

THE DARK FORTRESS

A Solo Adventure

By

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INTRODUCTION

Welcome to The Dark Fortress, a solo adventure where YOUR choices determine the story's outcome. Before beginning your journey, read the following sections carefully to understand the rules and mechanics that will guide you through this perilous quest.

COMBAT RULES

Basic Combat

Combat in The Dark Fortress follows these simple steps:

1. Roll two dice and add your SKILL score
2. Roll two dice and add the enemy's SKILL score
3. The higher total wins that round
4. The loser loses 2 STAMINA points

GAME RULES

Character Creation

To create your character, you'll need to determine three key attributes:

SKILL - Roll one die and add 6

STAMINA - Roll two dice and add 12

LUCK - Roll one die and add 6

These scores represent your initial and maximum attribute scores.

EQUIPMENT

Starting Items

- Sword (SKILL +2)
- Leather Armor (reduces damage by 1)
- Backpack (holds up to 8 items)
- Lantern (provides light in dark areas)
- 10 Gold Pieces
- 2 Provisions (restore 4 STAMINA each)

1

The dark fortress looms before you, its ancient stones casting long shadows in the dying light. You can:

- Enter through the main gate (turn to 2)
- Search for a side entrance (turn to 3)

2

The heavy iron gates creak as you push them open.
You find yourself in a torch-lit courtyard. Turn to 3.

3

A guard spots you! Prepare for combat.

GUARD: SKILL 7 STAMINA 6

If you win, turn to 2. If you lose, your adventure ends here.