



DARK FORT

A slightly adapted and translated version of the solo/micro game that became MÖRK BORG. Grab a handful of dice, a pencil and paper and begin your perilous delve into the DARK FORT.

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THE CATACOMB ROGUE enters the stage

Your name is Kargunt. You begin with 15 hit points (hp) and 15 + d6 silver (s). You may carry unlimited items.

- | | |
|-----------------------------------|--------------------------------|
| A. You own one weapon (d4) | B. ... and one: (d4) |
| #1 A warhammer (d6) | #1 Armor, -d4 damage |
| #2 A <u>dagger</u> (d4) +1 attack | #2 Potion, heal d6 hp |
| #3 A <u>sword</u> (d6) +1 attack | #3 Scroll, Summon weak daemon* |
| #4 A <u>flail</u> (d6+1) | #4 Cloak of invisibility** |

Underlined weapons add +1 on attack rolls but Not damage.

ENTRANCE ROOM

Draw a room of any size or form where d4 doors lead further in (in any direction). The d4 also determines:

- 1 You find a random (d6) ITEM.
- 2 A WEAK MONSTER stands guard. Attack!
- 3 A dying mystic gives you a random (d4) SCROLL.
- 4 The entrance is eerily quiet and desolate.

MONSTERS

There are WEAK and TOUGH monsters. To hit, roll a d6 and tie or surpass the monsters' Points. If successful it takes weapon damage (d4-1 if unarmed). A failure means you're hit. Armor absorbs d4 damage. You earn a slain monster's points. After accumulating 15 points and exploring 12 rooms, you level up. Anyone with 0 hp or less dies. You can try to flee a fight: taking d4 damage and leaving the room unexplored.

WEAK MONSTERS (D4)

1. BLOOD-DRENCHED SKELETON 3 points, d4 damage, 6 hp.
2-in-6: You loot a dagger from the slain skeleton.
2. CATACOMB CULTIST 3 points, d4 damage, 6 hp.
2-in-6: You loot a random scroll from the dead cultist.
3. GOBLIN 3 points, d4 damage, 5 hp. 2-in-6: Carries a rope.
4. UNDEAD HOUND 4 points, d4 damage, 6 hp.

TOUGH MONSTERS (D4)

1. NECRO-SORCERER 4 points, d4 damage (every other attack is a death-ray dealing d6 damage), 8 hp. Loot: 3d6 silver.
After the fight: 1-in-6 chance you are transformed into a maggot. Your adventure ends here.
2. SMALL STONE TROLL 5 points (7 if killed), d6+1 damage, 9 hp.
3. MEDUSA 4 points, d6 damage, 10 hp. After the fight: 1-in-6 chance you are petrified. Your adventure ends here. Loot: d4x d6 silver in a nearby treasure chest.
4. RUIN BASILISK 4 points, d6 damage, 11 hp. After the fight: 2-in-6 chance you immediately LEVEL UP.

**The daemon helps you d4 fights, dealing d4 damage.
** Avoid d4 fights while acquiring all monster points.
Both items soon become unusable but can be sold.*

From now on roll on the following table when entering new ROOMS.

ROOM TABLE (D6)

- #1. Nothing. The room is now explored.
- #2. Pit trap. Roll a d6. 1-3 means you take d6 damage. If you have a rope, add +1 to the roll. If you survive, the room is explored.
- #3. Riddling soothsayer. Roll a die. Odd result: you solve the riddle and may choose to receive either 10 silver or 3 points. Even result: Mind-shattering shockwave deals d4 damage (ignoring armor). If you survive, the room is explored.
- #4. You face a WEAK monster. If you kill it, the room is explored.
- #5. You face a TOUGH monster. If you kill it, the room is explored.
- #6. A peddler from beyond the void offers trinkets and steel for blood-soaked coins. You may buy/sell items at the following prices (when you're done, the room is explored):

Potion (heal d6 hp) 4s	Sword (d6/+1 att.) 12s
Random scroll 7s	Flail (d6+1) 15s
Dagger (d4/+1 att.) 6s	Mighty Zweihänder (d6+2) 25s
Warhammer (d6) 9s	Armor (-d4) 10s
Rope (+1 on trap roll) 5s	Cloak of invisibility** 15s

ROOM SHAPE (2D6)

- | | | |
|-------------------|-------------|------------------|
| 2. Irregular cave | 5. Corridor | 10. Rectangular |
| 3. Oval | 6-8. Square | 11. Triangular |
| 4. Cross-shaped | 9. Round | 12. Skull-shaped |

Roll d4 for doors and draw them facing any direction:

1. No door. If you have reached a dead end, your adventure is over. You can still return to previously explored rooms with unopened doors.
2. One door.
- 3-4. Two doors.

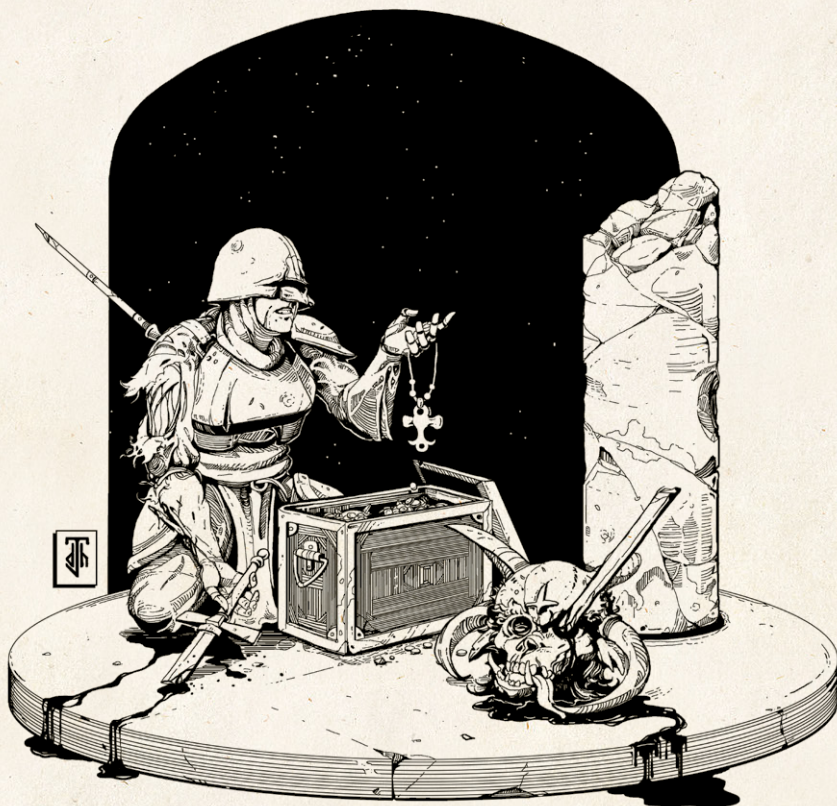
When entering an explored room or a room you fled from, 1-in-4 chance you face a WEAK monster. Otherwise the room is empty.

ITEMS (D6)

- | | |
|----------------------------|-------------------------------|
| 1. Random weapon (Table A) | 4. Random scroll (next table) |
| 2. Potion (heal d6 hp) | 5. Armor (-d4 damage) |
| 3. Rope (+1 on trap roll) | 6. Cloak of invisibility** |

SCROLLS (D4)

1. Summon weak daemon*
2. Palms Open the Southern Gate, d6+1 damage, d4 uses
3. Aegis of Sorrow, -d4 damage, d4 uses
4. False Omen, Either: When exploring a room you choose a result on the Room table instead of rolling a d6, or reroll any die



YOU LEVEL UP IF YOU DO ONE OF THE FOLLOWING...

- ... Explore 12 rooms and survive (ENTRANCE included) and have earned at least 15 points. Your points are reset to 0.
- ... Collect at least 40 silver, which you return to poor people in ruined Wästland homes.

When you level roll a d6. Scratch that result off the list. Start over in a new catacomb or keep exploring the current one. Reroll repeat results when leveling up.

1. You are knighted and may call yourself sir or lady Kargunt! But a name or title won't save you.
2. From now on add +1 when attacking monsters.
3. Your maximum hit points increase by +5 to 20.
4. A not very occult herbmaster salutes your endeavors and gives you 5 potions.
5. You find a MIGHTY ZWEIHÄNDER (d6+2 damage) (worth 25s).
6. Choose one WEAK monster and one TOUGH monster from the monster tables. From now on their damage is halved. Your chosen monsters can never be changed.

When every result on the list is scratched, you retire and remain in your cottage or castle until the 7th Misery occurs and everything you know blackens and burns. Congratulations.