary Awards by the DM.

DM's can choose to award Luck points to characters for particular acts of daring or heroism. It should be remembered that Luck is an extremely powerful ability that can allow characters to succeed at tasks that they normally wouldn't be able to achieve. Care should be taken when awarding Luck points, don't give the characters too much or you could make any scenario too easy, but don't be too stingy with your Luck awards or the characters will probably fail.

Scenario Awards

At various points in this adventure Luck points are awarded to characters. These Luck awards can be increased / decreased at the DM's discretion. Luck awards are to the party as a whole, it is up to the DM to determine how they are divided amongst the characters. E.g. if a party of 3 characters are awarded 2 Luck points, the DM can give 1 point each to 2 of the players or 2 points to one of them at the DM's discretion - award the points to the characters who played the most significant role in gaining them.

Monsters and Luck

Luck is a player character specific ability. Monster and NPC's do not gain the Luck Ability score.



THE WARLOCK OF FIRETOP MOUNTAIN

For the DM

This adventure will begin just outside the entrance to Firetop Mountain.

If you are planning to use this adventure in your ongoing campaign, please refer to Appendix 3 - Campaign Play for all relevant information.

Background

Only a foolhardy adventurer would embark on such a perilous quest, without first finding out as much as possible about Firetop Mountain. That is why you have travelled to the village of Gilford. A sleepy village with a small population, Gilford is situated just 2 days travel from Firetop Mountain. When you arrive, you make your way to the local tavern, the Unicorn Run.

The Unicorn Run is a well-kept establishment, providing good meals and fine ales. It is owned and run by Otto Stormcloud, a retired human adventurer who bought the tavern many years ago.

Most of the locals here are of a friendly nature and when they hear of your plan to visit Firetop Mountain, they offer you a pint of ale and a chat. Many rumours circulate about the Mountain. There seems to be some truth in the story of the Warlock's treasure being kept in a magnificent, ornate chest with two locks; the keys to these locks being guarded by creatures within the dungeon. The Warlock himself is a sorcerer of great power. Some describe him as young, others as a frail old man. Some say his power comes from an enchanted deck of cards, others from a silky black glove that he wears. The entrance to the Mountain is guarded by warty faced Goblins, stupid creatures, fond of their food and drink. Towards the inner chambers, the creatures become more fearsome. To reach the inner chambers you would have to cross a fast flowing river. The ferry service is regular, but the ferryman enjoys a good barter, so save a couple of gold for the trip. The locals also encourage you to keep a map of your wanderings, for without a map you may end up helplessly lost within the Mountain.

It seems that many adventurers have used Gilford as a starting point for their trek to Firetop Mountain. Not many have returned though, those that did spoke seldom and then only to warn others that they should stay away.

Rumours of your trip to the Mountain pass swiftly about the village. On the morning that you decide to head off to Firetop Mountain, Otto and several of the regulars from the Unicorn Run show up to wish you a fond farewell and good luck on your quest.

Otto hands each adventurer three glass vials, two contain blue liquid and the other green. Otto





explains that the vials containing blue liquid are potions of healing; the other is a potion of fortune. You shake Otto by the hand and thank him for his gift, promising him that you will soon return.

For a description of the potion of Good Fortune see **Appendix 2 - New Magic**. The potions of healing are both potions of Cure Moderate Wounds healing 2d8+3 hit points. These potions are already included on the pull out character sheets (see Appendix 4 - Characters).

The Dungeon

All rooms and corridors have 12ft. ceilings. Corridors are rough-cut stonework either 5ft. or 10ft. wide (please refer to the overlay map for details). Doors are wooden (good), unless otherwise stated in the text. All doors are unlocked unless otherwise stated. Any locked doors have average locks unless otherwise stated. The dungeon is unlit unless otherwise stated.

Doors: Good Wooden; 1 ½ inches thick; Hardness 5; Hit points 20; Break DC25

Locks: Average lock; Open lock DC25

Listen checks: All Listen check DC are calculated assuming the character is standing in the adjacent square to the door (2 ½ ft. away). If a player actively listens at a door (presses his ear to the door) then reduce the Listen DC by 2.

1. Into the Mountain

Your 2-day trek is an uneventful one. The Mountain looms over you menacingly growing as you make your way onwards. The steep face in front of you is deeply scarred as if savaged by the claws of some gargantuan beast and sharp rocky crags jut out at unnatural angles. Picked out by the sun, the summit has an eerie red colouring (probably some strange vegetation) that gives the Mountain its name. Perhaps no one will ever know exactly what grows up there as climbing the peak looks impossible.

As you cross a clearing, you notice a cave entrance, almost obscured by fallen rocks. Inside, the cave is dark and gloomy, slime drips down the walls. As you step into the blackness cobwebs brush past your face...

Any character that makes a successful skill (Listen) check (DC20) can hear the scurrying of tiny feet. The sound that they hear is only rats running from the adventurers.

If the characters have Darkvision or a light source they will notice a junction onto a corridor that runs east, west.

2. The Pit (EL 1)

At the end of this corridor is a wooden door

The door is not locked but it is jammed. The door can be forced by a successful ability (Strength) check (DC15). If the character succeeds, read the following:

You put your weight against the door and push with all of your might. With a cracking sound, the hinges give way and the door swings open sending you stumbling into the room. Unfortunately, the room has no floor!

The DM should note that attempts to force or break open doors are noisy, and could attract the attention of nearby monsters. If the Goblin guard (encounter 3) makes a skill (Listen) check (DC14), he hears the door being forced. His reaction to this is included in encounter 3

This is not a trap as such, just an unfortunate position for land subsidence. The Orcs and Goblins know of its existence. That is why the door has jammed, because no one goes in there any more.

To prevent falling into the pit, the character who barged open the door must make a successful (Reflex) save (DC15). If she fails, she falls into the pit and suffer 1D6 falling damage.

The pit is only 10 feet deep and so climbing out is easy (DC5). There is nothing of value or interest in the pit. The room itself is completely empty.

3. Sleeping Beauty (EL 1)

As you approach the corner of the corridor, you notice a small yellow skinned, warty humanoid asleep in an alcove in the west wall. It is wearing leather armour and has its sword drawn and laid across its lap

The Goblin guard is doing exactly as he was ordered not to; he has fallen asleep (-6 to Listen checks) at his post.

If the players approach without caution he may awake and attack.

If the characters bashed open the door (in encounter 1) and were heard by the Goblin, it is now hiding in the alcove ready to ambush them. The characters must make opposed skill (Hide/ Spot) checks with the Goblin. The Goblin will attack the players as they pass.

Goblin, small humanoid (1): CR ¼; Size S (3 ft., 6 in. tall); HD 1D8; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 Size, Studded leather); Attack +1 melee (Shortsword 1D6 -1); SV Fort +2, Ref +1, Will +0; AL NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Languages Spoken: Goblin. Skills and feats: Hide +6, Listen +3, Move silently +4 and Spot +3; Alertness. Equipment: Studded leather and a Shortsword (see MM for information on Goblins).

4. Guard Room (EL 1)

If a character listens at the door and makes a successful skill (Listen) check (DC10), read the following text:

You can hear a low rasping and mumbling sound coming from the other side of the door.

This is the off duty Guard Room. If the characters open the door, read the following:

In the centre of this room there is an old make shift table. Asleep on a filthy straw mattress in the north-west corner is another Goblin

If a character makes a successful skill (Spot) check (DC10) they can see a small wooden box under the table. If the characters enter without caution the Goblin may awake and attack (-6 to Listen checks because it is asleep).

Goblin, small humanoid (1): CR ¼; Size S (3 ft., 6 in. tall); HD 1D8; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 15





(+1 Dex, +1 Size, Studded leather); Attack +1 melee (Shortsword 1D6 -1); SV Fort +2, Ref +1, Will +0; AL NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Languages Spoken: Goblin. Skills and feats: Hide +6, Listen +3, Move silently +4 and Spot +3; Alertness. Equipment: Studded leather and a Shortsword (see MM for more information on Goblins)

If the characters did not see the box, a skill (Search) check (DC10) will reveal it. Inside the box there is 1 gold piece (gp) and a small mouse.

DM's please note that rooms 3, 4 and 5 are all very similar in appearance.

5. Barracks (EL 1)

If the characters open the door, read them the following:

There is a table in the centre of this room. On the table is a burning candle, and next to it is a wooden box. There is a rotting straw mattress in the northwest corner, but the room is empty of creatures.

The box is not locked. If the characters make a successful skill (Listen) check (DC10) they can hear a faint rattling sound coming from inside.

Inside the box is one of the Goblin guard's pet snakes. The snake will attack whoever opens the box.

Snake (tiny viper), tiny animal (1): CR 1/3; Size T (1ft. long); HD 1/4D8; hp 1; Init +1 (+3 Dex); Spd 15 ft., Climb 15ft., Swim 15ft.; AC 17 (+3 Dex, +2 Size, +2 natural); Attack +5 melee (Bite - no damage +poison); SA: Poison: Fortitude save (DC11). Initial and secondary damage 1D6 temp Con.; SQ: Scent; SV: Fort +2, Ref +5, Will +1; AL N; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2. Languages Spoken: none. Skills and feats: Balance +11, Climb +12, Hide +18, Listen +8 and Spot +8; Weapon finesse (bite). Equipment: None (see MM Appendix 1 for more information on snakes).

At the bottom of the box is a bronze key with the number 99 stamped on it. This is one of the keys used to open the Warlock's treasure chest.

Award the party 2 Luck points for finding the key.

6. Orc Barracks (EL 1)

Ask the characters to make a skill (Listen) check (DC10), if they are successful, read them the following:

You can hear appalling singing and laughter coming from behind the door

If anyone opens the door, read them the following:

This room is dirty and unkempt. A straw mattress lies in one corner. In the centre of the room is a wooden table upon which a candle burns, lighting the room. Seated at the table are two grey skinned creatures wearing leather armour. The creatures have mugs in their hands, and judging by the way they are swaying, it must be ale. Under the table is a small wooden box.

The Orcs are off duty, enjoying a mug or ten of ale. The Orcs suffer a -4 penalty to Spot and Listen checks due to being slightly drunk. These penalties are reflected in the creature's stats. If the Orcs notice the characters enter the room, they will attack.

Orcs, medium humanoid (2): CR ½ (each); Size M (6 ft., 1 in. tall); HD 1D8; hp 7, 6; Init +0; Spd 20 ft. (Scale mail) base 30ft.; AC 14 (Scale mail); Attack +4 melee (Longsword 1D8 +4); SV Fort +2, Ref +0, Will -1; AL CE; Str 17, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Languages Spoken: Orc. Skills and feats: Listen -2 and Spot -2; Alertness. Equipment: Scale mail and a Longsword each (see MM for more information on Orcs).

The small wooden box has crude hinges. There is a brass nameplate on the lid, which reads 'Ferrigo Di Maggio'.

The box contains a leather bound book and a small cloth bag with a ring in it.

The book is entitled 'Dragon Fire' and is written in common. The book tells of Ferrigo Di Maggio's life as an apprentice wizard, working in the city for a wise, friendly mage called Zanzil. Unfortunately, Zanzil was betrayed and murdered by the powerful Warlock who lives in Firetop Mountain.

The apprentice's only success in life was to create a magical ring of (minor) fire resistance (see DMG chapter 8, Rings for more information) to aid him in killing the Dragon that guards the Warlock of Firetop Mountain.

Ferrigo Di Maggio ventured to this Mountain, but met an untimely death at the hands of the Orcs. All that remains of his quest is this box and its contents. The Orcs do not speak or read the common language or the box would be better guarded.

7. Grishak's Chambers (EL 4)

Ask the characters to make a skill (Listen) check (DC5) when they reach the door. If they are successful they can hear a whip cracking, some shouting and someone whimpering. If the characters speak Orc, they can translate the shouting to: "where is the key you idiot!"

This room belongs to Grishak, the Orc chieftain of the Mountain. Grishak has spent many years in the employment of the Warlock. He is feared and respected throughout the Orc and Goblin ranks.

If anyone opens the door read them the following:

There is a large, sturdy table and chair positioned in the centre of the room. A huge Orc wearing Chainmail and brandishing a long leather whip in his raised hand, stands in the northwest corner. Cowering under the Orc is a Goblin, much smaller in size. The Goblin whimpers as the Orc continually lashes him with the whip.

Standing against the north wall, near to where the punishment is being delivered, there is a wooden chest.

The poor goblin servant is being punished for losing the key to Grishak's chest. The key has been lost outside the dungeon.

If Grishak or the Goblin notice the characters they attack. They both suffer a -2 penalty to Spot and listen because they're too involved in their own business. This penalty is already reflected in the creature's stats.

Grishak, male Orc Ftr2: CR 2; Size M (5 ft., 10 in. tall); HD 2d10+2; hp 21; Init +0; Spd 20 ft. (Chainmail) base 30ft.; AC 18 (+2 Dex, Chainmail +1); Attack +8





melee (Whip 1D2 +4) or +7 melee (Longsword 1D8 +4); SV Fort +4, Ref +2, Will +0; AL CE; Str 18, Dex 15, Con 12, Int 10, Wis 10, Cha 7. Languages Spoken: Orc. Skills and feats: Hide +2, Listen +2, Move silently +1, Spot +1; Dodge, Weapon focus (Whip), Weapon focus (Longsword). Equipment: Chainmail +1, Longsword and Masterwork Whip (see MM for more information on Orcs).

Goblin, small humanoid (1): CR ¼; Size S (3 ft., 6 in. tall); HD 1D8; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 Size, Studded leather); Attack +1 melee (Shortsword 1D6 -1); SV Fort +2, Ref +1, Will +0; AL NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Languages Spoken: Goblin. Skills and feats: Hide +6, Listen +1, Move silently +4 and Spot +1; Alertness. Equipment: Studded leather and a Shortsword (see MM for more information on Goblins).

Trap: There is a poison dart trap on the lock of the chest. Anyone who tampers with the lock (without the proper key) or moves the chest sets off the trap unless they are successful at finding and disabling it.

Poison dart trap: CR 2; +8 ranged (Dart 1D4 + poison); Search DC 22; Disable DC 20.

Medium-sized spider venom Poison: Fortitude save (DC14); Initial 1D4 Str; Secondary 1D6 Str. (see DMG chapter 3, table 3-16 Poisons for more information)

Inside the chest is: a Potion of Invisibility (labelled in common), 25 gold pieces and a non-magical black silk glove (value 5 gp)

8. The Kitchen (EL 2)

Ask the characters to make a skill (Listen) check (DC10). If they are successful, read the following:

You can hear the sounds of an argument coming from the other side of the door.

Any character who speaks Orcish will understand that several Orcs are arguing over who is going to chew the meat from the rat bones after their meal.

If anyone opens the door, read them the following:

This room has a large table with eight chairs positioned around it in the centre of the room. There is a stove and some barrels on the south wall.

5 Orcs are sitting around the table. They are all pointing and arguing over the pot in the middle.

The Orcs suffer a -2 penalty to Spot and Listen checks due to their argument. This penalty is already reflected in the creatures' stats.

If the Orcs notice the characters, they will attack.

Orcs, medium humanoid (5): CR ½ (each); Size M (6 ft., 1 in. tall); HD 1D8; hp 7, 6, 8, 5 and 6; Init +0; Spd 20 ft. (Scale mail) base 30ft.; AC 14 (Scale mail); Attack +4 melee (Longsword 1D8 +4) or +4 melee (Shortsword 1D6 +4); SV Fort +2, Ref +0, Will -1; AL CE; Str 17, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Languages Spoken: Orc. Skills and feats: Listen +0 and Spot +0; Alertness. Equipment; three of the Orcs have Scale mail and a Longsword, the other two have Scale mail and a Shortsword. (see MM for more information on Orcs).

If any character searches the room and makes a successful skill (Search) check (DC10) they find a thin leather case about 3 feet long under the serving hatch.

Inside the case are a magnificent Shortbow and a single white arrow. The inscription on the case reads 'the giver of sleep to those who never can...'

The Shortbow is a magical Undead Bane +1/ +3 (+2d6) vs. Undead (see DMG Chapter 8, Magic Weapon Special Abilities Descriptions for more information).

The arrow is an arrow of Undead slaying (see DMG chapter 8, Specific Weapons for more information)

Award the party 2 Luck points for finding the magical bow and arrow.

9. The Prison Cell (EL 1/5)

Ask the characters to make a skill (Listen) check (DC5). If they are successful, read them the following:

You hear someone inside the room shouting for help! The door is locked.

The DM should note that attempting to force or break open doors is noisy, and could attract the attention of nearby monsters. If the two Goblins (in encounter 11) make a successful skill (Listen) check (DC12), they will hear the door being forced and come out to investigate.

If anyone opens the door, read them the following:

As the door opens, a nauseating stench hits your nostrils. Inside the room is filthy. The floor is covered with bones, rotting vegetation and slime. A man dressed in rags with a long beard and wild grey hair rushes towards you screaming. In his hand he has a broken chair leg.

This is a prison cell. The man inside is Aaron D'gar, an adventurer who wandered into the Mountain many years ago in search of the Warlock's treasure.

Aaron was captured by an up and coming Orc by the name of Grishak and was thrown into this cell. Aaron has been here so long now that the Orcs and Goblins look upon him more as a pet than a prisoner.

The years have passed very slowly for Aaron. He is more than fed up with his captured life and has decided that today is the day he will make his bid for freedom. As the door opens Aaron, driven over the edge by his years of mistreatment and neglect, attacks thinking his Orc tormentors have returned.

Quick thinking characters should be able to deal with Aaron without killing him. If a character tries to calm Aaron, ask him to make an ability (Charisma) check (DC15). If he is successful, Aaron will stop in his tracks, drop to his knees and weep. He spends the next few minutes thanking the party for rescuing him. Aaron tells his tale to the characters then bids them farewell. The only advice he can give to the Characters is this: At the end of the corridor are two levers. To open the portcullis, pull the right hand lever. The other lever is trapped.

Aaron D'gar, medium human (Ftr1): CR ¼; Size M (5 ft., 8 in. tall); HD 1D10 -3; hp 1; Init -1; Spd 30 ft.; AC 9 (-1 Dex); Attack -2 melee (Chair leg 1D4 -3); SV Fort -1, Ref -1, Will +0; AL LN; Str 5, Dex 8, Con 4, Int 11, Wis 10, Cha 10. Languages Spoken: Common. Equipment; rags and a chain leg

Award the party 2 Luck points if they discover which lever to pull.

Aaron's prison cell contains nothing useful.

