



ADVENTURE  
GAMEBOOKS

GAMEBOOK 1



Steve Jackson and Ian Livingstone's

# THE WARLOCK OF FIRETOP MOUNTAIN

A thrilling fantasy adventure in which  
**YOU** are the hero!



Steve Jackson and Ian Livingstone



# THE WARLOCK OF FIRETOP MOUNTAIN

*Illustrated by Russ Nicholson*

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*Dedicated to Joanna Ashton,  
a true Galadriel of the spirit . . .  
and to Anne and Neville,  
the real wizards.*



# HOW TO FIGHT CREATURES OF THE UNDERWORLD

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a shield together with a rucksack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial **SKILL** and **STAMINA** scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your **SKILL** and **STAMINA** scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

## **Skill, Stamina and Luck**

Roll one die. Add 6 to this number and enter this total in the **SKILL** box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the **STAMINA** box.

There is also a **LUCK** box. Roll one die, add 6 to this number and enter this total in the **LUCK** box.



For reasons that will be explained below, **SKILL**, **STAMINA** and **LUCK** scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional **SKILL**, **STAMINA** and **LUCK** points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your **SKILL** score reflects your swordsmanship and general fighting expertise; the higher the better. Your **STAMINA** score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your **STAMINA** score, the longer you will be able to survive. Your **LUCK** score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

## Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's **SKILL** and **STAMINA** scores in the first vacant *Monster Encounter Box* on

your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's *Attack Strength*.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your *Attack Strength*.
3. If your *Attack Strength* is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's *Attack Strength* is higher than yours, it has wounded you. Proceed to step 5. If both *Attack Strength* totals are the same, you have avoided each other's blows – start the next *Attack Round* from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next *Attack Round* (repeat steps 1–6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

## Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

## Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

## Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *unlucky*, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is *equal to or less than*

your current LUCK score, you have been *lucky* and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been *unlucky* and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you 'Test your Luck', you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

### *Using Luck in Battles*

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being *lucky* or *unlucky*. However, in battles, you always have the *option* of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are *lucky*, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are *unlucky*, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are *lucky*, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead

of doing 2 points of damage it has done only 1). If you are *unlucky*, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

## **Restoring Skill, Stamina and Luck**

### *Skill*

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

### *Stamina and Provisions*

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your haversack contains enough Provisions for ten meals. You may rest and eat only when allowed by the instructions on a page, and you may eat only one meal at a time. Eating a meal restores 4

STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your *Provisions*. A separate *Provisions Remaining* box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

### *Luck*

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

## EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find other items during your travels. You are armed with a sword and are dressed in leather armour. You have a rucksack (haversack, backpack) on your back to hold your Provisions and any treasures you may come across. You also carry a lantern which lights your way.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores **SKILL** points

A Potion of Strength – restores **STAMINA** points

A Potion of Fortune – restores **LUCK** points and adds 1 to *Initial LUCK*

These potions may be taken at any time during your adventure. Taking a measure of potion will restore **SKILL**, **STAMINA** or **LUCK** scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial LUCK* score before **LUCK** is restored).

Each bottle of potion contains enough for *two* measures i.e. the characteristic may be restored twice during an adventure. Each time it is used make a note on your *Adventure Sheet*.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

## HINTS ON PLAY

There is one true way through the Warlock's dungeon and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

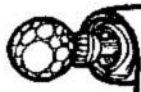
Not all rooms contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild goose chase' passages and whilst you may indeed progress through the dungeon, you will not take the Warlock's treasure unless you have picked up certain specific items on the way.

Several keys will be found in dungeon rooms. Only by arriving at the Warlock's treasure with the correct keys to open his chest will you get to his treasure. You can expect many frustrations in Firetop Mountain.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!





# ADVENTURE SHEET

SKILL

*Initial*

*Skill =*

STAMINA

*Initial*

*Stamina =*

LUCK

*Initial*

*Luck =*

ITEMS OF  
EQUIPMENT  
CARRIED

GOLD

JEWELS

POTIONS

PROVISIONS  
REMAINING





## MONSTER ENCOUNTER BOXES

*Skill =*

*Stamina =*

*Skill =*

*Stamina =*

*Skill =*

*Stamina =*

*Skill =*

*Stamina =*

*Skill =*

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