

DWARF FORT

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ADVENTURE

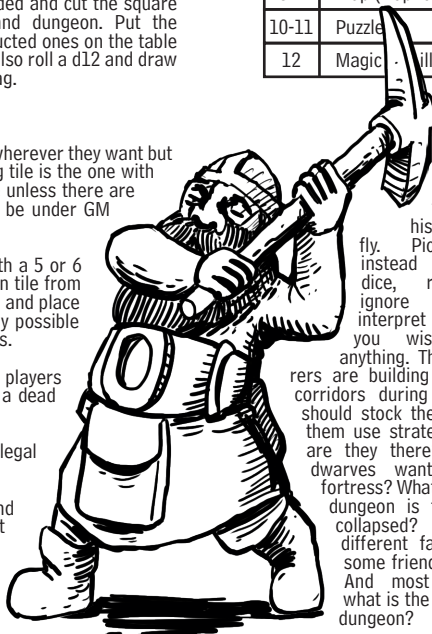
Adventurers join a group of dwarves building their fortress in the mountain. They get hired to clean the area because there are rumors about an ancient collapsed dungeon inside the mound that they may find while digging.

PREPARE THE GAME

First print this page as many times as needed and cut the square tiles. There are two kinds: constructed and dungeon. Put the dungeon tiles hidden in a bag, and the constructed ones on the table so the players can see and pick them. You can also roll a d12 and draw the tiles instead of randomly picking from the bag.

HOW TO PLAY

1. Players can dig and build. They may place a tile wherever they want but it must fit with the already placed tiles. The starting tile is the one with the flag icon. Each tile takes 1 in game day to place unless there are less than 10 dwarves to dig. In that case time will be under GM discretion.
2. When a new tile is placed the GM will roll a d6. With a 5 or 6 dwarves dig into the old dungeon, he will take a dungeon tile from the bag (or roll a d12 if he is drawing it in a piece of paper) and place it in a way that fits the existing tiles. If it doesn't fit in any possible way, he must discard the tile and draw a new one until it fits.
3. GM rolls in the encounter table for the new tile. If the players decide to explore further in the dungeon, and it's not a dead end, the GM must draw a new tile and repeat the process.
4. If there is a place where a new tile can't be placed in a legal way, it will be considered a dead end.
5. Dungeon Heart: the tile with the heart icon is unique and cannot be drawn again. It's considered the most important part of the dungeon where everything resolves. It can be a bad guy to defeat, a reliq to capture, person to rescue or huge treasure to loot. It remains at GM discretion. If you draw the tile too early in the adventure, you may discard it and put in the bag again.



| 2d6 | ENCOUNTER TABLE |
|-------|---------------------------|
| 2 | Good guy |
| 3-4 | Treasure |
| 5-6 | Monster (mon. table roll) |
| 7 | Empty |
| 8-9 | Trap (trap table roll) |
| 10-11 | Puzzle |
| 12 | Magic illusion |

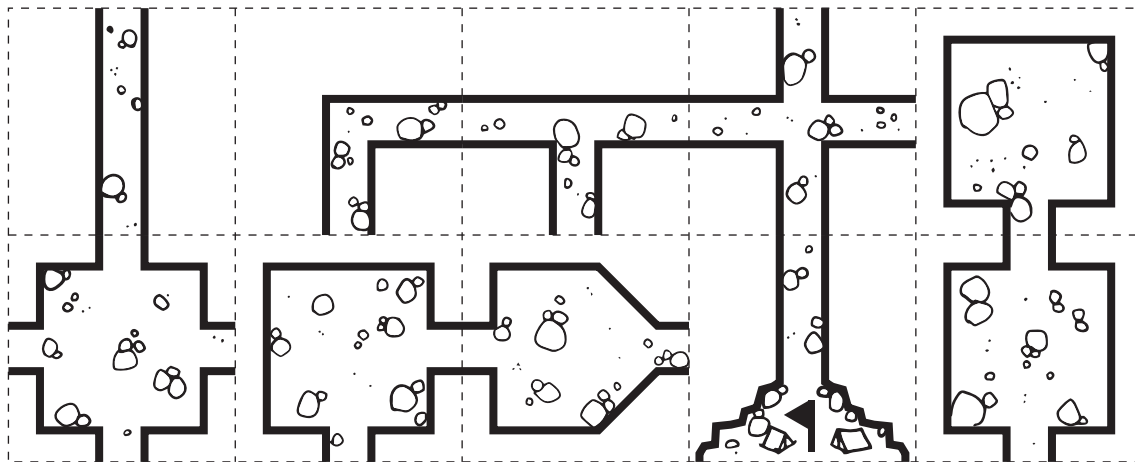
ADVICE

This dungeon is intended to build a history on the fly. Pick results instead of rolling dice, roll twice, ignore results, interpret results as you wish, change anything. The adventurers are building rooms and corridors during days, they should stock them and give them use strategically. Why are they there? What the dwarves want with the fortress? What the ancient dungeon is for? Why it collapsed? There are different factions (and some friendly?) inside? And most important, what is the heart of the dungeon?

| 1d12 | TRAPST |
|------|-------------------------|
| 1 | Poison darts |
| 2 | Falling boulder |
| 3 | Collapsing roof |
| 4 | Pit |
| 5 | Fake rope over open pit |
| 6 | Spiked pit |
| 7 | Poison needle |
| 8 | Fire breathing statue |
| 9 | Asphyxiating gas |
| 10 | Water-filling room |
| 11 | Strong magnets |
| 12 | EXTREMELY loud noise |

| 1d6 | MONSTER TABLE |
|-----|----------------------------|
| 1 | Easy (1d4 foes) |
| 2 | Easy (1d10 foes) |
| 3 | Medium (1d4 foes) |
| 4 | Medium (1d10 foes) |
| 5 | Hard (1d4 foes) |
| 6 | Special (use imagination!) |

Constructed tiles:



Dungeon tiles:

