

DWARF FORTRESS  
A FIASCO PLAYSET BY  
ZAC D

# ZD1: DWARF FORTRESS

## CREDITS

Written by Zac D

## BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

This playset is copyright 2010 by Zac D. Fiasco is copyright 2009 by Jason Morningstar. All rights are reserved.

For more information about Fiasco or to download other playsets and materials, visit [www.bullypulpitgames.com](http://www.bullypulpitgames.com).

If you'd like to create your own playset or other Fiasco-related content, we'd like to help. Write us at [info@bullypulpitgames.com](mailto:info@bullypulpitgames.com).



“When you play, play hard.” - Theodore Roosevelt

# THE SCORE

## SLAVES TO ARMOK

“In fact, my first impression when I started the game was ‘Is this some sort of joke?’ The game’s full title is ‘*Slaves To Armonk [sic]: God of Blood Chapter II: Dwarf Fortress*,’ which is just a little too close for comfort to *Bladehunt: DeathSpank 2: The Revenge*. The game begins with a 30 second cinematic, multiple-scene ASCII-art animation, of a sort that I haven’t seen for 15 years or more... What the hell? It’s a joke, right? It has to be a joke.

“It’s not a joke. The game has the look of a roguelike. But it isn’t a roguelike.”

--Peter B from Tea Leaves, reviewing Dwarf Fortress

“There’s no win condition, but it’s damned easy to lose--either through bad management, or through any of the various disasters that can easily happen to you, from goblin conquest to flooding of your fortress.

“One of the game’s slogans, in fact, is ‘It’s fun to lose’ ‘Losing is fun.’ And you’d better adopt that attitude, since you will, often.”

--Greg Costikyan, reviewing Dwarf Fortress

## MOVIE NIGHT

Actual gameplay of the Dwarf Fortress game, of course. The Lord of the Rings movies. Any really cheesy fantasy movie featuring a dwarf.

# RELATIONSHIPS...

## 1 FAMILY

- ☐ Siblings
- ☐ Grandparent / Grandchild
- ☐ Local and immigrant cousin
- ☐ Parent / adopted child
- ☐ As good as family
- ☐ Uncle / niece or nephew

## 2 WORK

- ☐ Master / Apprentice
- ☐ On the same mining crew
- ☐ Fellow tradesdwarfs
- ☐ Doctor / patient
- ☐ Farmhands
- ☐ Fishin' / huntin' buddies

## 3 FRIENDSHIP

- ☐ Drinkin' buddies
- ☐ Blood-sworn
- ☐ A life was saved
- ☐ Traveling companions
- ☐ You helped me build it
- ☐ You took it away from me

## 4 AROUND THE FORTRESS

- Seen him at a party
- He goes on shift when I punch out
- Nobles (Captain of the guard, philosopher, mayor, baron, etc.)
- Fortress guards
- Did a project for him (engraved a mural, built something, etc.)
- You talked at the trade depot while diplomats did their thing

## 5 ROMANCE

- Not. Interested.
- Current spouses
- Former spouses
- Just a one-time thing
- Human-lover
- Elf-lover

## 6 CRIME

- Coin-clipper and forger
- Illegal import / export operation
- Lawbreaker / arresting officer
- Hammerer and Hammeree
- Goblin and dwarf
- So, who killed him and who just dumped the body?

**...IN THE DWARF FORTRESS**

# NEEDS...

## 1 TO GET OUT

- ...of this dank, awful Fortress
- ...of my guild
- ...of my marriage
- ...of paying my debts
- ...of the Guard
- ...of a trade agreement

## 2 TO GET EVEN

- They'll all pay!
- ...with my wife or husband
- ...with the one who did this to me
- ...with the nobles
- ...with the Guard
- ...with the one who took the Artifact

## 3 TO GET RICH

- ...killing-for-hire
- ...robbing a trade caravan
- ...on that next, big strike
- ...fencing an Artifact
- ...taking all the credit
- ...getting around the import / export ban

## 4 TO GET RESPECT

- ◻ ...by building It
- ◻ ...by being a war hero
- ◻ ...by getting rid of the bastard
- ◻ ...by crafting an Artifact
- ◻ ...from your family, by proving you can hack it
- ◻ ...from the nobles, so they'll recognize your greatness

## 5 TO GET THE TRUTH

- ◻ ...about who scrapped the project
- ◻ ...about what happened to the dead guy
- ◻ ...about what lurks beneath
- ◻ ...about who the father is
- ◻ ...about where the stolen plans might be
- ◻ ...about who pulled the lever without authorization

## 6 TO BUILD IT

- ◻ ...bigger and more epic than anyone else
- ◻ ...where everyone can see it
- ◻ ...and use lava in its construction
- ◻ ...from the bones of your victims
- ◻ ...when you really shouldn't
- ◻ ...rigged to bust wide open

**...IN THE DWARF FORTRESS**

# LOCATIONS...

## 1 THE FORGES

- In the heart of the fortress
- In the open air of the mountains
- What the humans call a forge, anyway
- At the edge of the magma pit
- At the old site, where it happened
- The one with the goblin chained to it

## 2 THE WORKSHOPS

- The kitchens
- A guild-hall
- One that's been Claimed
- One that needs a little air ventilation
- One that is water-powered
- One that lacks raw materials

## 3 UNDERGROUND

- In a deep, dark tunnel, far from home
- In sight of a goblin fortress
- Where fell beasts stalk the gloom
- Where unseen waters flow
- At the edge of the magma
- At the mushroom farm



## 4 THE OUT-OF-DOORS

- In a forest
- In elf territory
- ▣ On a mountain top
- ▣ On the road to the Fortress
- ▣ At the surface-farm
- ▣ On a magma-scarred plain full of bones

## 5 WATER

- A river raging across the lowlands
- A dribbling mountain cleft
- ▣ A lake in the valley
- ▣ A marsh in sight of the Fortress
- ▣ On a freezing glacial sheet
- ▣ in a dried out creek-bed, far from home

## 6 A NEARBY HUMAN TOWN

- In the marketplace
- In a tavern
- ▣ In a dim alleyway
- ▣ At the gate of the lord's mottle-and-bailey
- ▣ At the temple
- ▣ In the shantytown just outside the walls

**...IN THE DWARF FORTRESS**

# OBJECTS...

## 1 FOUL

- ◻ A purring maggot, waiting to be milked
- ◻ A skull-grail with suspicious looking features
- ◻ A rotting dwarf corpse
- ◻ A bar of soap that looks and smells a little odd
- ◻ Manacles with red and green bloodstains on them
- ◻ A pool of blood in an unexpected place

## 2 ANIMALS

- ◻ An ox or bull
- ◻ A horse, accustomed to the yoke
- ◻ An unruly camel
- ◻ A rhesus macaque with sticky fingers
- ◻ A beak-dog, with a goblin-sized saddle
- ◻ A guard dog with a taste for blood

## 3 WEAPONS

- ◻ A massive axe that smells of sap and sawdust
- ◻ A short, tapered sword, suitable for thrusting
- ◻ A crossbow, complete with quiver and a handful of bolts
- ◻ A lever that will unleash hell
- ◻ A pitted, battered mining pick
- ◻ A bloody scourge that smells of goblins

## 4 VALUABLES

- ◻ A gold ring, set with jewels
- ◻ A tankard of really hard booze
- ◻ An Artifact; what does it look like?
- ◻ A goblin-bone tiara, with a scene of battle engraved upon it
- ◻ A tapestry, depicting an image of an artist carving a mural of the tapestry being made
- ◻ A ruby the size of your fist

## 5 INFORMATION

- ◻ The Fortress trap schematics
- ◻ A mural, depicting a curious, unknown event
- ◻ A trade agreement between races
- ◻ The will and testament of a very wealthy noble
- ◻ A rumor of a wondrous, buried treasure
- ◻ You know who did it

## 6 SENTIMENTAL

- ◻ A dwarf-babe, swaddled and hairy
- ◻ A stone mural, in memory of some tragedy
- ◻ A tiny toy forge, complete with thimble sized hammer
- ◻ A dog or cat, tailing after its master
- ◻ A dwarf-child, raised by goblins
- ◻ a tomb, built for a dwarf that still lives

**...IN THE DWARF FORTRESS**