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opening extract from

The Warlock of Firetop Mountain

A Fighting Fantasy Gamebook

written by

Steve Jackson and Ian Livingstone

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HOW TO FIGHT CREATURES OF THE UNDERWORLD

The Warlock of Firetop Mountain is a fantasy adventure in which YOU are the hero. But before you start, you must first create your character by rolling dice to determine your SKILL, STAMINA and LUCK scores. Enter these on the *Adventure Sheet* on pages 18–19. These scores will change during the adventure. Write on the *Adventure Sheet* in pencil so you can erase previous scores when you start again. Or make photocopies of the blank *Adventure Sheet*.

Skill, Stamina and Luck

To determine your *Initial* SKILL, STAMINA and LUCK scores:

- 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.
- Roll one die, add 6 to this number and enter this total in the LUCK box.

SKILL reflects your swordsmanship and fighting

expertise; the higher the better. STAMINA represents your strength; the higher your STAMINA, the longer you will survive. LUCK represents how lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

SKILL, STAMINA and LUCK scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores. But never rub out your *Initial* scores. Although you may receive additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when instructed on a particular page.

Battles

When you are told to fight a creature, you must resolve the battle as described below. First record the creature's SKILL and STAMINA scores (as given on the page) in an empty *Monster Encounter Box* on your *Adventure Sheet*. The sequence of combat is then:

1. Roll the two dice for the creature. Add its SKILL score. This total is **its** *Attack Strength*.
2. Roll the two dice for yourself. Add your current SKILL. This total is **your** *Attack Strength*.
3. Whose *Attack Strength* is higher? If your *Attack*

Strength is higher, you have wounded the creature. If the creature's *Attack Strength* is higher, it has wounded you. (If both are the same, you have both missed – start the next *Attack Round* from step 1 above.)

4. If you wounded the creature, subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see 'Using Luck in Battles' below).

5. If the creature wounded you, subtract 2 points from your STAMINA score. You may use LUCK to minimize the damage (see below).

6. Make the appropriate changes to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK) and begin the next *Attack Round* (repeat steps 1–6).

7. This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping From Battles

On some pages you will be given the option of *Escaping* from a battle. You may only *Escape* if it is offered to you on the page. If you do run away, the creature automatically scores one wound on you

(subtract 2 STAMINA points) as you flee. Such is the price of cowardice. You can use LUCK on this wound in the normal way (see 'Using Luck in Battles' below).

Luck

Sometimes you will be told to *Test your Luck*. As you will discover, using Luck is a risky business. The way you *Test 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*. If the number rolled is *higher* than your current LUCK score, you have been *unlucky*. The consequences of being *lucky* or *unlucky* will be found on the page.

Each time you *Test your Luck*, you must subtract one point from your current LUCK score. So the more you rely on luck, the more risky this becomes.

Using Luck in Battles

In battles, you always have the option of using your luck either to score a more serious wound on a creature, or to minimize the effects of a wound the creature has just scored on you.

If you have just wounded the creature: you may *Test your Luck* as described above. If you are *lucky*,

subtract an *extra* 2 points from the creature's STAMINA score (i.e. 4 instead of 2 normally). But if you are *unlucky*, you must restore 1 point to the creature's STAMINA (so instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you: you can *Test your Luck* to try to minimize the wound. If you are *lucky*, restore 1 point of your STAMINA (ie. instead of doing 2 points of damage, it has done only 1). If you are *unlucky*, subtract 1 *extra* STAMINA point.

Don't forget to subtract 1 point from your LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Occasionally, a page may give instructions to alter 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 the adventure. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

You start the game with enough Provisions for ten meals (see 'Equipment and Potions' below). A separate *Provisions Remaining* box is provided on the *Adventure Sheet* for recording details of *Provisions*. You may rest and eat only when allowed by the instructions on a page and you may eat only **one** meal at a time. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your *Provisions*. Remember that you have a long way to go, so use your Provisions wisely!

Don't forget 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

You will find additions to your LUCK score awarded when you have been particularly lucky. 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.

Alternative Dice

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read only the first printed die; if two, total the two dice symbols.

EQUIPMENT AND POTIONS

You start your adventure with a sword, leather armour and a shield, a backpack containing Provisions for the trip, and a lantern to light your way. But you will find lots more items as the adventure unfolds.

You may also take a magical potion which will aid you on your quest. Each bottle of potion contains enough for *two* measures, i.e. it can only be used **twice** during an adventure. Each time it is used make a note on your *Adventure Sheet*. Choose ONE 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 the adventure. Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level. The Potion of Fortune will increase your *Initial* LUCK score by 1 point and restore LUCK to this new *Initial* level.

HINTS ON PLAY

There is only one true way through the Warlock's dungeon and it will probably take you several attempts to find it. Make notes and draw a map as you explore – this map will be useful in future adventures and help you to identify unexplored sections of the dungeon.

Not all rooms contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. Several keys are to be found in dungeon rooms. Only by arriving at the Warlock's treasure with the correct keys will you open his chest and get to his treasure.

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!

RUMOURS

Only a foolhardy adventurer would embark upon such a perilous quest without first finding out as much as possible about the mountain and its treasures. Before your arrival at the foot of Firetop Mountain, you spent several days with the townsfolk of a local village some two days' journey from the base. Being a likeable sort of person, you found it easy to get on with the local peasants. Although they told many stories about the mysterious Warlock's sanctuary, you could not feel sure that all – or indeed any – of these were based on fact. The villagers had seen many adventurers pass through on their way to the mountain, but very few ever returned. The journey ahead was extremely dangerous, that you knew for certain. Of those who returned to the village, none contemplated going back to Firetop Mountain.

There seemed to be some truth in the rumour that the Warlock's treasure was stored in a magnificent chest with two locks, and the keys to these locks were guarded by various creatures within the dungeons. The Warlock himself was a sorcerer of great power. Some described him as old, others as young. Some said his power came from an enchanted deck of cards, others from the silky black gloves that he wore.

The entrance to the mountain was guarded by a pack of warty-faced Goblins, stupid creatures, fond of their food and drink. Towards the inner chambers, the creatures became more fearsome. To reach the inner chambers you would have to cross a river. The ferry service was regular, but the ferryman enjoyed a good barter, so you should save a Gold Piece for the trip. The locals also encouraged you to keep a good map of your wanderings, for without a map you would end up hopelessly lost within the mountain.

When it finally came to your day of leaving, the whole village turned out to wish you a safe journey. Tears came to the eyes of many of the women, young and old alike. You couldn't help wondering whether they were tears of sorrow shed by eyes which would never see you alive again ...

Now turn over.



1 *The steep face in front of you looks to have been savaged by the claws of some gargantuan beast.*

1

At last your two-day hike is over. You unsheathe your sword, lay it on the ground and sigh with relief as you lower yourself down on to the mossy rocks to sit for a moment's rest. You stretch, rub your eyes and finally look up at Firetop Mountain.

The very mountain itself looks menacing. The steep face in front of you looks to have been savaged by the claws of some gargantuan beast. Sharp rocky crags jut out at unnatural angles. At the top of the mountain you can see the eerie red colouring – probably some strange vegetation – which has given the mountain its name. Perhaps no one will ever know exactly what grows up there, as climbing the peak must surely be impossible.

Your quest lies ahead of you. Across the clearing is a dark cave entrance. You pick up your sword, get to your feet and consider what dangers may lie ahead of you. But with determination, you thrust the sword home into its scabbard and approach the cave.

You peer into the gloom to see dark, slimy walls with pools of water on the stone floor in front of you. The air is cold and dank. You light your lantern and step warily into the blackness. Cobwebs brush your face and you hear the scurrying of tiny feet: rats, most likely. You set off into the cave. After a few yards you arrive at a junction. Will you turn west (turn to **71**) or east (turn to **278**)?



2

Test your Luck. If you are Lucky, you escape without attracting the Ogre's attention. If you are Unlucky, you curse as you kick a small stone which goes skidding across the cavern floor. You draw your sword in case the Ogre has heard it – turn to **16**. If you were Lucky, you creep down the corridor back to the crossroads. Turn to **269**.

3

The bell gives a dull clang and after a few moments you see a withered old man climb into a small rowing boat moored on the north bank. He rows slowly across to you, moors the boat and limps towards you. He asks you for 3 Gold Pieces. When you protest at the price he mumbles some flimsy excuse about 'inflation'. He begins to get angry at your protestations. Do you pay him the 3 Gold Pieces (turn to **272**) or threaten him (turn to **127**)?

4

You find yourself in a north–south corridor. To the north the passage turns east some metres ahead. To investigate, turn to **46**. To the south, the passageway also turns east. Turn to **332** to go south.

5

A rough timber doorway is on the east wall of the passage. You listen at the door and can hear a jolly sort of humming sound. Do you want to knock on the door and go in (turn to **97**) or will you continue northwards (turn to **292**)?