



DUNGEONS OF DORIA

BOOK OF RULES

INTRODUCTION

For thousands of years, humans have inhabited the vast lands of the continent of Doria, gifted with psi powers and facing the threats from mythical creatures or demons. There are countless smoldering conflicts between the nations of Doria, which frequently erupt into battles and wars. Shared enemies, such as marauding orcs from the northern lands or dark mages often lead the people to form alliances and try to put an end to the threat together.

You are mercenaries, vagabonds and heroes from all parts of the world, always in search of adventure, glory and gold. Priests, wizards, and other noblemen seek your help on many difficult quests, as the vastness of Doria is filled with dungeons, towers and cellars full of monsters, treasures and artifacts.

Gird your weapons, equip your gear and prepare your magic. If you accomplish the tasks assigned to you, you will recover untold treasures in the process. By yourself this will be tough, as your deadly opponents far outnumber you. It is best to team up with like-minded companions and work together to survive the dangers and escape from the depths of the dungeons of Doria...

GAME OVERVIEW

Dungeons of Doria is a rogue-like dungeon crawler game for 1-6 cooperative players that is played without a game master. Each player selects one or more heroes, you all decide on a quest to complete and start exploring a dungeon. The quests or scenarios can be played as single adventures in one evening or as part of a campaign over several sessions. In each scenario, the game will produce almost completely random dungeons, traps, treasures and monster encounters and the monsters will move according to predefined rules.

Each scenario is divided into rounds, and each round the players roll for initiative. With the *Dungeons of Doria* initiative system, each hero can spend their initiative points for multiple actions like moving, looting, attacking or repairing equipment. As only the character or monster with the highest initiative can define the next action, each player has to decide on what they want to do: Should you use a quick action costing only a few initiative points to allow multiple actions this round? Or will one slow action prove to be better, possibly defeating an opponent, but costing a lot of initiative points? Or possibly a mix of them, depending on the items equipped?

All heroes must work together to succeed against the game. You either win together by completing the objective of the selected scenario or lose together if one of the heroes should die. The players have to tactically fight the monsters, disarm traps and manage their inventory. Only if the treasures found within the dungeon are properly shared among the group and decisions are made cooperatively, you might survive.

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GAME INFORMATION

SELECTING A GAME MODE

Dungeons of Doria can essentially be played in two ways: In *Single Scenario Mode* and in *Campaign Mode*. Both game modes differ only slightly from each other, and most of the rules in this book apply to both game modes basically.

Single Scenario Mode

Select one scenario from the included *Single Scenarios* and play it. Each scenario is a standalone adventure and contains detailed steps on setup and any special rules.

This mode is great for introducing new players to the game or simply playing a **short scenario** for a few hours and putting the game away afterwards. Characters receive more experience points in *Single Scenario Mode* and as a result level up faster. At the end of the scenario, the characters are usually discarded or erased. Taking over these characters into a campaign or for further use in other scenarios is not recommended (but is theoretically possible, if hero and monster levels are kept the same).

The *Single Scenario Mode* can also be played without a scenario as a pure **exploration game**, but as there would be no end condition, the players should define one prior to the game. See the *Boss Monster* deck rule cards that show some possible end conditions. If you play without a scenario, it is recommended to include all optional items (*Boss Monster* deck, *Door Event* deck and *Room Events* booklet).

Campaign Mode

In *Campaign Mode*, multiple scenarios are typically played one after the other. Most campaigns contain around 8 scenarios and each scenario lasts several hours. To play a campaign, select one of the included *Campaign Books*. As each campaign is distinct, stands by itself and tells its own story, characters should only be used for a single campaign, after which they should retire.

Many players create their own character for campaigns instead of choosing the premade characters. Characters level up much slower in a campaign compared to single scenarios, but there are often special artifacts or rewards offered within or between campaign scenarios.

END OF THE GAME

A scenario immediately ends as soon as one of the following conditions besides the defined goal of the scenario occurs:

- All characters are knocked **unconscious at the same time** – the monsters will surround and defeat the characters (no matter how many monsters are present). **Note:** This might also happen if all players roll a *Fumble* during the same initiative roll, but this is very unlikely. However, this will become more likely the more heroes have negative *Hit* or *Psi Points* (since with one die, only a 1 has to be rolled).
- One of the **characters dies** (at –20 *Hit* or *Psi Points*).

GENERAL SETUP

See the table setup picture on the next page for an overview on the recommended setup location for each of the below items.

- Shuffle all *Loot Cards* and divide them **evenly into three stacks** (170 cards each) placed face-down (drawing *Loot Cards* from any of the three decks is possible).
- Shuffle all small *Monster Deck* cards and place them as one face-down deck.
- Place the **Monster Level deck for Level 1** on the table (or higher ones if playing later scenarios of campaigns).
- Place the **Initiative Board** on the table and place the **Initiative Markers** next to it. Each player chooses a color. Place the **Doom Counter**, **Round Marker** and **XP Marker** on their appropriate spaces on the *Initiative Board*.
- Keep the **dice** ready and sort the rest of the markers (*Dungeon-*, *Damaged-* and *Bonus-Markers*).
- Each player draws **4 Loot Cards** from any of the three loot decks, then chooses a **Character Mat** or picks a character randomly (will be explained in more detail in the chapter *Characters*).
- Place the start **Room Tile** (usually the stairs / **A-1**) in the middle of the table or on one of the sides. Most scenarios need space for roughly 8-10 *Room Tiles*, but needed space on the table depends on your exploration choices and the number of doors opened.
- Either pick a scenario from the *Single Scenarios* or choose a **Campaign Book** and read the story and information given for the scenario out loud to all players.
- Prepare the **Scenario Deck** according to the scenario and place **all room cards as a face-down deck**.

Attention: The initial shuffle is very important! Otherwise, you might encounter only traps, never find the right equipment, or face only monsters with modifiers. Make sure to shuffle each deck thoroughly and separately before starting the game to ensure a balanced experience.

TABLE SETUP

Example for a full six player setup. Make sure that all players can reach the *Loot Decks* easily. The *Room Tiles*, *Monster Deck*, *Monster Level Deck* and *Initiative Board* can be handled by one player each.

1. Initiative-Board
2. Initiative Markers, Doom Counter
3. Round Marker, XP Marker
4. Room Tile Deck
5. Character Mats & Sheets
6. Character Equipment
7. 3 Loot Decks
8. Shop Items
9. Monster Deck
10. Monster Level Decks
11. Current Monster in play
12. Sorted Markers and Figurines
13. Play area including explored dungeon, character and monster figurines



COMPARATIVE ROLLS AND TARGET NUMBERS

Dungeons of Doria uses **ten-sided dice** for **all dice rolls** (one die normally indicated as 1×D10). As *Dungeons of Doria* only uses D10, the number of dice is, for example, given as "3D", which means that three ten-sided dice are used in this case. The following types of rolls or checks are used.



Comparative rolls

For attack or defense, characters and monsters use comparative rolls. Both the character and the monster use the values of their attack or corresponding defense and compare their results. If the attacker achieved the same or more, the attack was successful. If the **defender rolled a higher result** than the attacker, the attack was parried. By using multiple colors, all dice for attack and defense can be rolled at the same time, making combat a bit faster.

EXAMPLE

The *Scoundrel* attacks an *Orc*. She uses her melee **attack roll of 3D** for this: The player rolls a 5, 8 and 4 and thus reaches a **total of 17** (5+8+4=17). The *Orc* now uses its **defense skill of 2D+5** to achieve a **total of only 12** (2+5+5=12). This means the *Scoundrel* has successfully hit the *Orc*.

Target numbers

Target Numbers are always used when there is no opponent, for example with healing spells. The **Target Number (TN)** is often indicated as "TN 35" or "*Target Number* against 35". The player must then reach a 35 by adding two of their base attribute values and 2 dice.

EXAMPLE 1

The *Warrior* is about to stumble into a pit, but can still try to hold on to the edge. He must make a *Target Number* check with **STR+AGI+2D** against 35. With **Strength 15** and **Agility 10** he already reaches 25 and adds 2D: The player rolls a 6 and a 4 and thus barely manages to avoid the pit trap (15+10+6+4=35).

EXAMPLE 2

The *Priestess* wants to heal another character and uses a healing spell for this purpose. This spell requires **CON** and **PSI** and has a **Target Number check against 32**.

The player rolls 2 and 5 and adds the values of **Constitution (8)** and **Psi (15)**. Unfortunately, the *Priestess* only **reaches a 30** (15+8+5+2) – and does not meet the *Target Number*, the spell fails.

CRITICAL ROLLS AND FUMBLES

No matter how many dice are used in a roll, each zero rolled is counted as a 10 result and rolled again (so-called "exploding" dice). This enables extremely high dice results: Every **10 points above** a *Target Number* or the opponent's roll means a critical success. Similarly, **10 points below** the *Target Number* or the opponent's roll means a critical failure.

Fumbles

An exception is the roll of **two ones**. This is always a *Fumble*, even if the character or monster would have succeeded. In *Dungeons of Doria*, this is also the case if you use more than 2 dice! This means the more dice you use, the more likely you are to *Fumble*. However, rolling a zero followed by a one counts as 11 and not 1. See the chapter *Combat* for more details on critical rolls and *Fumbles* within battle.

ADJACENT

This game counts only **orthogonal squares** as adjacent. All units like *Range* or walking distance are always counted only orthogonal, never diagonal.



CHARACTERS

THE HEROES & HEROINES OF DORIA



Warrior

This warrior from the far south of Bron is a scholar of the Tri-Anon faith. As part of the path of fighting, he is on a quest to acquire higher ranks on the other two paths of wisdom and healing.



Shield-Maiden

A female warrior of a military order from Wastra, equipped with sword and shield. However, other heavy weapons and chain armor are also popular among the warriors of the order.



Ranger

A warrior from the humid rain-forests of Vargari. He prefers throwing weapons, but that doesn't mean he can't handle other projectile weapons as well.



Huntress

Native to the northern forests of Radonia, the huntress specializes in projectile weapons like bows, crossbows and light melee weapons.



Adventurer

An adventurer like this can be found in any place of Doria. A true all-rounder, adept in both combat and magic, but not as highly skilled in these areas as other characters.



Scoundrel

A warrior from southern Feronde. She prefers to fight with pole weapons, but is also skilled with chain weapons. She sometimes can be distracted by shiny things, but helps the group whenever she can.



Mage

This mage from the island state of Galdana has devoted his life entirely to the arcane arts. He is familiar with all kinds of combat magic.



Priestess

A priestess of the light, native to Tandrur, the capital of the Lightbringer religion. Specialized in healing magic and banishing undead creatures.

PREPARING CHARACTERS

Every player selects a character. Alternatively, you can shuffle the 8 character cards and randomly assign a card to each player. Each standard character automatically comes with 2 cards of predefined standard equipment. More *Standard Items* are available. Every player can choose **as many of these items** as they want, but predefined characters should be given preference when choosing items.

CHARACTER	MATCHING EQUIPMENT
Warrior	Combat Hammer, Tri-Anon Armor
Shield Maiden	Squire Sword, Squire Shield
Ranger	Tomahawk, Bark Bracers
Huntress	Hunting Bow, Hunting Boots
Adventurer	Side-Sword, Psi Dart
Scoundrel	Moon Spear, Moon Greaves
Mage	Psi Orb, Spell Guard
Priestess	Sun Staff, Small Healing Spell

After that, every player draws **additional random Loot Cards**, filling up to **6 items for each character**. *Standard Items* and *Traps*  may be discarded and the player can refill their cards. Alternatively, Gold and XP of kept *Traps* will be rewarded in the first *Phase H* to the group.

These 6 cards are the starting equipment of the character and can be directly equipped (see chapter *Equipping Cards and Definition of Symbols*) or placed in the *Belt* or *Backpack* (see *Character Sheet* sample on next page). The items may also be freely exchanged with other players or simply discarded, **not every character must possess exactly 6 cards**. Finally, each player chooses a color for their character.

OPTIONAL RULE: CREATE HEROES

Players can create their own character, which is recommended for advanced players and campaigns. Simply distribute **50 character points** to the 6 base attributes. Each character point is considered 1 level of an attribute. As a minimum, each attribute must be set to 1 and may not exceed level 13 at creation. Standard equipment may be freely distributed and used with custom characters, but each character is still only allowed to have a maximum of 6 cards at the start of a scenario. It is allowed to first draw and exchange cards before distributing attribute points.

Warning: The skills *Dodge* and *Psi Resistance* on the *Character Sheet* may only be used if the minimum requirement of the attributes is met (as detailed directly on the *Character Sheet*).

BASE ATTRIBUTES

The 6 basic attributes Strength, Constitution, Agility, Perception, Wisdom and Psi describe the basic abilities of a character. They determine which equipment can be used by a character. In addition, in some cases, skill checks are made using two of the basic attributes.

Strength (STR)

Strength describes the raw power of a character and is important for fighters who want to use heavy weapons and heavy armor as well as swords. Strength is helpful if you want to wear a lot of armor. The *Hit Points* are also based on strength.

Constitution (CON)

Constitution defines how robust a character is and how resistant to poisons they are. Heavy weapons and armor as well as chain weapons often use the constitution value. *Hit Points* are also derived from constitution.

Agility (AGI)

Agility describes the general flexibility of the body and the dexterity of a character. A high level of agility is especially required for fencing weapons, swords and light armor. *Initiative Points* are also based on agility.

Perception (PER)

Perception defines how well a character can perceive their environment. Mainly ranged weapons, but also some spells benefit from a high perception value. *Initiative Points* are also calculated from perception.

Wisdom (WIS)

The wisdom of a character describes how much knowledge has already been acquired and learned. Many magic attacks, but also psi resistance, light armor and magic accessories require a high level of wisdom. Psi-points are also derived from the wisdom attribute.

Psi (PSI)

The psi attribute describes the general ability of a character to use magic accessories or spells. All spells use psi, so a high psi level is essential for every mage. The psi value is also the basis for the *Psi Points*.

CALCULATED VALUES

The values HP, IP and PP (*Hit*, *Initiative* and *Psi Points*) are derived from a characters base attributes. Whenever the base attributes change (normally in level up *Phase H*, in case the attributes were increased using experience points), the derived values have to be recalculated (including all modifications by new equipment). All derived values are always **rounded down** (see next page)!

Hit points (HP)

Hit Points describe how much damage a character can take. If the *Hit Points* fall below 0, all negative *Hit Points* are subtracted from the *Initiative Points*. As soon as a character reaches or falls below -20 *Hit Points*, they die and the scenario ends for all players!

Hit Points can be regenerated by healing potions or while unconscious. *Hit Points* are calculated as follows:

$$(\text{STR} + \text{CON}) \div 2 \text{ (rounded down)}$$

Initiative points (IP)

The *Initiative Points* indicate how many actions the character can perform in each round and how far they can walk. Many heavy weapons and most armor will reduce the *Initiative Points*.

The *Initiative Points* are calculated as follows:

$$(\text{AGI} + \text{PER}) \div 2 \text{ (rounded down)}$$

Psi points (PP)

Psi Points are used to cast spells or to perform special actions with some weapons through extraordinary concentration. Each spell or special action costs a specified number of *Psi Points*. *Psi Points* can also be used to resist enemy spells. They can drop below 0 similar to *Hit Points*, all negative *Psi Points* are subtracted from the *Initiative Points*. As soon as any character should reach -20 *Psi Points*, they die and the scenario ends for all players! *Psi Points* can be regenerated using psi potions or while unconscious. The *Psi Points* are calculated as follows:

$$(\text{WIS} + \text{PSI}) \div 2 \text{ (rounded down)}$$



CHARACTER MAT & CHARACTER SHEET ANATOMY

On the *Character Mat*, all cards are placed directly on the appropriate place. The **green** line shows the *Body Zone*. Here, only cards matching each of the body zones may be placed and only if the character meets the requirements of the card. All items this character cannot yet use or does not want to use at the moment can be placed in the *Belt Zone* (**yellow**). This does not count as equipped, but is faster to reach. If there is not enough room, use the *Backpack* (**red**).

All character values are tracked on the *Character Sheet*. Start with a character or player name at the top. The *Attributes* (**purple**) are directly written onto the *Character Sheet*. If the *Calculated Values* HP, IP or PP change due to higher attributes, they are entered directly in the field below their derived attributes (**blue outline**). The *Warrior* has equipped *Plate Arms*, which automatically subtract 1 point of the IP. Record these *Equipment Modifiers* directly below the HP, IP and PP in the corresponding field. The final values are recorded in the last row. This row can also be used to record the final values after a scenario. The same applies to the final XP count at the top right of the *Character Sheet*.

The current values of HP, IP, PP and XP within the scenarios can be tracked using small tokens of the same type on the large green/orange tracking area in the middle. For example, if a character currently has 13 *Hit Points* and loses 3, move the HP marker to 10. If any value gets below 0, the marker is moved into the orange, negative area.

Once the characters level up, a bonus can be ticked in the **orange outlined area**.

Character Sheet Data:

Name:	Warrior
STR	13
CON	13
AGI	10
PER	9
WIS	6
PSI	1
HP	13
IP	8
PP	3
XP	29

Equipment Modifiers:

Item	Modifier
Plate Arms	-1
Segmented-Metal-Set	-1
Heavy Weapons	-1

Calculated Values:

Attribute	Calculated Value
HP	13
IP	8
PP	3
XP	29

EQUIPPING CARDS AND DEFINITION OF SYMBOLS

All cards can be equipped on the *Body* or carried on the *Belt* or in the *Backpack*. In general, most weapons and spells can only be used in the hands or from the *Belt* and are marked with *1 Hand* or *2 Hands*. Armor can only be used at their appropriate zone (*Head, Arms, Torso, Legs, Feet* or *Accessory*). Other exceptions (for example potions or defensive spells that can be used on the whole *Body* zone) are indicated on the respective cards.

The *Backpack* can store an unlimited amount of items, there is no penalty or encumbrance for *Backpack* items.

REQUIREMENTS OF EQUIPMENT CARDS



EQUIPMENT CARD ANATOMY



Each *Equipment Card* shows either the weapons icon, the psi icon or the armor icon in the upper left corner. These cards can only be used or equipped if you meet the corresponding requirements of the card. The requirements are fulfilled if you have the same or more level points in the corresponding attribute as indicated on the card. If the requirements are not met, the card can only be carried in the *Belt* or *Backpack*, but not on the *Body* or in hands and thus cannot be used.

In addition there are potions. These cards have no requirements, every character can use them and keep them anywhere (on the whole *Body*, *Belt* or *Backpack*).

EXAMPLE

The following card has a minimum requirement of STR 6 and WIS 6, so the card can only be equipped by characters that have an attribute value of 6 or more in both strength and wisdom.



1. Title of the card
2. Enchanted/Magic item
3. Range of weapons and spells (only on some cards)
4. Psi Point cost (only on some cards)
5. Set-name or weapon category
6. Description
7. Zone for equipping the card
8. Action Point cost
9. Attribute requirements
10. Values of the card (attack, defense, damage, bonuses, ...)
11. Gold value (none, 1, 2 or 3 coins)



ARMOR ENCUMBRANCE

Armor has an additional requirement: Strength. Characters cannot wear as much armor as they want without a penalty. All  *Armor Rating* points of the armor equipped on the *Body Zone* are summed up and compared to the strength (STR) of the character. For every *Armor Rating* point above the strength attribute, the character has to deduct one point from the *Initiative Points* (IP) – in addition to any existing penalties from armor. This also applies to damaged armor equipped, but armor in the *Belt* or *Backpack* is completely ignored in this evaluation.

EXAMPLE

The *Mage* (STR 5) has equipped three armor cards: A *Woolen Jacket* (AR 2), *Woolen Shoes* (AR 2) and *Tights* (AR 1). All armor can be worn with the characters current strength as indicated on the cards. If the character should now additionally put on a *Padded Hood* (AR 3), the player has to subtract 3 points from the *Initiative Points* (IP) until the strength increases or armor is unequipped.

ADDITIONAL CARD PROPERTIES

Many of the card properties described here are found on multiple cards and may have slightly different implications there (for example, *Hit Points* on the equipment cards or monster cards). Some of the properties must be entered on the *Character Sheet* (*Hit Points*, *Initiative Points*, *Psi Points*), some are provided as bonus markers (for example, bonus on weapons, spells or psi resistance).

 3D+2 This weapon can be used in melee combat. On monster cards this means a monster with a melee attack. The opponent defends with their defense skill. The attack is specified in [Dice + Bonus], in the example 3D+2.

 +1 On armor cards this refers to a melee combat bonus. The corresponding bonus marker can be placed on the *Character Sheet* and applies to all melee attacks. Multiple bonuses of the same type gained from different items can be combined.

 2D+5 This weapon can be used in ranged combat. On monster cards this refers to a monster

with a ranged attack. The opponent defends with their defense skill. The attack is specified in [Dice + Bonus], in this example 2D+5.

 +5 On armor cards this refers to a ranged combat bonus. The corresponding bonus marker can be placed on the *Character Sheet* and applies to all ranged attacks. Multiple bonuses of the same type gained from different items can be combined.

 4D+3 This spell can be used as a magic attack, on monster cards this refers to a monster with a magic attack. The opponent defends with their psi resistance skill. The attack is specified in [Dice + Bonus], in this example 4D+3.

 +3 On armor cards this refers to a magic attack bonus. The corresponding bonus marker can be placed on the *Character Sheet* and applies to all magic attacks. Multiple bonuses of the same type gained from different items can be combined.

 2D+3 This equipment offers its own defense against melee and ranged attacks. Every monster has a defense skill. The defense is specified in [Dice + Bonus], in this example 2D+3.

 +5 On armor cards this refers to a defense bonus. The corresponding bonus marker can be placed on the *Character Sheet* and applies to all melee or ranged defense rolls. Multiple bonuses of the same type gained from different items can be combined.

 3D This equipment offers its own psi resistance against magic attacks. Every monster has a psi resistance skill. The psi resistance is specified in [Dice + Bonus], in this example 3D.

 +1 On armor cards this refers to a psi resistance bonus. The corresponding bonus marker can be placed on the *Character Sheet* and applies to all psi resistance rolls. Multiple bonuses of the same type gained from different items can be combined.

 2 Monsters, weapons or spells inflict the specified amount of damage on a successful attack if not parried. The damage can be reduced by armor. Critical hits can increase the listed damage value (see *Combat*).

This equipment provides protection against enemy damage or some *Traps*. Each point of the *Armor Rating* (AR) helps against one point of damage. However, **only one armor card** can be used against an attack or *Trap* at a time.



3

If an armor card has protected against one or more points of damage, this item is temporarily damaged and a *Damaged Marker* is placed on the item. Using an armor with more *Armor Rating* against less damage still damages the whole armor. Only the armor part of the equipment is damaged, **other bonuses of the card stay intact** and can still be used.

Armor Rating is also indicated on the *Monster Level Cards*. Each hit against a monster must do more damage than their *Armor Rating*, otherwise the damage is ignored. Monster *Armor Rating* is never damaged, it is valid every time a monster receives damage!

Most armor (also applies to monster armor) is **vulnerable to a certain element** and will not protect the wearer against this element at all. The armor is not damaged in this case, it is simply ignored. The possible vulnerabilities of armor are *fire*, *water*, *earth* and *air* (with *air* being the same as *lightning*). Some armor items might not have any vulnerability. Such an armor can be used against any elemental damage.



If the damage of a weapon or spell causes elemental damage (may sometimes be optional using *Psi Points*), then the damage automatically penetrates all armor that is vulnerable to this element. Again, vulnerable armor is simply ignored, but not damaged.

Every character has *Initiative Points* (derived from AGI and PER). Weapons and armor can lower or increase these *Initiative Points*, indicated on the equipment cards as [+Bonus] or [-Penalty], in this example -1.



-1

The complete equipment modifier from multiple equipment cards can be entered cumulatively in the equipment modifier row of the *Character Sheet*.

Every character has *Hit Points* (derived from STR and CON). Some magic armor can increase these *Hit Points*, indicated on the armor as [+Bonus], in this example +1. Multiple bonuses of the same type gained from different items can be combined. This summed up bonus can be entered directly on the *Character Sheet* in the equipment modifier row as an equipment bonus. Affects both the current and maximum *Hit Points*.



+1

Hit Points are also displayed on the *Monster Level Cards*. This amount of damage (not counting any additional armor protection) is needed to defeat the monster.

Every character has *Psi Points* (derived from WIS and PSI). Some magic armor can increase these *Psi Points*, indicated on the armor as [+Bonus], in this example +2. Multiple bonuses of the same type gained from different items can be combined. This summed up bonus can be entered directly on the *Character Sheet* in the equipment modifier row as an equipment bonus. Affects both the current and maximum *Psi Points*.



+2

Piercing damage ignores any armor and directly hits the target with the damage inflicted. The armor is not damaged in the process.



Poison damage can be caused by monsters, some weapons, spells or *Traps*. In most cases, the affected target will receive *Poison Markers* as long as the damage is not blocked by armor and therefore a wound was inflicted.



This spell or item has a *Target Number* as a requirement to be used successfully. In this example, the *Target Number* is specified as [TN 26]. The dice are always rolled with 2D, the two required attribute levels of the character will be added on top of that.



TN 26

On armor cards, this refers to a *Target Number* bonus. The *Target Number* is then lowered by the given value. The corresponding bonus marker can be placed on the *Character Sheet* and applies to all *Target Number* rolls. Multiple bonuses of the same type gained from different items can be combined. This only applies to spells and items using a *Target Number*, never to *Traps* or scenario checks.



-5

Some equipment cards provide an additional *Belt* slot. Either place the additional *Belt* item near this card or below the *Belt* area. As soon as this accessory is removed, any item placed on it is moved to the *Backpack* automatically.



+1

All *Loot Cards* have a gold value of 1, 2 or 3 gold coins or no value (no gold coin available). Any card with at least one gold coin can be used to purchase available cards in the dimension store.





All weapons and most spells must be held in one or both hands to be used. The symbol indicates whether 1 hand or 2 hands must be used. For two-handed items, it is recommended to place them on the *Character Sheet* in the middle between the right and left hand to indicate that both hands are occupied. One-handed weapons and spells can also be used from the *Belt*, while two-handed items must first be put in both hands.



All armor cards must be placed correctly when equipping. Each armor is assigned to a specific zone: *Head*, *Torso*, *Arms*, *Legs*, *Feet*, *Accessory*. Only one piece of armor can be used in each zone. Accessories may be worn on either of the two available zones.



Some items can be equipped on any area of the *Body* to be used at any time (e.g. potions or certain spells).



All weapons and spells have a range, indicated in this example as a range of [5]. This specifies how far the weapon or spell can be used in adjacent squares (not diagonally!) without moving.

Monsters also have a range stat. Monsters can use their corresponding attack type within that range after they have moved.



Every spell requires *Psi Points*, denoted in this example as [2]. This amount of psi-points will be subtracted from the *Psi Points* of the caster with every attempt, no matter if the spell succeeds or not.

Some weapons or items also consume *Psi Points* to trigger special actions. The *Psi Point* costs for items will not be charged if the item is used normally, only when the special action is used.



Every weapon, spells and most equipment cards like potions consume time when used. This is indicated in *Action Point* (AP) cost on the bottom right of each card, in this example [16]. As soon as a character uses a card, these *Action Points* are subtracted from this character on the *Initiative Board* and the action is performed immediately.

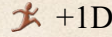
For monsters, the *Action Points* indicate the maximum distance this monster can move before it attacks. *Monster Level Cards* also show a letter (A-D) next to the *Action Points* to indicate which monster is activated first.



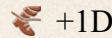
Monster Modifications and *Trap Cards* specify how much additional XP the party gets once a monster is defeated or a *Trap* is disarmed, in this example [XP +1].



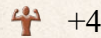
Monster Modifications also show how many *Loot Cards* must be drawn in addition to the standard of one *Loot Card* once the corresponding monster is defeated, in this example 1 additional *Loot Card*.



On armor cards, this refers to a jumping bonus. This bonus will be added to all jumping checks. Multiple bonuses of the same type gained from different items can be combined.



On armor cards, this refers to a *Trap* disarm bonus. This bonus will be added to all checks when avoiding or disarming any type of *Trap*. Multiple bonuses of the same type gained from different items can be combined.



On armor cards, this refers to a strength bonus (not added to the strength attribute). Whenever calculating the *Armor Encumbrance* of this character, add 4 to the actual strength value. This means, the character can carry more *Armor Rating* points without penalty. Multiple bonuses of the same type gained from different items can be combined.



This item is enchanted and is considered a *magic item*. Magic weapons are the only ones that can be used against *Poltergeists*. Magic armor and weapons cannot be used against the *Mummy*. Besides these two monsters, enchanted equipment might be useful for some *Traps* or in special scenarios.



This item or *Trap* can inflict the *Immobilized* status. Any monster or character affected by this status cannot use any *Movement Actions* (*Walking*, *Jumping*, *Swap Places*) until the status has been removed (sometimes automatically, sometimes only through certain actions).



This item can inflict the *Disarmed* status on a target. Sometimes the same effect is also triggered by other attacks like freezing the target. The target rolls 1 die less with all dice rolls (any attacks or defenses). The effect stays until the target is defeated. The *Disarmed* state can only be inflicted on a target once, even if different items are used.

GAME PHASES

PHASES OVERVIEW

Once all characters are equipped and finalized, the heroes can descend into the dungeon. The game is divided into rounds. Each round follows the same principles, the individual steps are explained in detail on the next pages. Many phases might be short or might even be skipped, but the *Action Phase D* will always be the longest phase.

- A. **Round marker +1**
Move the round marker up one space.
- B. **New shop items**
Refill the dimension shop to 3 cards (one card in front of each loot deck).
- C. **Roll for initiative**
Every player rolls 2D, adds their characters IP, and places their *Initiative Marker* on the *Initiative Board*. *Fumbles* while rolling initiative will move the *Doom Counter* +1 field down on the *Initiative Board*.
- D. **Action phase**
Depending on the number of available *Action Points* characters have, any number of actions can now be performed (walking, jumping, swap places, search treasure, attacking, spells, using items, repairing, exchanging items, waiting). Monsters might be activated too.
- E. **Poison**
Each poisoned character rolls CON+WIS+2D against TN 28+ [2×ML].
- F. **Special actions**
All special actions are performed, e.g. *Mods*, *Zombies* multiply, *Traps* or scenario actions activate.
- G. **Doom counter**
+1 field per *Room Tile* with at least one player on it, +1 field if no door has been opened. Effects of the *Doom Counter* are activated immediately!
- H. **Level up**
Hero level bonus (in *Single Scenarios*), distribution of *Group XP*, *Regeneration*, HP / IP / PP recalculation.
- I. **Buy or remove shop items**
Purchase or discard any number of shop items.

PHASE A: ROUND MARKER +1

At the beginning of each round, the round marker is **moved up one field** on the *Initiative Board*. At the beginning of the game, the marker is moving from square 0 to

square 1. The number of rounds is important for *Single Scenarios* in order to know when the heroes automatically *Level Up* (at the end of round 7, 13 and 18). In certain scenarios, something might happen after a certain number of rounds, otherwise the number of rounds is only important for displaying the duration of the game. The round marker should also be **flipped to the door side**, whenever a new door has been opened, to remind the players that this has already happened. See *Phase G: Doom Counter* for more information, why opening doors is important.



PHASE B: NEW SHOP ITEMS

In this phase, new **Loot Cards** are made available to see what can be bought in the shop. This shop always offers up to three *Loot Cards* for the characters to buy. To assist in the descent into dark dungeons, each character is equipped with a *magical dimension pouch*. This bag is directly connected to a store from another plane, which constantly offers new random goods (dimensional magic is quite strange).

Draw new *Loot Cards* up to a maximum of 3 cards. Draw one card from each *Loot Deck* and place it in front of the corresponding *Loot Deck*. If there are already cards present, only refill shop slots without items. In case any **Traps or cards with no gold value** are drawn, they remain in place until at least *Phase I*, blocking their shop item slot. These represent useless items or that the shop has fewer items available this round, but any events or traps drawn are **not activated**, they simply block the slot. See *Phase I* for more information on how to buy or remove items.

PHASE C: ROLL FOR INITIATIVE

Now all players **roll 2D** (only 1D if characters have negative *Hit* or *Psi Points*) and **add their Initiative Points** (IP, derived value on the *Character Sheet* including possible equipment modifiers). This results in the maximum *Action Points* (AP) for this round. Each player places their colored *Initiative Marker* on the appropriate number on the *Initiative Board*. If a character has rolled more than 40 *Action Points*, 40 remains the maximum. Any excess points are lost, the character cannot use any more this round.

In the first round of the game, the characters are now placed on the starting positions of *Room Tile A-1* (stairs) in the order of initiative from 1 to 6 (fastest to slowest character). Some scenarios might not use the stairs and therefore use a different setup.

If a player should fall **below 1 Action Point immediately after the dice roll**, then this character becomes *Unconscious* and cannot act. A player will also become unconscious if they roll a *Fumble* on their initiative – i.e. two ones on two or more dice or a 1 using only one die. Unconsciousness will be explained in more detail later in the chapter *Combat*.

EXAMPLE



Example 1: Player 2 (green) rolls a total of 12 with 2D and adds the characters *Initiative Points* of 7, resulting in 19 *Action Points*. The green *Initiative Marker* is placed on square 19 of the *Initiative Board*.

Example 2: Player 5 (red) rolls a two 1s with 2D. With this initiative *Fumble*, the character is automatically unconscious and cannot participate in the game this round. The red *Initiative Marker* is swapped with the character figurine on the *Room Tile*. The player can take control of the monster movement and monster dice this round. The *Doom Counter* is moved one field down to square 40 on the *Initiative Board*.

For every character that loses consciousness at the beginning of the round, the *Doom Counter* **immediately moves +1 field down**. This does not apply to players who did not roll for initiative and decided to keep their character unconscious during the last round – the *Doom Counter* does not move down additionally in this case.

If a **monster is not defeated** within the same round it spawned, any monsters still available will be set to their *Action Point* value on the *Initiative Board*. Make sure to also include possible *Monster Modifiers* (like *Faster*).

PHASE D: ACTION PHASE

During the action phase, the player (or monster) whose ***Initiative Marker* is highest** on the *Initiative Board* always is the active player. This player now defines the next action for their character. Possible actions include any movement, attacking, or looting, but are explained in more detail in the chapter *Action Phase*. Each action costs a predetermined number of *Action Points*. As soon as the action is started, the player moves the *Initiative Marker* on the *Initiative Board* down by the amount of *Action Points* that the action requires. The desired **action is executed immediately** – the *Action Points* are the recovery time and describe how long the action lasts until the character is ready for the next action.

EXAMPLE



The green player has 19 *Action Points*. An attack with the equipped weapon costs 15 AP, so the green marker is moved from 19 to 4 on the *Initiative Board*. Then the player immediately rolls the attack against the monster. As soon as the attack action is completed, the next player acts (in this case, yellow at 17).

After the last player's action has completed, the *Initiative Board* is checked to determine again whose turn it is: This can be the same player or any other player with the highest current position on the *Initiative Board*. If multiple characters should occupy the same square, the players can decide which of the characters will act first.

Whenever it is a player's turn, they can perform any action as long as they have *Action Points* left. The **last action may also bring that player to negative Action Points** (no matter how high the cost) as long as the character was not at 0 before (i.e. has at least 1 AP left). There is no penalty for going into negative *Action Points*. The only exception to this is the *Walking Action*, which is only allowed as long as the character has *Action Points* left.

EXAMPLE

The green player is next at 4 AP, all other players have already made their move. The character attacks a monster again (with a weapon costing 15 AP), which is allowed, since negative *Action Points* are allowed with the last action. After that, the green *Initiative Marker* is placed on the gray 0 square.

The *Action Points* do not have to be used, the player can also wait and let *Action Points* expire. No *Action Points* may be accumulated or saved, the current player must always define and execute an action.

In addition, *Monster Markers* might be added to the *Initiative Board* representing when **monsters are activated**. However, they will always be activated **after a player with the same number of Action Points**. When it's a monster's turn, it will move and attack directly in one action. This will be explained in detail later in the chapter *Monster Activation*.

If there should be multiple monsters available with the same initiative, they are handled based on the *Level Cards* initiative letter. If there are several monsters of the same type at the same time, the monsters closer to the characters start first (distance of squares to a hero).

It can also happen that a monster is **revealed after its initiative value**. In that case, the monster is **activated immediately**.

PHASE E: POISON

Some monsters or *Traps* can poison the characters. The monster or *Trap* card indicates how many *Poison Markers* are dealt to the character. Each *Poison Marker* is simply placed on the *Character Sheet* or *Monster Level Card*. If the character is poisoned multiple times, simply add all the new *Poison Markers* to the existing ones.

Once characters are poisoned, a check is made during this phase to see how many *Poison Markers* are retained and how many *Hit Points* the characters lose. To do this, each poisoned character (even unconscious characters) makes a check using **CON+WIS+2D** against a *Target Number* of **28+[2×Monster Level]**.

Every character that **reaches or exceeds the Target Number** can put away one of their *Poison Markers*. If the *Target Number* is critically exceeded (10 points above the *Target Number*), the character loses **1 additional Poison Marker per critical success**. In case of a **normal failure nothing changes**. However, in case of critical failures, the character **gains 1 additional Poison Marker** – and additional *Poison Markers* for each additional critical failure or *Fumble*.

Afterwards, each character's *Poison Markers* are counted and the **number of Poison Markers is subtracted** from the character's *Hit Points*. Poison can only be healed with antidote potions or detox spells, apart from the above *Target Number* check.

EXAMPLE

The *Adventurer* (CON 9, WIS 8) has accumulated 3 *Poison Markers* through multiple monster attacks. Since the monsters are still level 1, he rolls 2D against a TN of 30 and reaches a 29 (9+8+combined dice result of 12). This means the character will keep the 3 *Poison Markers* and lose 3 *Hit Points*.

Monsters can also be poisoned. They lose one *Hit Point* per *Poison Marker* during this phase, no check is performed.

PHASE F: SPECIAL ACTIONS

If necessary, all special actions are activated during this phase. This is especially the case if certain monster modifiers are in play (for example, the *Necromancer*) or if *Zombies* exist on the *Room Tiles*. This might include *Trap* activations or any scenario-related actions to be performed. Always execute all special actions in the order *Monster Modifiers*, *Traps*, *Zombies*, *Other actions*. All special actions are explained either on monster or *Trap* cards or within the scenario description.

PHASE G: DOOM COUNTER

During this phase, the *Doom Counter* is moved at least one field down. The *Doom Counter* may activate a **Monster Level Up** or **Extra Activation of monsters**. Players can influence how fast or slow the *Doom Counter* will move by adjusting their own actions:

- The *Doom Counter Marker* moves 1 square down for each *Room Tile* with at least 1 character on it. This means depending on the number of players, the *Doom Counter* can move 1-6 squares. The counter always moves at least 1 square (when all characters are located on the same tile). Even in larger rooms (i.e. rooms that consist of several *Room Tiles*), each *Room Tile* counts separately and is not counted as one *Large Room*.
- The *Doom Counter Marker* will move down 1 additional square in case no new *Room Tile* was revealed by opening a door (use the round marker as a reminder). *Room Tiles* revealed by *Traps*, secret doors, or similar do not count. Revealing multiple tiles in the same round by opening multiple doors does not provide a bonus either, the marker either moves 0 or 1 square down. A revealed *Room Tile* cannot be "saved" for later.

EXAMPLE



The players managed to *open a door* and position their characters all **on the same Room Tile** within the first round. The *Doom Counter* only moves one space down to 40.

The effects of the *Doom Counter* are instantly triggered as soon as the marker moves onto or across an appropriate square:

- **+1 Extra-Activation** (includes refill monsters):
 - First, the monsters are refilled to **[PlayerCount]÷2** (rounded up): For each missing monster not on the game board below that number, one additional monster is drawn from the monster deck (including modifications) and the monster placed outside the stairs (or the valid entrance, depending on the scenario). When activated, it moves into the dungeon through the entrance. In case of the stairs on A-1 there are 3 possible entrance squares and the monster will choose the square that is closer to a character. If all entrance squares should be blocked for any reason, the new monsters start as near as possible to the entrance.
 - After the monsters have been refilled, all monsters are activated in order of their initiative. All monsters on the game board are moved in the same way as in a normal round, but the characters can't move or attack. Defending against the attacks of the monsters is possible though.
- **+1 Level (Monsters):**
 - All monsters will receive the next higher *Monster Level* as described the later chapter *Level Up*. The *Doom Counter Marker* is then placed on the starting space of the *Doom Counter* again (the red monster head, does not count as a space).
 - In campaign scenarios, this may only apply to the first level up, all following level changes are ignored for this scenario.

If the Marker on the *Doom Counter* moves across **multiple Extra Activations** within the same round, **all of the activations** are played one after the other according to the normal rules. If the marker on the *Doom Counter* reaches square 30, it will be placed directly onto the red monster head. This means, the *Doom Counter* marker will move continuously **in a circle**.

EXAMPLE



Example 1: The 5 characters have positioned themselves in an unfavorable position directly before the end of the round and scattered themselves on **3 Room Tiles**. Since they also only attacked monsters and *did not open a door*, the Marker on the *Doom Counter* moves **4 spaces down** from 36 to 32. Two monsters are still present on the board, which means one additional monster appears at the entrance. Afterwards, due to the extra action, all monsters move according to their rules and attack the characters directly.



Example 2: The characters still did not manage to open a door in the next round and are distributed over **2 Room Tiles**. Therefore, the *Doom Counter Marker* moves from square 32 directly **3 spaces** to square 40 (the red monster head is not counted).



PHASE H: LEVEL UP

In the *Level Up Phase*, players can increase their attributes by using experience points and recalculate *Hit Points* (HP), *Initiative Points* (IP) and *Psi Points* (PP). If the character should now have more *Hit Points* or *Psi Points*, both the maximum and the current value will increase accordingly. In addition, the characters may **choose a bonus** as soon as a round with a higher hero level is reached (only valid in *Single Scenario Mode*, not in *Campaigns*). More information can be found later in the chapter *Level Up*.

If the bonus *Regeneration* was selected by a character, **1 HP** and **1 PP** may now be **regenerated**.

In case a character is **unconscious**, that character now **recovers 3 points**, which may be freely distributed among the *Hit Points* and *Psi Points*. The player can now decide whether the character wakes up and will roll initiative in the next round, or whether the character simply remains unconscious.

PHASE I: BUY OR REMOVE SHOP ITEMS

Only during this phase, players can **buy the revealed shop items** if they have enough gold to trade. The dimensional store requires the equivalent value of an item before another item can be taken out of the pouch. Gold is directly exchanged: A *Loot Card* with 1 gold coin can buy another card worth 1 gold coin, a card with 3 gold coins can buy another card of the same value or 3 different cards each worth 1 gold coin. If there are no suitable cards in the store, there is no change for equipment paid with more gold!

If no player wants to buy particular cards, any number of cards can be simply moved to the discard pile to clear shop slots. However, **Trap cards block a shop slot** until they are bought from the shop. If the players do not pay the gold for the *Trap*, it simply keeps blocking this slot until the gold is paid. After payment, the *Trap* and the item(s) used for paying the price are moved to the discard pile. No XP are rewarded for these *Traps*. Cards that have **no gold value** can simply be moved to the discard pile.

Players can purchase shop cards together and combine gold for a more valuable item. The items used to trade may be taken from any part of the *Character Mats*, including the *Belt* or *Backpack*. This allows players to sell cards from the *Backpack* and equip the new item at another location. Once the item is acquired, it can be directly thrown (see corresponding action in the *Action Phase*) to **any character** (if done directly after buying it without any *Action Point* cost). **Unconscious characters** are able to contribute gold, but cannot receive items.

Note: Items already **damaged** are worth **1 gold coin less** when sold in the dimension store until they are repaired.

EXAMPLE

A *Hypno Hat* (2 gold), a *Dagger* (1 gold) and a *Log Trap* (2 gold) are on display in the store. A player provides 3 gold through an item that is not yet usable and places the *Trap* on the discard pile, leaving 1 gold to be used. The *Mage* has a damaged *Wizard Hat* equipped (originally worth 2 gold). As the *Hypno Hat* seems to be better, he sells the *Wizard Hat* for 1 gold, which is then enough to buy the *Hypno Hat*. The *Mage* equips the new hat and places the previously equipped *Wizard Hat* on the discard pile. None of the players wants to buy the *Dagger*, so they simply put it on the discard pile.

OPTIONAL RULE: TRAP SHOP

Trap cards have to be removed in *Phase I*. To do so, the players have three options to remove any amount of *Traps* in the shop:

1. Buy the *Trap* card for gold as usual.
2. Move down the *Doom Counter* one field to remove a *Trap* card (this might trigger additional monster activations, see *Phase G*).
3. Activate the *Trap* card on any chosen character immediately (can be disarmed/avoided, results in XP and Gold as usual).



ACTION PHASE

The following chapter describes all possible actions a character can perform during the *Action Phase (Phase D)* and how many *Action Points* (AP) these will cost the character. *Action Point* cost is shown on each card and the *Action Points* left for each character in each round will be visible on the *Initiative Board*. **Remember:** The last action can be as high as needed and go into negative initiative.

WALKING (1 AP PER SQUARE)

Walking is the main **movement action**. Each square that a character moves requires 1 action point. However, the character can only move freely onto fields that are not occupied (see *Occupied fields* below). Moving *diagonally* (via corners) is not allowed, movement is only possible to **directly adjacent squares** (also called *orthogonal*). For diagonal movement, 2 *Action Points* and a way over adjacent squares to the target square are necessary.

Squares **occupied by monsters** cannot be entered or passed, the monster blocks the square by its presence. Conversely, this also applies to monsters – they can never pass a character figure. Squares blocked by **other characters** are allowed to be passed, but no two characters can ever stand on the same square after a finished action. The crossing of another character figure is counted just like a normal square.

A walking action is always performed in a single action. That means a character can move over any number of squares and sums these squares up to get the *Action Points* for this walking action. As soon as the player stops to later perform other actions (e.g. open a door or attack), the current walking action ends and the *Action Points* are deducted from the *Initiative Board*. A walking action can be as far as the player wants and as long as the character has *Action Points*.

Exception: The character can never reach negative *Action Points* with a *Walking* action. *Walking* is only possible as long as the player has positive *Action Points*.

Occupied squares

Squares are considered occupied and inaccessible if a monster or other player is **standing on the square**. Holes (including *Holes* caused by *Traps*) or any squares with *Red Borders* can never be entered.

Squares with *Dashed Borders as well as* characters or monsters **do not block the *Line of Sight***, weapons with a higher range can be used normally (explained in detail in the chapter *Combat*). These also **do not stop area effects** or *Traps*. Any other squares, even if covered by furniture like tables, chairs or other items are considered a normal square. Squares **fully blocked** by a *Wall* cannot be entered, but if the *Wall* is only covering a part of the square, it can be used normally. If unclear, any square without a *Red Border* can be used. See *Difficult Terrain* at the end of the *Exploration* chapter for additional terrain squares.

EXAMPLE



Example 1: The *Huntress* ignores the monsters and wants to go straight to the treasure chest. Since all other paths are blocked by monsters or *Holes*, she moves on the yellow indicated path. This costs 7 *Action Points* to get onto the treasure chest square. Now, it is checked again which player is next.

Example 2: The Huntress only has 5 Action Points left. The treasure chest 7 squares away is unreachable for her this round with a normal walking action.

JUMPING (5 AP)

Jumping is considered another *movement action*. Each character can **jump to get across squares** that show a *Hole* or *Red Borders*. You can also jump over other characters or make a jump over several squares to the next *Room Tile*, but similar to a walking action you can **never jump over a square with a monster**. Jumping past a monster square is allowed. A jump action is only allowed to a square where

Line of Sight exists and to which a way using adjacent fields without a monster can be counted (including *Holes*).

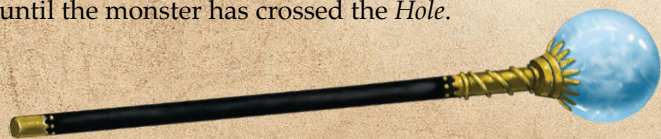
Jumping can always be **combined with other movement actions**. The jump itself and the entire movement action will **always be successful**, but the character may be injured while jumping. If a character wants to jump, they move directly to the square from which they want to jump and spend the corresponding amount of *Action Points*. For the squares that are to be jumped over, **5 Action Points** are added, no matter how far the jump is. Further *Action Points* are added according to the normal walking rules if the character wants to continue moving after the jump. Through a jump action, the character may also reach negative *Action Points*, but they are not allowed to continue moving after the jump if they have no more *Action Points* available. It is also possible to combine multiple jump and movement actions.

As soon as the character has completed their entire movement including the jump(s), the player rolls a jump check for every jump with **STR+AGI+2D**. Depending on how far the character wants to jump, the *Target Number* becomes more difficult: Add **10 points for each square** including the target square but without the starting square. For example 2 squares will result in a *Target Number* of 20, 4 squares will result in a target of 40. To see if the character is able to jump over the obstacle without taking damage, the player rolls 2D and adds the character attributes STR and AGI. If the result is equal to or higher than the *Target Number*, the jump completed as intended.

Whenever a character **fails the jumping check**, the character takes **fall damage**. If it is a simple failure, the character receives 1 damage point for every square jumped. Equipped armor is always ignored for this type of damage. For each critical failure (10 points below the *Target Number*) or *Fumble* (rolled two 1s), the **damage is multiplied**. A jump that is too risky can therefore cost the character a lot of *Hit Points*.

Caution: The destination of the jump must be a free square, otherwise the action cannot be initiated. If the target is a different character but a square next to this character is accessible, another *Action Point* can be spent during the jump to move to the free square directly after the jump. This is only possible if the jumping character has at least 1 *Action Point* left after the jump. If no square is available after jumping, the leading character must first move aside or gain space by defeating monsters.

If there is a monster on the target field (for example, directly adjacent to a *Hole*), the **monster must first be defeated** using ranged weapons or magic spells or waited until the monster has crossed the *Hole*.



EXAMPLE



Example 1: The *Huntress* (STR 7, AGI 10, 19 AP) still wants to move directly to the treasure, but another monster blocks the way. Therefore she has to jump over the *Hole*. She spends 2 AP (*Difficult Terrain*) to get to the edge of the *Hole* (short yellow arrow, the action is not interrupted by this), 6 AP for the jumping check of 2 squares onto *Difficult Terrain* and then another 2 AP for the remaining distance to the treasure. Then the *Huntress* rolls the jumping check against a **Target Number of 20**, because she had to jump across 2 squares: $STR+AGI+2D=7+10+6+8=31$. She jumped over the *Hole* without any problems, but had to spend **10 Action Points** to do so.

Example 2: The *Mage* (STR 4, AGI 7) now also wants to follow the *Huntress* across the *Hole*. Unfortunately, another monster has blocked the way, so the *Mage* now has to jump 3 squares (**Target Number against 30**). He spends 9 *Action Points* (2 to the *Hole*, 5 for the jump and 2 to get behind the *Huntress*) and then rolls **STR+AGI+2D** with two ones ($4+7+1+1=13$)! This means that the *Mage* already has a *critical failure* with his result of 13, which is lowered by another category (due to the *Fumble*). This means that the *Mage* loses $3 \times 3 = 9$ *Hit Points* at once – but at least he reached the intended target square.

Example 3: The *Huntress* has already jumped over the *Hole*, but is now surrounded by monsters. The *Mage* can't follow her across the *Hole* as there is **no free square left**. A monster must first be defeated to allow the *Mage* to cross the *Hole*. However, it will probably be easier to defeat one of the monsters that stand in the way and move normally to the *Huntress*.

SWAP PLACES (5 AP)

Swapping places is also considered a *movement action*. It is possible to swap places with another character for 5 AP, if the character is **adjacent the other character** or if there is a free square within range 1 of the character to be replaced. It is also possible to **combine this with a walking or jumping action**, so it is possible to move next to the character and swap places with them in a single action. Swapping places is only possible if the moved character agrees to the action.

REVEAL A ROOM TILE (0 AP)

By performing any *movement action* (walking, jumping or swap places), the character could also reach a door that is still closed. Opening a closed door does not happen automatically, the player must actively **decide to reveal a Room Tile**. Moving past a door or stopping on an adjacent square does not reveal the room as long as the player does not wish to do so.

As soon as the player decides to reveal a new *Room Tile*, the character stops in front of the door and performs the steps described in the chapter *Exploration*. Revealing a room itself does **not cost any Action Points**, but the process **interrupts any movement action**. It could happen that the current player is no longer at the top of the *Initiative Board*. A character already standing at a door can open it without any *Action Point* cost and then decide the next action after the room was revealed (if the character is still the first).

Caution: If a character stops in front of a door and does not open it, no other player can open the door. Therefore this approach is only recommended if either no more doors need to be opened this round and the character is fast enough in the next round or the character can still act later in this round. The only way to get to the door past this character is through a *Swap Places* action.

SEARCH TREASURES (1 AP OR 5 AP)

Whenever a character stands on a square with a *Loot Marker*, they can search for treasures at this location. This action costs **1 Action Point to draw one Loot Card**. The player draws any *Loot Card* from the 3 loot decks and follows the instructions on the card (*Loot Cards* can contain weapons, spells, armor and potions but also events in forms of *Traps* or secret doors).

If the player wants to search more carefully, they may draw **two Loot Cards for 5 Action Points**. However, they **must discard** one of the cards and put it on the discard pile. This card is lost for this scenario.

In both cases, the *Loot Marker* is **removed** from the square.

THROW ITEMS (0 - 10 AP)

Throwing items like weapons, spells, potions and armor to other characters is only possible when it is the characters turn. Depending on where the card is stored, this will cost the character varying amounts of *Action Points* (item is equipped on the *Body*: 0 AP, *Belt*: 4 AP, *Backpack*: 10 AP). Throwing objects is only possible if both characters are located on the **same Room Tile** or to an **adjacent Room Tile**, as long as there is a direct connection (door or *Secret Door*) to the next *Room Tile*. It doesn't matter how far away the other character is, there is no range limitation or *Line of Sight* needed.

OPTIONAL RULE: THROW ITEMS

For a more realistic feeling and to make the game harder, throwing items to other characters is only allowed with *Line of Sight* to the target on the same or an adjacent *Room Tile*.

Caution: If an item is thrown to another character and the receiving character already has an item equipped at this slot, the removed item cannot be directly thrown to other characters. It is only allowed to **move this item to another zone** on the *Body* (if possible), into the *Belt* or the *Backpack* of the receiving character.

Downgrading cards into the *Belt* or the *Backpack* is always possible at no cost. However, only the item that has been replaced may be moved. Other items can only be moved or thrown to other characters when it is the character's turn again.

ATTACK OR USE ITEMS (AP ON CARD)

Once a character is in combat range (depending on the weapon or spell used), they can attack a monster using weapons or spells. How attack and defense work is described in more detail in the chapter *Combat*. Each attack costs a certain amount of *Action Points* (usually between 5 and 25 *Action Points*).

You can also use weapons, spells and potions **straight from your Belt** as long as the item can be used *one-handed*. In this case, the *Action Points* of the *Belt* are directly added to the *Action Points* of the card (4 AP). Items in the *Backpack* may **not be used directly** and must first be taken out of the *Backpack* for 10 *Action Points* and equipped on the *Body* or *Belt* or thrown to another character. *Defensive* items can only be used if they are equipped at the *Body Zone*, not from *Belt* or *Backpack*.

REPAIR EQUIPMENT (AP ON CARD)

In combat, it can happen that armor or even weapons and spells are damaged. To repair any item, the *Action Points* indicated on the card must be spent similar to normal use of the item.

Special feature for armor: It is possible to repair an **entire armor set simultaneously** by spending the highest *Action Points* of all involved and damaged set items. However, only the equipped parts on the *Body* or in the *Belt* can be repaired. Armor items in the *Backpack* must be repaired separately, even if they are part of a set.

TAKE, USE OR REPAIR OTHER ITEMS (5 AP)

If an urgently needed item is with a character that is currently unable to act, this item can also be taken from this character. To do this, the active character must get into range 1 of the other character on an adjacent square. It costs **5 *Action Points* to take any item** from this character, no matter where the item is located (on the *Body*, *Belt* or *Backpack*). However, the other character must agree to the action.

Exception: If a character is unconscious, they cannot resist against taking items, but should at least be involved in the decision process.

An item taken from another character can also be **directly used within the same action**, even if the item is located in another characters *Backpack* (e.g. to infuse a character within range 1 with a potion, drink the potion yourself or use a weapon). The necessary *Action Points* of the item being used are then added to the 5 *Action Points*.

If the item is still available afterwards (as with weapons or spells), it must be equipped in the **hand of the last character to use it**. Used potions are simply discarded.

If armor, a set of armor or an item of another character is repaired, 5 *Action Points* are added to the repair cost, but the item stays with the original owner. Even if done by another character, items in the *Backpack* may only be repaired separately or have to be retrieved from the *Backpack* first.

CARRY CHARACTERS (2 - 10 AP)

Unconscious characters cannot move on their own and need to be carried by other characters. For any movement action (walking, jumping, swap place) the ***Action Point* cost will be doubled** while carrying another character.

Another character can pick up the unconscious one as soon as they are on the same square. Simply place the *Initiative Marker* of the unconscious player under the figure of the player still moving. Picking up or dropping unconscious characters **does not** interrupt a walking action and can be **combined with other movement actions**.

Jumping is also possible with an unconscious character, but **both characters will be injured** according to the jump rules in case of a failure or *Fumble*.

Only one unconscious person can be carried per character. Active characters that are conscious can never be carried, as they still perform their last action. Only the swap places action can be used to move active characters.

REVIVE CHARACTER (5+ AP)

You can revive an unconscious character by using a Tri-Anon healing technique within *Range 1* of the unconscious character. Spend any number of *Action Points* and roll with **PER+WIS+2D** against a *Target Number* of **24+[2×ML]**. The healing character decides how many *Action Points* they want to give to the unconscious character: At minimum 5 AP have to be used and a maximum of half (rounded down) of the currently available *Action Points*. The selected number of *Action Points* need to be paid directly by the healer, but the revived character only receives them if the roll is successful. The revived character can directly activate if brought to the highest space in the *Initiative Board*.

For every **critical result** (10 above the target), the target character receives 1 point to be distributed to the *Hit Points* or *Psi Points*.

EQUIP ITEMS (4 - 10 AP)

Items in the *Belt* or *Backpack* can only be equipped during *Phase D* and cost 4 or 10 *Action Points* depending on location. This applies even if a character raised an attribute in *Phase H* and now meets the requirements. Other characters can assist equipping items for 5 *Action Points* if within *Range 1*.

Items received within *Phase D* can be equipped immediately and without *Action Point* cost by any character within *Throw Items* range. Items bought in *Phase I* can be equipped immediately by any conscious character.

WAIT

If a character simply cannot or does not want to do any action at all, for example because they have to wait for another character or for the activation of a monster, they can wait as long as they like, using up *Action Points* in increments of 1 AP until they want to act again. *Action Points* used for waiting are lost and cannot be regained.

EXPLORATION

REVEALING A ROOM TILE

Whenever a player decides to reveal the next room, they have to draw the uppermost *Room Tile* from the deck and place it correctly. The following basic rules apply when laying out new *Room Tiles*:

- There must always be a direct path from the active player into the new room, other already existing *Room Tiles* can be ignored.
- If a *Door* exists on the new *Room Tile*, it must always be placed against the *Door* that has just been opened (open sides may only be used if there is no door).
- If there are multiple *Doors* on the new tile, the players may freely decide which *Door* to use. The player opening the *Door* has the last word on which door is used, but this should be discussed with the other players.

On *Room Tiles*, *Doors* are indicated by small door icons placed on one-square-wide passageways between walls, marking unopened exits from the room.



EXAMPLE 1



The *Mage* moves from the starting tile (A-1) to the right and opens the door. The player draws the room shown on the right (A-3). This room **cannot** be placed as shown (with the door pointing down) because there is only one door. This one door **must** be positioned adjacent to the right door of *Room Tile* A-1 to make the new room accessible – the two yellow arrows (i.e. the doors) shown here **must** point to each other.

EXAMPLE 2



The same situation involving a different room. Room F-1 can be placed at any of the three doors (at each of the three yellow arrows).

EXAMPLE 3

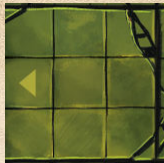


A bit later (the 3 players have already revealed 2 *Room Tiles* and defeated a monster) the *Mage* opens another door. Room C-7 can only be placed on one of the two yellow arrows, even if this blocks the red marked door at A-1 – this door can't be opened or walked through anymore.

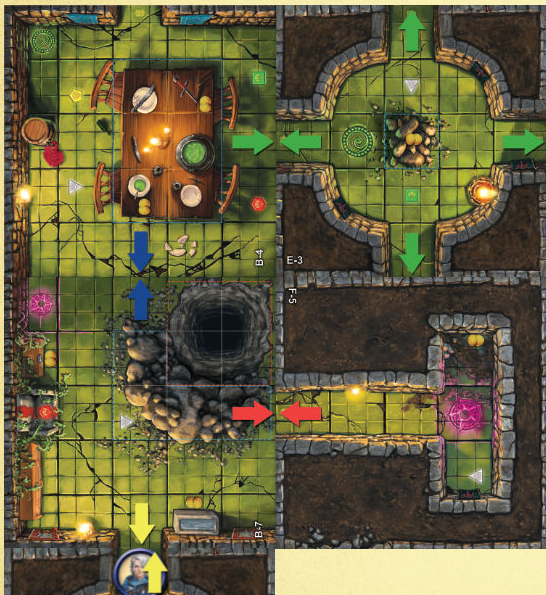
SPECIAL FEATURE: OPEN ROOM TILES

Room Tiles with one or several sides featuring openings at least 2 squares wide are called **Open Room Tiles**. These open sides are indicated by small triangle arrow icons, showing that the room extends further.

Whenever an *Open Room Tile* is placed, more *Room Tiles* are drawn until there are **no remaining open sides**. If another *Open Room Tile* is drawn after the first open *Room Tile*, an open side **must** be placed adjacent to the existing open side. This creates a much larger room that is not separated by *Walls*. These rooms connected through open sides are called **Large Rooms** and are considered the same room for



EXAMPLE



Shortly afterwards, the *Mage* opens the next door and draws a *Room Tile* with two open sides and a door (B-7). Since this tile has only one door, he **must** place it at the door he opened (yellow arrows). The next *Room Tile* drawn is F-5, which can be placed on either the red or blue arrow, and the *Mage* decides to place it on the red arrow. Since there is still an open side (blue), the player must draw another *Room Tile* and is given the tile B-4. This tile also has two open sides (green and blue arrow) and one of these sides must be placed against the blue arrow of B-3. The player chooses the above option and draws the final *Room Tile* E-3 (placing it in any direction), thus completing the exploration of the room and placing all monsters and treasure markers immediately.

Traps up to the next door (meaning an **opening of only 1 square**). However, even *Large Rooms* still count as multiple *Room Tiles* for the *Doom Counter* phase (Phase G). In case a *Room Tile* containing **only doors** is drawn following an *Open Room Tile*, it can be placed anywhere along the open side. New *Room Tiles* are drawn only as long as there are still open sides on any of the *Room Tiles*. If there are only doors left, the drawing of more *Room Tiles* stops. For all rooms placed due to an *Open Room Tiles*, doors connecting these *Room Tiles* are considered connected and all doors **automatically open** at the time of placement.

All *Room Tiles* are drawn one after the other and each one is **placed instantly** according to the rules before the next one is drawn. It is not allowed to draw all *Room Tiles* at the same time and then place them as desired. New *Room Tiles* may block doors on existing rooms, whether on purpose or as a result of the layout, provided it follows placement rules.

No connection to the dungeon

If an *Open Side* of a *Room Tile* isn't connected to the rest of the dungeon, **no additional rooms** are drawn in that direction. However, once a connection is established to these parts, additional rooms are drawn according to the usual rules.

TREASURE ICON ON A ROOM TILE

As soon as a *Room Tile* with a  treasure icon is revealed, a treasure marker is immediately placed on top of the treasure icon. As soon as a character moves to this treasure marker and decides to search for treasure, a *Loot Card* is drawn by the player and the marker is removed. Further searching for treasures by the same or other players is of no avail at this location.

EXAMPLE



The recently placed *Room Tile* has a treasure icon. A treasure marker is now placed on this square. It is removed as soon as a character has moved onto the square and searched for treasures.

TRAPS AND SECRET DOORS

Traps are included in the *Loot Card* deck and are automatically "discovered" the moment they are revealed. If a *Trap* is drawn that requires a new *Room Tile* to be placed (for example, a *Secret Door*), the *Room Tile* is drawn as normal from the deck and is placed on the dungeon as described on the card. However, *Trap* events **never count as revealing a room**, so you may need to pay attention to the *Doom Counter* if a door has not already been opened this round.

Traps always become active immediately at the moment they are drawn. There are essentially three types of *Traps*: Individual *Traps* that only affect one character or their current position (**Person**), *Traps* that extend to an **Area** around the person and therefore can target several characters and **Room Traps**. *Room Traps* affect the *Room Tile* on which the triggering character is currently located. If this is a *Room Tile* with one or more open sides, *Room Traps* apply to the all *Room Tiles* up to the nearest doors (a single square opening).

Each *Trap* can be disarmed or dodged, the corresponding rules are stated on each *Trap* card. To disarm a *Trap*, a character usually has to pass a check against a *Target Number* (using two of the character's attributes). For this purpose, the value **ML** is often indicated on the *Trap* cards: This value refers to the current **Monster Level** and is multiplied by the given number. As soon as the *Trap* is disarmed or the end condition triggered, all room effects like *Blocked Doors* and any movement impacts will end. The disarming character **receives the trap card as gold** and the **experience points are attributed to the group**. The rewards are also granted if the *Trap* was not disarmed, but the effects triggered.

If the *Target Number* should not be reached, all penalties like damage apply to the characters involved. **Critical failures or successes** while trying to disarm or avoid a trap have no special effects.

EXAMPLE

Two *Room Tiles* after a scenario has started (**Monster Level 1**), the area trap *Boulder Trap* is drawn. To avoid the boulder, a check with **STR+AGI+2D** against **28+[3×ML]** must be made. Thus, the *Target Number* for this trap is 31. The *Adventurer* (**STR 9, AGI 8**) must roll at least a 14 with 2D to avoid the boulder. The *Warrior* faces a significantly easier challenge (**STR 13, AGI 9**) and only needs to roll a 9.

All **monsters** and **unconscious characters** are considered **immune to all Traps**. Doors that are blocked by *Traps* are considered *Walls*, which means that you cannot exchange objects or attack monsters behind these *Blocked Doors*. Some *Traps* have special effects mentioned in their description, for example *Spiked Walls* or a room-sized *Pitfall*. Even in these *Traps*, all characters and monsters can still move freely on the *Room Tile* as long as they do not have to pass through a door that is blocked by the *Trap*.

Secret Doors are always placed on a side with a *Wall*, never on an already existing door – unless this door is closed by a *Wall* on the next *Room Tile* and this is the only option. If there is no available *Wall* side, the *Secret Door* may open in another room as close as possible to the character triggering it.

If a *Secret Door* event is triggered within an enclosed *Trap* room, the *Secret Door* may be placed on a *Wall*. The characters are lucky – they've found another way out of the *Trap*!

DEAD ENDS

As all *Room Tiles* are drawn randomly, it might happen that a dungeon is closed by a dead end and there are **no more doors available** even though the heroes have not reached their destination. If this should be the case, a *Secret Door* is automatically added to the last placed *Room Tile* in the middle of a *Wall* side with no adjacent *Room Tile* yet. If there are multiple *Wall* sides without adjacent *Room Tiles*, the players may decide where the *Secret Door* materializes. If the last room placed should be surrounded by other rooms, the players can choose on which *Room Tile* the *Secret Door* opens and the dungeon continues.

This special *Secret Door* is treated like a normal, unopened door. The heroes have to open it first before the next *Room Tile* is drawn. However, all this only applies as long as there are no unopened doors left in the **entire dungeon**.

MONSTER ICONS ON A ROOM TILE

If there is a monster icon on a *Room Tile*, draw a monster card for each existing monster icon on this tile and place the corresponding monster figure on the monster square. The monster card itself can then be placed on the discard pile. In addition, the level card of the corresponding monster should now be revealed.

It is recommended to mark monsters with more than one *Hit Point* or *Armor* protection directly next to the figure with HP or AR markers. Each player can immediately see how many *Hit Points* or *Armor Rating* a monster has. Alternatively, the markers can be placed on the level card. Use the colored *Monster Markers* on the *Initiative Board* (when monsters activate) and next to other markers to distinguish between multiple monsters of the same type.

EXAMPLE



The currently revealed *Room Tile* shows a white monster icon. Immediately after placing the *Room Tile*, the players draw a monster card due to the monster icon and receive a *Slimecrawler* card (yellow arrow). The players place a *Slimecrawler* figure on the square with the monster icon (red arrow).

Monster icon colors

On the *Room Tiles* there are monster icons in different colors, which are only used when a certain number of players is reached. All colors for a higher number of players are simply ignored.

- White monster icons are **always used** (1-6 players)
- Green monster icons from **4 players** (4-6 players)
- Yellow monster icons from **5 players** (5-6 players)
- Red monster icons from **6 players** (6 players only)

Multiple monsters per monster icon

Sometimes, multiple monsters spawn on one icon (for example, *Goblins* or modifications). If this is the case, every additional monster is placed as close as possible to the first monster. If there are multiple options, the square that is closer to a character or, in the case of multiple characters, to the character with the lowest attribute matching the monster's attack skill is always used (see also the following chapter *Monster Activation*).

Monster modifiers

It can happen that instead of a monster, a monster modifier card is drawn. If this happens, additional cards (sometimes even multiple monster modifiers) are drawn until a normal monster card is drawn. All monster modifiers just drawn will apply to that monster and are placed on the monster card or the corresponding *Monster Level Card*.

For monsters with modifications, it is recommended to place a *Monster Marker* corresponding to the figurine color on the modifier card. This makes it easier to remember

which monster has which modifications, especially if multiple monsters of the same type exist.

There are also monster modifications that have an effect on the characters similar to a trap (e.g. explosion). These effects, like *Traps*, never affect other monsters.

EXAMPLE



Example 1: 3 players with one character each have revealed a *Room Tile* with two white monster icons. One monster card is drawn for each white monster icon and the corresponding monsters are placed on these squares. For the right monster icon, a *Slimecrawler* was drawn (placed at the green arrow), and for the left, a *Colossal* monster modification and then a *Mummy* (placed at the red arrow).



Example 2: For this monster, 3 modifications were drawn first (*Explosion*, *Horde* and *Fire Creature*) until a normal monster card (*Zombie*) was drawn. The "Horde of exploding Fire Zombies" is placed as close as possible to the monster icon. Two of the *Zombies* are immediately placed on the squares marked red. The third *Zombie* is placed on the yellow marked square, because this square is closer to the hero. The green marked square is ignored, even if it is the same distance from the monster icon.

No monster figures available anymore

There are only a certain number of monster figures for each monster, depending on how often the monster appears in the deck and what special skills it has. As soon as an additional monster should be placed and there is no figure available for that monster anymore, one of the existing monsters of this type on the game board immediately gets an *Extra Activation*. If there are multiple possible monsters, they are selected according to the monster order rules as usual. This also applies to *Zombies* that multiply at the end of the round – but every *Zombie* that cannot multiply will be activated.

This *Extra Activation* is immediately played out as soon as another monster of this type should be brought into the game. If a new monster that cannot be placed should have received **modifications**, these modifications are passed to the monster that receives the *Extra Activation*.

EXAMPLE

There are already 2 *Gargoyles* (the maximum of *Gargoyle* figures) on the *Room Tiles*. A character opens another door, which shows a *Room Tile* with a monster icon. The cards *Blocker* and *Gargoyle* are drawn from the monster deck. Since there are no *Gargoyle* figures left, the *Gargoyle* closest to a character receives the *Blocker* modification and is immediately activated outside the normal order. All *Gargoyles* additionally are activated again at their normal initiative of 10.

Current initiative for monsters

If a room is revealed near the end of the round and the revealed monster should have more *Initiative Points* than the current character, then that monster will activate immediately. Also, some monster modifications can cause monsters to be activated before players immediately after being revealed.

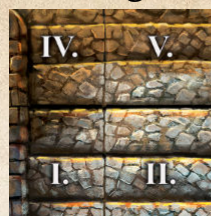
No connection to the dungeon

If a monster square has no connection to the rest of the dungeon for any reason, no monster card is drawn. However, once a connection is made, draw and set up the monster exactly as if the door had just been opened.



ADDITIONAL SYMBOLS ON ROOM TILES OR MARKERS

Starting Positions



The squares marked with roman numerals on *Room Tile* A-1 are used at the beginning of most scenarios. All characters start in the dungeon based on their first initiative in the order from I with the highest initiative to VI for the slowest character.

Colored Runes

The runes in the colors blue, purple, orange and green can be accessed like regular squares. These runes will be used for special tasks in specific scenarios and will be described in more detail therein.

The *Rune Markers* share the same purpose and are also only defined in specific scenarios.

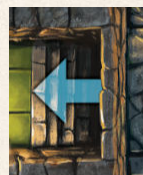


Compass

The compass provides cardinal points in the dungeon in case a specific scenario needs directions. This means that *Room Tile* A-1 points north from the stairs. If a scenario requires cardinal directions, but does not use *Room Tile* A-1, A-1 is inaccessibly placed adjacent to the dungeon for reference.



Arrows (Room F-3)



Room F-3 (intersection with bridge) is a slight curiosity: The arrows indicate that a character may walk under the bridge. This means that there are only 4 squares available on this room level, the middle square cannot be used in this passage and is simply ignored. This also applies to the *Line of Sight*, range and monsters. The upper passage is not visible from below, and vice versa.

Walls

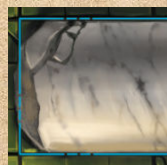


Walls can never be entered by characters and block the *Line of Sight*. *Poltergeists* can move through *Walls* and attack from a *Wall*, but are visible and accessible to all characters from that point on.

Difficult Terrain

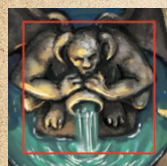
Blue or red borders around a square (both dashed and solid) mark terrain that cannot easily be traversed. Depending on the color and line style, the following rules apply:

Squares with a **Blue Dashed Line** are difficult terrain and therefore always cost **1 additional Action Point for any movement action**. This also applies to monsters. Additionally, moving within multiple connected squares costs the additional *Action Point* for every step on a blue bordered square. However, blue dashed lines **do not block Line of Sight**. That means, a character or monster can also decide to jump over them.



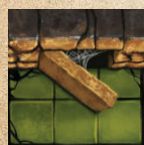
A square with a **Blue Solid Line** is considered an obstacle and uses the same movement rules as squares with a blue dashed line. Blue solid lines though **hinder Line of Sight**. For any attack (melee, ranged or spells) that needs to cross a blue solid line, the **defender receives +1D** on the *Defense* or *Psi Resistance*. This applies to both characters and monsters. Jumping over an obstacle is possible using the usual rules.

Squares surrounded by **Red Dashed Lines** are considered *Holes* and therefore cannot be entered. They **do not block Line of Sight** though, so a character or monster can simply jump over these squares.

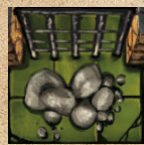


A square with a **Red Solid Line** is considered the same as a *Wall*. This square blocks *Line of Sight* and figurines can never enter the square.

Dungeon Markers



Secret Doors can be entered normally and are treated like an open door. There is a free *Line of Sight* onto the *Secret Door* square itself and into the room behind the *Secret Door* like a normal door would also allow. Consider the *Wall* on the square with the *Secret Door* as non-existent.

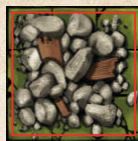


Blocked Doors can never be opened unless otherwise specified in the rules of the scenario or trap (usually by disarming a trap). *Blocked Doors* block the *Line of Sight* and cannot be passed, neither by movement actions, weapons or spells. Both *doors not opened yet* (before a new room has been explored) and temporarily or permanently *Blocked Doors* (by *Traps* or scenario rules) are considered *Walls* in terms of the rules. If monsters have no *Line of Sight* through *Blocked Doors* and no other route is available, the monsters will move as close as possible to the *Blocked Door* to be nearer to the characters as soon as the door is opened.



Hole Markers are the same as squares with **Red Dashed Borders**. These must be jumped over and a character cannot stand on them. A

character affected by a trap that was standing on a square revealing a new *Hole* must remain on the square until the characters next move action. Even if another character should still be standing on a *Hole* due to a trap, other characters still need to jump over the *Hole*. *Gargoyles* or *Poltergeists* possess the *Flight* ability and are allowed to move over *Holes* just like over any square with a **Red Border**.



Rubble completely blocks the square on which it is located and blocks the *Line of Sight* as if it were a *Wall*. No character or monster may enter or jump over this square (exception: *Poltergeists*). If a character or monster has been buried under *Rubble*, they will remain on this square until the *Rubble* has been cleared. They can still be attacked, but only within range 1. Depending on the scenario or *Trap* triggered, *Rubble* can be removed with an action (This usually takes 10 *Action Points*, but in some scenarios a check against a *Target Number* might be necessary. Monsters can clear *Rubble* away to get to characters (See chapter *Monster Activation*).

Fire, *Ice* and *Air* are treated differently depending on the scenario, but in most cases, they can be crossed while the character takes damage or special penalties on movement actions. Alternatively, they might be jumped over like a *Hole*. See the scenario description for detailed instructions in case one of these markers should be used. All monsters ignore these markers completely, but unconscious characters will still be affected by the marker status.



OPTIONAL RULE: DOOR EVENTS

To increase the challenge in any played scenario or campaign, the optional *Door Event* deck can be used. However, some special scenarios might not work with the *Door Event* deck (for example when doors are opened automatically). The card deck contains 60 cards with 15 of them labeled *No Event*. To make the game even harder and trigger more events, remove as many of the *No Event* cards as you like.

To include the deck in a scenario, simply draw a random *Door Event* card whenever the *Reveal a Room Tile* action is triggered while opening a door. Resolve the card first, then go on with further actions (for example, reveal the *Room Tile*).

MONSTER ACTIVATION

When a monster is activated, it can move and attack in one move. **Multiple attack actions** or movement after an attack are **not possible for monsters**. This is a small advantage for the monsters, because unlike the heroes, they can attack directly after moving. In exchange, the monsters can't perform any further actions after their attack, even if they had some *Action Points* left.

MONSTER ORDER

If multiple monsters are present on the game board at the same time, the monster order is determined by the following factors:

1. **According to Initiative Board**, but always after a character if they are on the same position (for example *Orc* at 7, *Character* at 5, then *Mummy* at 5).
2. **According to priority letters on level cards** (for example at 7: first A: *Orc*, then D: *Shaman*).
3. **Based on distance to the nearest character**; closer monsters are activated first (for example the *Orc* in range 3 before the *Orc* in 7 squares range).
4. **Monsters with more modifications** are activated first (for example, an *Orc* with modification is preferred to an *Orc* without modification if both are the same distance from a character).
5. **Player decision**
If there are still any uncertainties, the players may decide.

TARGET OF A MONSTER

Once it is resolved which monster is activated, it must be clarified which target the monster attacks. This is decided based on the following criteria:

1. **Attack multiple targets**
If a monster can attack more than one character, it will prefer to do so, even if it has to get closer to other characters. This criteria is ignored if the monster can only attack one character.
2. **Closer targets are preferred**
The character closest to the monster is always attacked first. If the closest character cannot be reached, the next character is targeted. If no character is in range, the monster moves towards the nearest one. Some monsters ignore this condition (for example the *Archer* or the *Ghoul*).
3. **Worst attribute depending on the type of attack**
If two characters are the same distance from the monster, it will choose the character with the lower

base attribute, depending on the type of attack:

- STR for melee attacks
- AGI for ranged attacks
- WIS for magical attacks

4. Less active armor

If the two players have the same base attribute value, the character with active armor will be attacked. Only active and equipped *Armor Rating* points are counted, already damaged armor is ignored.

5. Player decision

If there are still any uncertainties, the players may decide which character is attacked.



EXAMPLE 1



In this game of 3 characters, a monster with a melee weapon (range 1) will automatically choose the shorter path between the two nearest characters – in this case, towards the *Mage*, who is only 4 squares away (yellow arrow) as opposed to the *Huntress*, who is 5 squares away (red arrow). If there were 4 characters in play, the monster would move to the square with the orange rune, as another monster from the green monster icon would block the preferred square.

Once a monster is in its combat range (see the range on the level card), it will attack as described in the chapter *Combat*. Monsters always **move only as far as they need to**, unless they can attack more characters at a closer distance.

If a monster can follow multiple routes to attack the same hero, it will always choose the **shortest route along a Wall**. In case of doubt, the path that offers the most cover and where the monster can be attacked by fewer heroes will be chosen.

Monsters with a range higher than 1 will always **move to their maximum range** once they have selected their target and are standing too close to their target. The monster will move as far away as possible from its selected target, even if it needs to get closer to other characters. Nevertheless, even monsters with higher range will always choose a square as far away from all other characters as possible.

If a monster can only reach a character with its movement range while another monster occupies the target square, it will **push the other monster out of the way** and place itself on that square. The replaced monster is placed as close as possible to the original square. If in doubt, place it along the path taken by the new monster. This also happens over *Holes*, the replaced monster is thrown back over the *Hole*. Other monsters are ignored in the process, only the replaced monster is moved. Remember, the highest priority for a monster is to **attack multiple targets**. If a monster is only able to attack multiple targets by replacing another monster, it will do this to attack as many targets as possible.

While this is similar to the *Swap Places* action of characters, monsters do not have to pay any *Action Points* for this action and can still attack as long as they can bring a character within their *Range* using their *Action Points*.

OPTIONAL RULE: MONSTER SWAP

To make the game easier, you can introduce the *Swap Places* action for monsters (costing 5 *Action Points*). Only monsters that have *Action Points* remaining (or exactly 0 AP) after swapping may attack characters in range. Monsters will not use *Swap Places* if they cannot attack afterward.

OPTIONAL RULE: MONSTER AP

By default, monsters can use all their *Action Points* to move and still attack if a character is in range. To make the game easier, only monsters with positive *Action Points* remaining after movement may perform an attack.

EXAMPLE 2



This time the *Adventurer* (STR 9) moved past the *Huntress* and is now the same distance from the monster as the *Mage* (STR 4). The monster (still using a melee attack) will still choose the *Mage* because the *Mage* has a lower strength attribute.

EXAMPLE 3



The monster in front of the *Warrior* (from the white monster icon) is a *Slimecrawler*, which the heroes have already attacked but not defeated. On its initiative, this monster with a ranged attack first chooses its target (the nearest, the *Warrior* standing directly in front of the *Slimecrawler*), then moves to its range of 5 and attacks the *Warrior*. The *Slimecrawler* moves as far away from the *Warrior* as possible. If it can avoid other characters in the process, it will take this direction along *Walls*. Since there are currently only white monsters in play with 3 characters in play, the *Slimecrawler* can move to the green monster field, which is farthest away from both the *Warrior* and the other characters and also near a *Wall*.

EXAMPLE



3 of the 5 characters in play have entered room C-8 through the top door, attacked the monsters without success and are now out of *Action Points*. With 5 characters, all monster squares except the red ones were filled with monsters when the room was revealed.

The two *Goblins* in the lower right corner are the fastest monsters and go first, with the *blue Goblin* being nearer moving along the red arrow to the *Huntress*. As the *black Goblin* does not have a free target character, it will move along the blue line to the closest target (the *Mage*) and swap places with the *Slimecrawler*.

Next up is the *Dark Mage* in the top left corner. The *Dark Mage* will pick a target where all characters using a *Leaping Lightning* attack will be hit at the same time and therefore move along the yellow line and attack the *Warrior* (the nearest target before being activated, that also fulfills the requirement to hit as many characters as possible). The *Dark Mage* will move as far as possible while still having *Line of Sight* to the *Warrior* along a wall.

The *Slimecrawler* already has *Line of Sight* to the *Mage*, but can move further away from the other characters. It will take the initial spot of the *blue Goblin*, which is not occupied anymore, and attack the *Mage*.

Last monster is the *Mummy*, which now has a free target with the *Warrior*, as the *Dark Mage* moved out of the way. The *Mummy* will move along the green arrow and attack the *Warrior*.

FASTEST WAY TO THE TARGET

The monsters will always use the shortest route to the target. However, if all paths to that destination are blocked, the monster will take the next best path, if one is available. This is especially true for monsters with melee weapons, monsters with a ranged or magic attack can often still act due to their range, even though other figures are blocking their path, but not *Line of Sight*.

MONSTERS AND OBSTACLES/HOLES

Monsters are only temporarily blocked by *Holes* or other *Red Bordered Squares*. Every monster can cross a *Hole* the same way as a hero – by jumping over the *Hole* using **5 *Action Points***, but a roll check is not required for monsters. If the monster has less than 5 *Action Points* left, it can still complete the jump and jump over the *Hole*, but cannot attack during this activation. If the monster has exactly 5 *Action Points* before a jump, it will still attack any character in range after the jump.

If a monster has to jump, it will always jump **in the shortest straight line** over the obstacle, using the closest way possible. Directly behind the obstacle, the monster will move normally again.

If there is another monster on the other side of the obstacle, the monster currently activated can only cross the *Hole* if there is a free square behind the other monster and it has **6 or more *Action Points*** before the jump. Otherwise, the monster must wait until the next activation.

If a character stands on the other side to block the path, the monster will be able to attack across the *Hole*. Melee attackers in this case have **enough range to strike** exactly over the *Hole* (even *Holes* that are 2 or more squares wide), but no further. The monster can therefore only attack a hero directly on the other side in a straight line, but not a hero standing diagonally on the other side of the *Hole*.

If the obstacle should be *Rubble*, the monster will move as close as possible to the *Rubble* and then clear it away for **10 *Action Points*** (or the rest of their *Action Points*). In most cases the monster will not be able to attack after this, so the faster monsters will clear the way for the slower ones.



COMBAT

ATTACK

In order to attack monsters, the player must first decide whether they want to perform a melee or ranged attack and which weapon or spell will be used. The character can use all items that are equipped in the hands or in the *Belt* (exceptions see *Additional Combat Rules* within this chapter). Once it has been decided which item will be used, the player rolls the number of dice indicated for the attack on the card.

EXAMPLE

The *Warrior* attacks a monster with his *Longsword* (melee attack with $3D+5$). The player rolls $3+4+0$ and re-rolls the 0 (counted as 10) to receive an additional 6 (resulting in a total of 16 for that die). This achieves an attack of 28.

RANGE AND LINE OF SIGHT

The range of any attack is always counted in adjacent squares, never diagonally – same as a movement action. However, there must exist a *Line of Sight* to the target of the attack. A *Line of Sight* exists when a straight line can be drawn from any part of the attacking square to any part of the opposing target square (if in doubt, use a ruler).

Walls block the *Line of Sight*, even parts of a *Wall* such as protruding edges and corners can reduce the field of view. *Holes*, *Red Dashed Lines* or *Occupied* squares do **not block the Line of Sight** (exception: *Red Solid Lines* and *Rubble* markers). This means that it is possible to attack an enemy farther away through both other characters and enemies. Only the target is affected, unless the weapon or spell card mentions something different such as multiple hits.



EXAMPLE



Example 1: The *Huntress* carries a ranged weapon with range 6, but has no *Line of Sight* on any monster from her current position. The *Huntress* would have to advance at least 2 squares towards the *Mage* to see the *Mummy* on the right. From the current position, she can see all green squares. The *Mage* has a spell with range 4 and does have *Line of Sight* to the *Mummy*. However, another spell that could hit both the *Mummy* and the *Zombie* at once can only be used from the door, where both monsters will be visible.



Example 2: The *Huntress* owns a bow with range 6 and is able to reach all squares within A-1. However, from her current position, the *Huntress* could only reach the monster directly at the entrance – the green line touches the monster square, so *Line of Sight* exists. If the *Huntress* would possess the hero bonus *Range×2* (resulting in a range of 12), she could easily attack all squares touched by the green field and therefore all monsters from her current position. However, the red fields are never visible without movement.

Monster attack and Stats

Each Monster has only one attack type: Either *melee*, *ranged* or *magic* attack. Monsters can never use multiple attack types. Instead, monsters have the advantage of **both movement and attack in one action** (see *Monster Activation*).

Some *Monster Level Cards* show a vulnerability despite having an *Armor Rating* of 0. Vulnerabilities only apply if the monster has armor, whether from its *Level Card* or gained through *Modifiers*. If a monster has no armor at all, the vulnerability has no effect and can be ignored.

LEVEL CARD ANATOMY



1. Name of the monster
2. *Monster Level* of this card
3. *Range* of the monster attack
4. *Action Points* of this monster
5. Monster category/overview
6. Description text and abilities
7. *Attack type*, *Attack* and *Damage* values
8. *Defense* and *Psi Resistance* values
9. *Armor Rating* and armor sensitivity
10. *Hit Points* of the monster

DEFENSE

The defense or parry works similar to the attack. First of all, the player decides which weapon is used for defense. All weapon attacks (melee and ranged combat) are parried with the same defense.

If no weapon is present or the player does not want to risk damaging the weapon, the standard defense *Dodge* on the *Character Sheet* can be used. Exactly like attacking, the defender rolls the number of dice indicated on the weapon or spell card.

Afterwards, the rolled attack value is compared with the defense value. If the attack value is higher or the same, the attacker was successful, otherwise the attack was fended off. Since a tie indicates a hit, the defender must always counter the attack roll+1.

EXAMPLE

The *Warrior* had attacked an *Orc* with an attack value of 28. This *Orc* defends with 2D+5, which yields 8+6+5=19. This means the *Orc* was hit, but not critically.

Important: A character may roll for *Defense* against every incoming attack, even during *Phase G* when monsters receive an extra activation. There is no limit to the number of *Defense* rolls, and no *Action Point* cost is required, characters with 0 *Action Points* may still defend. As long as an item is equipped and not damaged, it can be used for *Defense*.

GETTING HIT AND ARMOR RATING

If a **character was hit by a monster**, the monster's damage indicated on the card for that *Monster Level* (plus any modifications) applies. The player now has the option to mark one of their armor items with a *Damaged Marker*. Only one armor card can be used per damage, but this one armor item can be freely chosen. All damage points above the *Armor Rating* of the armor used for protection will be deducted from the character's *Hit Points*. It is irrelevant whether a melee, ranged or magic attack was used, armor can generally be used in any case. Only the armor part of the equipment is damaged, other bonuses of the card stay intact and can still be used.

After a **monster was hit**, the player inflicts the damage indicated on the weapon or spell card. This damage is reduced by any existing *Armor Rating* of the monster. Monster armor is never damaged; in return monsters have lower armor values compared to characters. The rest of the damage is deducted from the monster's *Hit Points* until the monster's *Hit Points* drop to 0, at which point it is defeated.



Players note their *Hit Points* on the *Character Sheet* in the form of the current remaining *Hit Points*. For monsters, it is best to place *Hit Point* markers with the remaining *Hit Points* next to the monster figure or on the *Monster Level Card* if necessary.

EXAMPLE

The *Warrior* (defense roll 21, two armors with AR 3 each) could not defend against an *Ogre* attack (attack roll 29, damage 4 points). The player decides to use an armor to prevent 3 points of damage. He deducts one *Hit Point* on the *Character Sheet* and writes the remaining 12 into the HP table. He was not allowed to use the second armor for the same attack.

Armor vulnerability

Almost all armor (whether character or monster armor) is vulnerable to a specific element. These armor pieces are completely ignored if the attack uses the same element. However, the armor is not damaged, but simply ignored.

EXAMPLE

The *Ranger* (defense roll 14, two armors with AR 3 each) defends against a *Gargoyle* (attack roll 17, damage 2 points). The player could now damage one of the two armors – but unfortunately the *Gargoyle* attacks with earth damage and both armor items of the *Ranger* are vulnerable to earth. Therefore the damage fully ignores all armor. The player subtracts 2 *Hit Points* of damage from their current *Hit Points* and marks or writes down the resulting value.

Critical hits

Critical success in combat (that is, for every 10 points above the defense) means that the attacker has hit exceptionally well. Each critical hit adds one extra point of damage. This applies to all melee, ranged and magic attacks.

EXAMPLE

The *Mage* (defense roll 8, one armor with AR 2) defends against a *Mercenary* (attack roll 36, damage 3 points). The *Mercenary* has landed a double critical strike, which now deals 5 points of damage. The player damages the armor and subtracts 3 *Hit Points* of damage from the HP.

ADDITIONAL COMBAT RULES

Fumbles in combat

If two ones are rolled by a character during an attack or a defense (*Fumble*), then the weapon or spell used is damaged and a corresponding marker is placed on the equipment card. Rolling a *Fumble* always adds one critical result.

A critical failure without two ones on a character defense already means that more damage is inflicted by the monster. A critical failure on an attack (due to an extremely high defense of the monster) has no additional effect – the monster just defended against the attack.

EXAMPLE

The *Warrior* defends against a magic attack of 18 and rolls 2 (1+1) using the 2D of *Psi-Resistance*. This results in 2 additional points of damage, +1 for a critical hit (10 below the target) and +1 for the *Fumble*.

Monsters are only affected by *Fumbles* when defending, receiving more damage accordingly (one additional critical result). When attacking, monsters simply miss their target, but the monster will attack as usual the next time it is activated.

OPTIONAL RULE: CRITICAL FAIL

To increase the game's difficulty, weapons or spells can also be damaged by a *Critical Failure*, defined as a difference of each 10 between the *Attack* and *Defense* roll. Such a failure can occur when a character attacks and the monster rolls a very high *Defense*, or when a character rolls poorly while defending against a powerful monster attack.

Using weapons and spells from the Belt or Backpack

Weapons and spells may only be equipped in the hands (exceptions are described on the cards). However, a one-handed weapon or spell can also be used from the *Belt*, even if both hands are already occupied. To do this, the player simply spends 4 *Action Points* more (for the *Belt*) than indicated on the weapon or spell card and directly performs the attack or spell. The card remains in the *Belt*. Two-handed weapons can never be used from the *Belt*, these always must be taken into the hands (which costs 4 *Action Points*). The items previously held in the hands can be placed in the *Belt* or *Backpack* as desired.

Items from the *Backpack* must first be retrieved from the *Backpack* for 10 *Action Points*, which results in the end of the current action. The item can then be equipped at any suitable place (*Belt* or hands). As soon as it is the character's turn again, they can use the item according to the normal rules.

Utilizing both hands

It is not possible to attack with both hands at the same time. The player can only decide with each attack or defense which weapon to use. As equipment also might get damaged while defending by rolling a *Fumble*, it is always good practice to have a separate defense weapon.

Ranged combat ammunition

Ranged weapons **do not require ammunition**. A character can throw weapons or use projectile weapons as often as they like. Imagine this as having multiple items to throw or the weapon magically returning after being thrown. Bows and slings, in particular, are assumed to include enough ammunition for an entire scenario.

Damaged equipment

Damaged equipment can no longer be used for its primary function. Weapons and spells cannot be used to attack, and defensive items or spells can no longer be used for Defense. In the case of armor, the protection is lost and cannot absorb further damage. However, any passive bonuses or penalties provided by the item remain active, only the main function is disabled.

Area effects by characters

Spells and weapons with area effects can target *Traps* (e.g., *Vine Tendrils*) or *Scenario* elements. If this effect *affects friends*, it hits all characters within the area, each must roll a successful defense or take the same damage. Some spells, like *Chain Lightning*, can target such elements without affecting others

Damage from other monsters and traps

Monsters are immune to damage from other monsters' area effects and traps. Area attacks (such as those from *Shamans*, *Trolls*, or *Ogres*) do not affect other monsters. Monsters instinctively coordinate with one another and are familiar with the dungeon environment, allowing them to avoid friendly fire and trap effects.

REPAIRING EQUIPMENT

Any equipment damaged in combat (for example weapons, spells or armor) can be repaired. During their turn, a player spends the *Action Points* indicated on the card and removes the *Damaged* marker from the repaired item.

A special feature are *Armor Sets*: These sets can be **repaired completely at once**. The highest *Action Point* value of all involved and damaged set parts is used for this purpose. It

is also possible to repair set items in the *Belt* (for the additional overall cost of 4 AP), but not in the *Backpack*.

EXAMPLE

The *Ranger* (24 *Action Points*) is equipped with 3 damaged armor items (*Leather Armor* / 8 AP, *Leather Helmet* / 9 AP, *Padded Boots* / 7 AP). He can repair the two leather set items together for 9 AP, the padded boots must be repaired separately for 7 AP.

Damaged items remain damaged, even if they are exchanged with other characters, packed into the *Belt* or *Backpack*. If **damaged items are sold**, they are worth 1 gold less than usual until they are repaired.

DEFEATED MONSTERS

Treasures

Once a monster is defeated, the player who defeated the monster **must** immediately **draw 1 Loot Card**. If the monster was augmented by monster modification cards, the number of *Loot Cards* drawn might increase. If multiple monsters were defeated within the same action, the *Loot Cards* for all these monsters are drawn at the same time. If a *Trap* is part of the treasures, this is considered to be a curse of the killed monster or the character stumbled into the trap during combat. The trap is played out immediately. All *Traps* and *Loot Cards* are played in the order in which they were drawn.

OPTIONAL RULE: STOP LOOT

To make the game a bit easier, only draw *Loot Cards* until a trap has been triggered. After that, the player can decide whether to draw the remaining *Loot Cards* or to stop.

Experience Points

For each monster defeated, the group gets 1 experience point (XP) and any additional XP mentioned on monster modification cards. All XPs are collected on the *Group XP* track (on the *Initiative Board*) until they are distributed. Experience points are distributed as described in the chapter *Level Up*.

PSI SPELLS

Psi Points must be spent immediately for each spell cast. It doesn't matter if the spell succeeds, the *Psi Points* are lost in any case.

Psi attacks

A magic attack (or psi attack) is performed like a normal melee or ranged attack. Spells normally can **only target a monster square** and inflict damage like a weapon, but some spells have additional special effects or exceptions (described on each card). A magic attack can only be repelled by *Psi Resistance*, but any **armor can be used** normally to block the damage. Similar to weapon attacks, spells with a specific element might ignore armor. The caster is always exempt from the effects of their own spell.

EXAMPLE

The *Mage* attacks with a strong *Thunderstorm* (psi attack with 4D+2). The player rolls 6+2+8+4 and adds the +2 of the attack. This results in a magic attack value of 22. The attacked monster may not use its armor if it is vulnerable to air.

Target numbers

Spells with *Target Numbers* are always rolled using 2D and use the current level of the character's two attribute values that are listed on the card as requirements. Add the attributes to the roll and compare the result with the *Target Number*. If the result is below the target, the spell failed.

EXAMPLE

The *Priestess* (CON 10, PSI 12) casts a *Dense Hide* on herself (requires CON and PSI, TN 28). The player rolls an 8 and a 5 with 2D and adds CON and PSI. This results in 35 (10+12+8+5), the spell is successful.

Critical successes when using Psi

Each critical success on spells with a *Target Number* (i.e. 10 more than the *Target Number*) reduces the *Psi Point* cost by 1 PP for each additional success. This is explicitly not the case for attack spells, which automatically gain 1 point of damage similar to normal attacks – even if they do not inflict damage normally.

Monster Psi attacks

Monsters have an unlimited number of attacks available for magical attacks, no *Psi Points* are counted or deducted.

PSI RESISTANCE

Psi attacks can only be fended off using *Psi Resistance*, which can be improved or replaced by certain equipment. In addition, it is possible to increase **any** *Psi Resistance*

affecting the own character **after** the *Psi Resistance* roll using *Psi Points*. Each *Psi Point* invested results in an additional point to the dice roll. This can also be useful to avoid critical hits. *Psi Resistance* follows the same rule as normal defense: The defender must surpass the attack roll by 1 point.

EXAMPLE

The *Mage's* equipped spell is damaged, leaving him with no items at all that allow him to have a higher psi resistance. He is attacked by a *Dark Mage* (psi attack roll of 19). The *Mage* protects himself with his default *Psi Resistance* skill of 2D and rolls 9+8=17, which does not reach the attack value. But he can use 3 *Psi Points* to reach a 20 instead and still avoid the attack.

Rolling *Psi Resistance* with an equipped spell never costs *Psi Points* when a character protects themselves. Spells that defend others or block *Melee* or *Ranged* attacks may still cost *Psi Points* as indicated on the card.

ENCHANTED WEAPONS

Some weapons, both enchanted and certain non-magical ones, allow the use of *Psi Points* to trigger special effects. These weapons can be used normally without spending *Psi Points*, but activating their special effects requires spending psi. Any character meeting the weapon requirements may use it. Typically, *Psi Points* must be spent before the attack unless the card explicitly allows spending them afterward. Weapons can be enchanted with **multiple elemental effects**. However, the wielder can only activate one element effect per attack, usually at the cost of 1 *Psi Point*. An enchanted weapon's element damage does not change its fundamental type: it **remains non-magical** and cannot be used against *Poltergeists*. However, the element enchantment allows the weapon to be effective against monsters vulnerable to this element, such as the *Mummy*.

HIT POINTS, INITIATIVE POINTS AND PSI POINTS

As long as a character has positive *Hit*, *Psi* or *Initiative Points* (including 0), they can act without problems. As soon as a character falls below 0 points, that character may become unconscious and receives penalties.

Negative Hit Points or Psi Points

Once a character has negative *Hit Points* or *Psi Points*, that character must use one die less than usual for the initiative

roll. With only one die a rolled 1 is considered a *Fumble* and the character immediately becomes unconscious. Additionally, either the negative *Hit Points* or the negative *Psi Points* are deducted from the character's initiative roll. Only the lower of the two values is deducted from the initiative roll. This means that the character will become slower and slower the more they are injured or the more they have magically exhausted themselves.

EXAMPLE

The *Mage* (IP 9) was attacked several times and urgently needed to cast an attack spell in the last round, resulting in -6 *Hit Points* and -3 *Psi Points*. His next initiative roll is now rolled with only one die. Additionally, he subtracts 6 points from his initiative. He now rolls his initiative with $1D+3$.

Negative Initiative Points

If a character is overloaded with heavy armor or weapons, the initiative penalty may exceed their normal *Initiative Points* and the character will receive a penalty on their initiative roll until the armor or weapons are unequipped. Basically the same restrictions apply as for negative *psi* or *Hit Points* (roll 1 die less for the initiative), but the negative points are of course not subtracted additionally from the initiative.

UNCONSCIOUSNESS

Any character that does not reach at least 1 *Action Point* on the initiative roll at the beginning of the round is rendered unconscious. The character then has to sit out this round completely until the next initiative roll, when they hopefully roll better. The other characters have to take care of this character getting back to their feet.

Two ones (*Fumble*) or a 1 with one die on the initiative roll automatically leads to immediate unconsciousness – the character probably stumbled over a floor tile and bumped their head.

Attention: For each character that becomes unconscious at the beginning of the round, the marker on the *Doom Counter* is **immediately moved down one space**. This may also trigger an *Extra Activation* of the monsters at the beginning of the round!

Unconscious characters become a mere shadow of themselves: On the game board, the figure is removed and the player's colored *Initiative Marker* is placed on that location on the *Room Tiles*. The character is **ignored by any monsters** and is **immune to group Traps** and direct attacks of any kind. However, unconscious characters are still

affected by *Poison*. Special scenario conditions and markers on the *Room Tiles* such as *Fire* also usually still apply.

Unconscious characters do not **occupy a square**, so monsters and characters can move normally onto these squares. Should the unconscious character wake up again in one of the following rounds and their square is occupied, they are allowed to simply crawl to the nearest free square (shortest distance, if there are multiple possibilities, the player can decide). However, unconscious characters still count as **occupying a Room Tile** for *Phase G* with the *Doom Counter*.

Unconscious characters can be carried to move them to other squares or take them to other *Room Tiles* if needed. See the *Carry Characters* action in the chapter *Action Phase* for more information.

Since unconscious characters are just lying around, they **regenerate 3 points** at the end of the round in *Phase H* (Level up), which they can freely distribute between hit and *Psi Points*. In *Phase H*, the player can also decide whether their character should remain unconscious or attempt an initiative roll next round. If they decide to make the next initiative roll (with the usual risk that the *Doom Counter* will move forward), they may rejoin the game. If the player decides the character should remain unconscious, the player is not allowed to equip any cards in *Phase I* (Buy items). However, an unconscious character may contribute gold to a purchase. On the initiative roll, the *Doom Counter* will not advance for that character.

EXAMPLE

The *Mage* (-10 *Hit Points*, 5 *Initiative Points*) rolls a 4 with one dice on the initiative roll, resulting in only -1 *Action Points*. He becomes unconscious for this round and cannot act, but **regenerates 3 points** in *Phase H* (Level up), which the player adds completely to the *Hit Points*. In addition, the *Marker* on the *Doom Counter* is moved 1 space **directly in Phase C** – which might trigger *Extra Activations* or a *Monster Level Up*!

DEATH OF A CHARACTER

If any character should reach -20 *Hit Points* or -20 *Psi Points*, they die immediately. This means an instant end of the current scenario **for all players**, so players should help each other as good as they can!



Level Up

CHARACTER IMPROVEMENT

The experience points (XP) that all characters gain by defeating monsters or through *Traps* can be converted into attribute points in every *Phase H* (Level Up).

As soon as the *Group XP* track has reached the **number of characters** present, the *Group XP* can be redeemed. For each character, one XP is removed from the *Group XP* track and each character receives **1 Attribute Point** (in *Single Scenarios*). In *Campaigns*, the *Group XP* **cost is tripled**.

The *Attribute Points* can be saved as long as desired, but can only be spent in *Phase H*. As soon as the player has increased the desired attributes this round, the calculated values (*Hit Points*, *Initiative Points*, *Psi Points*) are checked again. If a calculated value has changed, the maximum and the current values are both increased respectively.

EXAMPLE

Example 1: At the end of a *Single Scenario* round, the 5 players have accumulated 7 *Group XP*. All of them will get 1 *Attribute Point* each in *Phase H* and the group track is reduced to 2. The players can directly increase one attribute of their characters.

Example 2: In a *Campaign*, 4 players have to accumulate 12 *Group XPs* before they can be redeemed. As soon as 12 *Group XP* are reached, each character can increase one attribute.

It is possible that a character can now equip items located in the *Belt* or *Backpack* using the new attribute values. However, these items may only be equipped using *Action Points* when it is the character's turn again – that is, in the next round.



EXAMPLE

The *Adventurer* (STR 9, CON 9, current *Hit Points* 6, maximum of 9) has saved 2 *Attribute Points* and increases both STR and CON to 10 in *Phase H*. This increases his maximum *Hit Points* to 10 and his current HP to 7. If the *Adventurer* had only increased his *Constitution*, nothing would have changed, since the result is always rounded down. Additionally, the *Adventurer* has a *Leather Shield* (STR 9, CON 10) in his *Belt*, which he may equip for 4 AP in the next round.



It is also possible to enter ongoing games or to continue playing with fewer players. The current round should be completed and all *Group XP* should be distributed as good as possible. After that, the character and equipment of the player **leaving the game** can simply be removed. When a **new character joins**, the new player draws 4 *Loot Cards* and the *Standard Items* for their character, then creates the character according to the normal rules. Afterwards, they get the **same amount of additional XP** compared to all other characters, which the player may freely distribute. The new character starts from the entrance into the dungeon. From the next round on, the XP are simply distributed according to the normal rules with the new [PlayerCount].

HERO AND MONSTER LEVEL

On the *Initiative Board*, **green Hero Level squares** are indicated as well as a **orange Monster Level Up** within the *Doom Counter* track. As soon as the respective spaces are reached on the *Initiative Board*, the following rules apply.

Monsters

When the *Monster Level* is increased, the *Hit Points* and *Armor Rating* of existing monsters are **immediately updated** based on the new *Level Card*. This means a monster can suddenly have a better *Armor* or higher *Hit Points*. However, only the difference of these two values to the previous level is adjusted. All other values (like attack or defense) are effective immediately. All new monsters that are revealed from this point on directly use all new level stats.

Monster Level Cards are available up to level 4. The *Monster Level* can also increase beyond level 4, but the monster stats will stay on level 4. For every **level above 4**, the monsters will simply receive **1 additional Hit Point**.

Characters

At each *Hero Level Up* (in *Single Scenarios* in *Phase H* of rounds 7, 13, 18 on the *Initiative Board*, in *Campaigns* usually after every second scenario) players may choose a **Hero Bonus** for their character. This bonus applies to all weapons, spells and other equipment used. The bonus cannot be changed afterwards, it is permanently set for this character from now on. The player can simply tick the box for the selected bonus on the *Character Sheet*, but *Bonus Markers* for each hero bonus are additionally included.

Rules for selecting a hero bonus:

- One bonus per hero level above level 1 can be selected
- Every bonus may only be selected once per character

Description of all hero bonus markers



The character is allowed to roll **1D extra on every melee attack**.

Warning: Slightly increases the chance for *Fumbles* of the weapons used.



The character is allowed to roll **1D extra on every ranged attack**.

Warning: Slightly increases the chance for *Fumbles* of the weapons used.



The character is allowed to roll **1D extra on every magic attack**.

Warning: Slightly increases the chance for *Fumbles* of the spells used.



The character automatically inflicts **1 point of additional damage** with every weapon or spell used.



The character is allowed to roll **1D extra on every defense and psi-resistance**.

Warning: Slightly increases the chance for *Fumbles* of the defenses used.



The character automatically **regenerates one Hit Point (HP)** and **one Psi Point (PP)** in each *Phase H* up to their current maximum.



The character is allowed to roll **1D extra (3D)** on the **initiative roll**. This also applies if the character is only allowed to use one die due to negative *Hit* or *Psi Points* (thus the character still has 2D available).

Warning: Slightly increases the chance for *Fumbles* on initiative rolls.



Every item the character uses or repairs will **cost 3 Action Points less**. This is the same for weapons and spells, when repairing items and using potions, or when retrieving an item from the *Belt* or *Backpack* – even if the item is in another character's *Belt* or *Backpack* (reaching into another player's *Backpack* costs only 2 *Action Points* instead of 5).

Does **not apply** when disarming *Traps* or similar *Target Number* rolls.



Every item the character uses can be operated with **doubled range**. Applies to all weapons (melee and ranged combat) and all spells (including defensive and healing spells) used by the character with this bonus.

Special effects of spells are excluded from range extension. This means a fireball can be thrown further, but on the target field it still only extends 1 square. Spells with range 0 (meaning all spells that originate directly from the character) may be cast using the bonus within range 1 and with any orientation (if this affects the spell).



MISCELLANEOUS

CAMPAIGNS

Campaigns in *Dungeons of Doria* usually consist of 8 scenarios that are played one after another. However, some campaigns may contain more or less scenarios and in return include special rewards or adjust the amount of XP received.

For campaigns, it's best to create characters from scratch before the first scenario. Draw up to 6 *Loot Cards* per character and freely replace any with *Standard Items*. Each character may start with up to 6 total items, in any combination. Characters don't need to carry exactly 6 items, as long as the group's total number of starting items does not exceed 6 per character on average. Items can be exchanged between characters at any time, even before finalizing builds. Customizing characters to match their gear greatly improves their chances of survival!

Basically, all the usual rules apply equally in campaigns and individual scenarios, with the following exceptions already mentioned in the chapters earlier:

- More *Group XP* are needed to gain 1 *Attribute Point*: **3 times [PlayerCount]**. This means, that a group of 3 characters will gain 1 *Attribute Point* whenever 9 *Group XP* have been collected.
- Characters do **not** get a hero bonus **within** scenarios of a campaign. Instead they get some bonus **after each completed scenario** (mentioned in the description after completing a scenario).
- The monsters **can only gain one Level Up** within each campaign scenario. The general *Monster Level* of the campaign is determined by so-called *Monster Points*.

For this additional information, a special *Campaign Overview* sheet is available, which should be filled out by a player after each scenario and thus contains all *Campaign* information. The *Character Sheets* of all players are then placed with the *Campaign Overview*. Players should also note which *Loot Cards* were picked after the last scenario on the back of the *Campaign Overview*. If these *Loot Cards* cannot stay with the *Character Sheet*, they must be retrieved from the loot decks before the next scenario.

XP in Campaigns

In campaigns, characters level up slower since more *Group XP* are needed for 1 *Attribute Point*. If there are XP remaining on the *Group XP* track at the end of a scenario that cannot yet be converted, they must be noted on the

Campaign Overview and have to be placed directly onto the *Group XP* track at the beginning of the following scenario.

CAMPAIGN SHEET ANATOMY

DUNGEONS OF DORIA **CAMPAIGN OVERVIEW**

1 Campaign Name: *The Book of Destiny*

Scenario # / Name	Notes	Group-XP left	Monster-Points
1. <i>Earthquake</i>	<i>All rescued</i>	1	+5
Default Bonus: Keep a total of 1 <i>Loot Card</i> after the Scenario			Total: 5
2. <i>Dark Mage</i>	<i>Frostfire Spell</i>	2	+4
Default Bonus: +1 Hero level (select permanent bonus)			Total: 9
3.			
Default Bonus: Keep a total of 2 <i>Loot Cards</i> after the Scenario			Total:
4.			
Default Bonus: +1 Hero level (select permanent bonus)			Total:
5.			
Default Bonus: Keep a total of 3 <i>Loot Cards</i> after the Scenario			Total:
6.			
Default Bonus: +1 Hero level (select permanent bonus)			Total:
7.			
Default Bonus: Keep a total of 4 <i>Loot Cards</i> after the Scenario			Total:
8.			
Character names, additional notes or scenarios: <i>Angus McBright, Talora Quickshoe, Amara Woodland, Galdor Bearpaw</i>			

1. Campaign name
2. Scenario numbers and name
3. Notes from scenario or equipment received
4. *Group XP* left from last scenario
5. *Monster Points* from the scenario
6. Total *Monster Points* accumulated
7. Additional notes, for example characters participating in the *Campaign*

Equipment and hero level in campaigns

After each scenario is completed, the characters must discard most cards that have a gold value – after all, upkeep between scenarios costs gold, and not everything found in a dungeon can be reused for a longer period of time. At the beginning of a *Campaign* scenario, the inventory is always refilled to 6 *Loot Cards*. Players may use any amount of *Standard Items* at the beginning of scenarios to replace random or kept *Loot Cards*. The following rewards are common in a *Campaign*:

- After odd numbered scenarios (1/3/5/7), the characters may keep one additional treasure card each (i.e. 1 card after the 1st scenario). The cards do not always have to be the same, the player may choose again after each scenario.
- After even numbered scenarios (2/4/6/8), the heroes must select a hero bonus on the *Character Sheet*. This bonus remains for the rest of the *Campaign* and cannot be changed.

OPTIONAL RULE: CAMPAIGN LOOT

Instead of taking 1/2/3/4 cards into the next *Campaign* scenario, the players can take items worth **3 gold per card**. This allows to take along 3 items each worth 1 gold **or** 1 item worth 3 gold **or** 1 item worth 2 gold/1 item worth 1 gold.

Monster level in campaigns

The threat level over the entire *Campaign* is indicated by *Monster Points*. These increase in *Campaign* scenarios via the *Doom Counter*: The *Doom Counter* is used as usual within scenarios, with the exception that monsters can only rise **one level above their current main level** within the scenario. All further *Level Ups* within the currently running scenario are ignored, so the monsters can only reach level 2 in the first scenario. However, at the end of the scenario, all **+1 Extra Activation squares (red on the Doom Counter)** and **+1 Level squares (orange)** crossed by

EXAMPLE



At the end of the first scenario, the marker on the *Doom Counter* has landed on 38 for a second time (yellow arrow) after a full round (blue arrow) via the *Monster Level Up*. Thus, the monsters have collected 5 *Monster Points* in the first scenario.

the *Doom Counter Marker* are summed up and added as 1 point each to the *Monster Points*.

It is also recommended to add additional *Monster Points* for each *Hero Level Up* (i.e. in *Campaigns* after the 2nd/4th/6th scenario), if the players have a **higher level than the monsters at that time**. In simple *Campaigns*, this should be +1 *Monster Point* for the respective level up. *Campaigns* can also define conditions for *Monster Points* within scenarios, these will then be added on top.

For every **10 *Monster Points*** accumulated, the *Monster Level* will permanently increase to the next level. The *Monster Points* usually cannot be reduced again and are valid for the entire *Campaign*.

EXAMPLE

At the end of the fourth scenario, a total of 18 *Monster Points* have been collected. The heroes now advance to level 3 (and receive another hero bonus). The monsters are currently still in level 2 and therefore receive a bonus of +1 *Monster Point*. However, with 19 points they still remain barely in level 2 for scenario 5.

After each *Scenario*, the *Monster Level* resets to the current minimum based on total *Monster Points* (e.g. 10 Points equal Level 2). Temporary increases from the *Doom Counter* do not carry over to later *Scenarios*.

Escaping a campaign scenario

If you feel you are overwhelmed by monsters or the scenario seems to be too tough, the characters can escape most of the scenarios at any time. Some of the scenarios specify that *escape from this scenario is not possible*, this will then be noted in the *Scenario Setup* section.

To escape a *Campaign* scenario, play until the **end of the current round**. It does not matter if the characters are in the middle of a fight with monsters, but the characters need to be able to access the entrance of the current scenario. That means, if a trap has been triggered, the players need to resolve the trap first!

The group **keeps all XP** collected up to this point, but also all *Monster Points*. Keep only items according to the **rewards of the last successful scenario**, but any items found during this scenario can also be kept instead of the items kept in the last scenario, as long as the characters do not exceed their reward level.

Death of a character in campaigns

As soon as a character dies within a *Campaign* scenario, the **current scenario ends immediately**, the *Room Tiles* are cleared away and the equipment of the character that died is lost (except special *Campaign* items). The surviving players may keep their cards of their characters for now. The *Monster Points* of the current scenario accumulated up to this point are added to the total number of *Monster*

Points of the Campaign. The characters will also keep their (Group) XP gained in the scenario.

The players will then have to decide together how to proceed. The *Campaign* could be continued without this character (i.e. with a reduced number of players going forward). The more common option is, that the player in question draws 6 new *Loot Cards* and creates a completely new character based on this fresh equipment. Afterwards, the new character receives the same amount of XP and hero bonuses as the other characters and is allowed to distribute them freely before the next scenario.

In addition, players must decide how to proceed with the current scenario. It is recommended to replay the scenario if the character died towards the beginning of the scenario. In this case, the **Monster Points will remain the same**. Alternatively, if the scenario was nearly completed, players can simply **continue to the next scenario** – however, **5 Monster Points** will be added to the total before the next scenario starts. If there were *Campaign* rewards at the end of the last scenario though, all characters will receive those automatically as well.

Create your own campaigns

A very simple *Campaign* can easily be created by stringing together 8 *Single Scenarios*. However, these scenarios might be unbalanced and the scenarios can get either very tough or very easy towards the end of the *Campaign*, depending on the order of the selected scenarios. Additionally, it is recommended to give all scenarios of a *Campaign* a small central story arc that runs through all scenarios and tells the players a story why they should descend into various dungeons repeatedly. It is also good practice to incorporate familiar names or enemies into the scenarios regularly.

It is also possible to create *Campaigns* that allow players to decide how they want to proceed. For example, it is possible to decide after a scenario which scenario will be next, thus making subsequent scenarios a bit easier or more difficult. Alternatively, it is possible to skip scenarios completely or to omit them if another path is chosen. But even in *Campaigns* like these it is strongly suggested to only play 8 scenarios if possible, since from scenario 9 forward the heroes may become too powerful and do not have enough opportunities for further character progression.

SPECIAL RULES FOR 1 OR 2 PLAYERS

Dungeons of Doria is ideally played with 3-6 players. Always remember: It's dangerous to go alone – in a larger group the game is just more fun! Nevertheless, it is also possible to play the game alone or with two players. The easiest option: Each player controls two or more characters and the game is played according to the standard rules depending on the number of characters.

Alternatively, a game with only one or two characters is also possible with the following minimal adjustments. 1 or 2 characters always use the same monster icons as would be used for **3 players (the white monster icons)**. However, any scenario reference for **[PlayerCount]** is used according to the actual number of characters.

2 Players

With just two characters, the following rules apply:

- Both players draw **2 more Loot Cards** prior to each scenario (refill to 8 cards instead of the usual 6).
- Each character can select a **hero bonus** before starting the first scenario. That means these characters start on hero level 2.
- Experience points are distributed as usual, so 2 players must only defeat **2 monsters (Single Scenario)** / **6 monsters (Campaign)** to get **1 Attribute Point** each.

1 Player

The pure solo game is considered very risky, since there are no distinct characters for situations like *Traps* or special checks, making everything a bit more dangerous. If playing with only one character, the following rules apply:

- The character can **never become unconscious**, not even with a *Fumble* while rolling initiative. Negative HP or PP are never subtracted from the initiative, but the character still uses 1 die less for initiative. The *Doom Counter* can therefore never move due to unconsciousness. The drawback: The monsters will attack until the character is dead...
- In *Phase G*, the player can invest **1 XP to prevent the Doom Counter** from advancing 1 field if no door was opened. Still, the *Doom Counter* moves **at least 1 space** (as the character occupies one *Room Tile*).
- The player draws **4 more Loot Cards** prior to each scenario (refill to 10 cards instead of the usual 6).
- The character can select a **hero bonus** before starting the first scenario.
- Experience points are distributed as usual, so the player must only **defeat 1 monster (Single Scenario)** / **3 monsters (Campaign)** for **1 Attribute Point**.

PLAYER COUNT

[PlayerCount] is often mentioned in *Scenarios* and for the *Group XP* track. **[PlayerCount]** always refers to the number of players, assuming one character per player. If one player controls multiple characters, replace **[PlayerCount]** with the total number of characters instead.

If characters leave the dungeon, the player count only changes if this character or player leaves the game entirely. In that case, finish the current round, then remove the character(s) and items, and begin the next round with the reduced **[PlayerCount]**. If a character leaves through a *Scenario's* end condition, **[PlayerCount]** usually remains unchanged.

OPTIONAL RULES

Dungeons of Doria is a game system and closer to a Tabletop RPG than a board game. This game system can be made easier if you think it is too complex for your group (for example by leaving out *Encumbrance* or *Line of Sight*) and extended by optional rules to make the game more complex. Play the game how you like it best and select any optional modules like *Room Events* and *Door Events* to make the game easier or harder as you like. The goal is to have fun and make this your game!

DICE ROLLING

To avoid having to roll both the monsters and your own hero, it's possible to replace each monster die with the mathematically expected value of 6. So 3D+2 will automatically result in a 20 on each roll for that monster. However, the character dice should still be rolled to retain some degree of randomness. Most importantly, this method results in monsters no longer rolling any (critical) failures, which makes the game even more dangerous in advanced levels.

NO FUMBLES

If you do not like the *Fumble* mechanic, you can also easily leave it out of the game. However, keep in mind that monsters with more dice for their *Attack* or *Defense* (especially the ones with *Modifiers*) will also roll more ones statistically and will therefore overall be harder if the *Fumble* mechanic is not used!

FUMBLING INITIATIVE

Characters will not become unconscious when rolling a *Fumble* during initiative *Phase C*. The *Doom Counter* will still move down when rolling an initiative *Fumble*. Characters also still get unconscious when they do not reach at least 1 *Action Point*.

CRITICAL TRAP ROLLS

Traps will deal more damage, if the character rolls a *Critical Failure* (10 below the *Target Number*) or a *Fumble*. Every critical result will add one point of damage. If the trap only adds *Poison Markers*, this rule should be ignored.

MONSTER DIFFICULTY

If you want to increase monster difficulty, simply give them 1 more *Hit Point* or directly start with *Monster Level 2*.

If you need easier monsters, replace 1 point of *Armor* with 1 or 2 *Hit Points*.

DOMINANCE

If you are struggling to defeat certain monsters, you can introduce a *Dominance Rule*: When a monster is surrounded by two or more characters, each gains either **+1D on their attack** or **+1 damage** with a hit.

Alternatively, apply dominance by *Room Tile*: if more characters than monsters are present on the same tile, the bonus applies. To balance this, you can also let monsters benefit from the same rule when they outnumber characters.

FATE POINTS

Instead of losing the *Fumble* mechanic, it might be better to introduce *Fate* or *Fame Points*. Add one point per *Hero Level* and character in each *Scenario*, allowing a complete re-roll per point spent. This could be a character or a group resource. Decide what you like more.

If you don't want to replenish these points after each *Scenario*, you could also use other factors to trigger getting such a point back (for example, when the character rolls a *Fumble*, when a character triggers a *Trap Event* or when they spend any amount of Gold, for example items worth 3 Gold).

EASIER OVERALL GAME

If your group thinks the game is too hard, the easiest way of making the game easier is to start with one additional *Hero Level Bonus*. Make sure to consider the +1D attack or +1 damage bonus to be able to defeat monsters with armor more easily, especially for characters that only deal one damage.

LIMIT MODIFIERS

To make the game easier, you can limit the modifiers per monster to the current *Monster Level*. If you draw more modifiers, keep the modifier for the next monster. However, this might deprive you of some ludicrous modifier combinations.

CLOSE QUARTERS COMBAT

To differentiate *Melee* and *Ranged* combat, you can require *Ranged Attacks* to have at least one square of distance between attacker and target. If a *Ranged Attack* is made at range 1, the attacker suffers a -1D penalty.

COMBAT MODIFIERS

To add more tactical depth, you can introduce combat modifiers that apply on top of the normal combat rules. Here are some examples:

- Large/Normal/Small size target: +3 / 0 / -3 to attack
- 3 squares/5 sq./8+ sq. distance: +3 / 0 / -5 to attack
- Using higher ground: +1D on the attack
- Target is immobilized: +5 to attack

Use only as many of these as suit your group. Each added rule increases complexity and may slow down gameplay.

How many targets are hit by the *Dark Mage*?

The *Dark Mage* uses the lightning attack to hit as many targets as possible. The lightning will branch after the first target (range of 6 to the *Dark Mage*) to any target within range 2, creating multiple branches if necessary. The lightning is not limited to one continuous chain.

What happens if a *Secret Door* must be placed on *Room Tile E-8*?

Place the *Secret Door* around the middle square of E-8, connecting the smaller room with the larger room. This might add more *Room Tiles* due to the open sides of E-8.

What options does a character have in traps that do not allow movement anymore?

An immobilized character will still be able to use or repair items and attack monsters. This might be a bit weird for *Traps* like the *Water Pit*, but allows consistent rules for all *Traps* with similar effects.

At the same time, monsters will always be able to attack any character normally, even if the character is within the *Water Pit* for example. Only a character under *Rubble* is not visible and the monster will clear the *Rubble* first and attack in a later activation.



FAQ

There can be conflicting rules between some cards — which one takes precedence?

If there are conflicting rules within a *Scenario*, the *Scenario* description always takes priority. For cards, equipment (*Loot Cards*) have the highest priority. Monster abilities (noted on *Monster Level Cards*) come next, unless otherwise specified by modifiers. After that, any monster modifications apply. Standard rules are considered last.

Is the *Female Zombie* considered another normal *Zombie*?

No, the *Female Zombie* is similar to the two *Dragons* and should only be used for special *Scenarios* or the *Boss Monster Deck*. If you want to use the *Female Zombie* as a normal *Zombie* standee, that means one more *Zombie* might be resurrected in *Phase F* and therefore have more *Zombies* in play. This makes the game a bit more dangerous.

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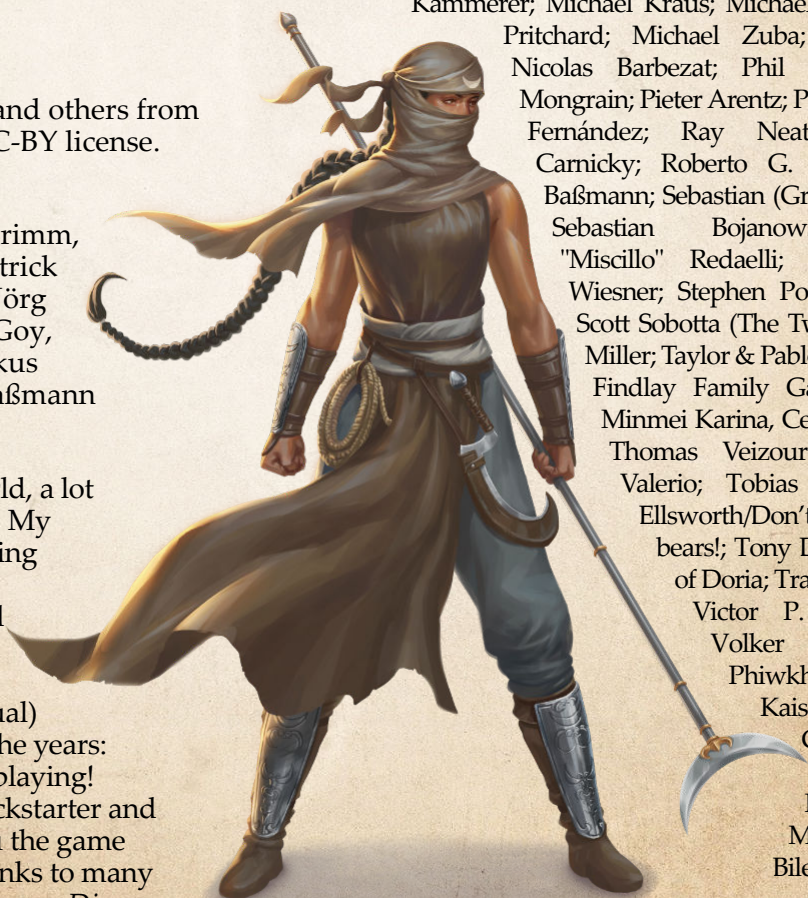
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QUICK RULES OVERVIEW

Select Game Mode

- *Single Scenario Mode* for standalone adventures.
- *Campaign Mode* playing over multiple sessions.
- *Random Dungeon Mode* using *Door Events*, *Room Events* and the *Boss Monster Deck*.

All modes share most rules, but differ slightly in character progression and *Scenario* structure.

Select Scenario

Based on game mode, select a *Scenario* from the *Single Scenarios* book or one of the *Campaign* books. If playing a *Random Dungeon*, select the conditions. Prepare the *Scenario Deck* and read at least the *Scenario Rules* and *End of Scenario* conditions. Read the initial story to all players.

Table Setup

Place the *Initiative Board* with its various counters (*Doom Counter*, *Round Marker*, *XP Marker*, *Initiative Markers*). Shuffle the *Loot Card* (divided into 3 stacks) and *Monster Card* decks. Place the *Monster Level 1* deck, as well as monster figurines and markers on or near the table.

Create Character(s)

Select or randomly assign a hero per player. Place the *Character Mat* and the *Character Card* in front of each player. Copy the 6 attributes to a character sheet and determine calculated values. Gather the matching *Standard Items* for each character and draw 4 random *Loot Cards* per character. Equip the items to each character or trade items.

Game Phases

Phase A: Move the Round Marker  one field up.

Phase B: Place new shop items (fill up to 3 cards).

Phase C: Roll for initiative (2D+CharacterIP), place all *Initiative Markers*  on *Initiative Board* (Monsters and Characters). *Fumble* or Character unconscious: +1 *Doom Counter* step.

Phase D: Action phase with *Standard Actions*, *Exploration*, *Monster activation*, *Combat* (see all below).

Phase E: Poison checks if a character is poisoned (roll CON+WIS+2D against TN of 28+[2×ML]).

Phase F: *Special Actions* (Mods, Traps, Zombies, Other)

Phase G: *Doom Counter*  (+1 per *Room Tile* with characters on it, +1 if no *Door* was opened), possible extra monster activations.

Phase H: *Level Up* (see below, additional *Regeneration* if character is unconscious or has the *Hero Bonus*).

Phase I: Buy or remove *Shop Items*.

Level Up

Accumulated [PlayerCount] *Group XP* can be converted into 1 *Attribute Point* per character (in *Single Scenarios*) during *Phase H*. Recalculate and increase maximum HP, IP, and PP. Gain 1 *Hero Bonus* in certain rounds in *Single Scenarios* or after specific *Scenarios* in *Campaigns*.

Standard Actions

Walking (1 AP per square), *Jumping* (5 AP), *Swap Places* (5 AP), *Reveal a Room Tile* (0 AP), *Search Treasures* (1 AP or 5 AP), *Throw Items* (0 - 10 AP), *Attack or Use Items* (AP on card), *Repair Equipment* (AP on card), *Take, Use or Repair Other Items* (5 AP), *Carry Characters* (2 - 10 AP), *Revive Character* (5+ AP), *Equip Items* (4 - 10 AP), *Wait*

Exploration

Reveal rooms by opening *Doors*. Draw next *Room Tile*. New *Room Tile* has **at least one Door**: Place new *Door* next to the *Door* that has just been opened. *Room Tile* has **only Open Sides**: Place room in any direction connecting *Open Side* to the door that has just been opened. If sides are still open: Draw additional *Room Tiles* until all open sides are closed! For all rooms, check scenario description and place all *Loot Tokens*.

Populate active *Monster Squares* with random monsters ( always used / 1-6 characters,  4-6 characters,  5-6 characters,  6 characters only).

Monster Activation

Monster order: AP on *Initiative-Board* (after characters), letters on the *Level Cards* (A to D), monsters closer to characters, monsters with more modifiers, Player decision.

Target of a monster: Hit multiple targets (if possible), closer characters, Worst attribute (*Melee*: STR, *Ranged*: AGI, *Spells*: WIS), characters with less active armor / AR, Player decision. Monsters will always use shortest route along walls and will move to their maximum range.

Combat

Roll *Attack* and *Defense*, higher result wins. *Critical Hits* (10 above defender) equal +1 damage. *Fumbles* always a failure and equipment *damaged*. *Psi Resistance*: Result can be boosted with *Psi Points*. *Armor*: One armor per damage allowed, choose freely. *Damage* selected armor and reduce incoming damage by the *Armor Rating* (lose rest from HP). Monster armor is never damaged. *Elemental Damage* can ignore some armor. *Unconscious*: If below 0 HP/PP, roll 1 less initiative dice and subtract negative HP/PP from result. If initiative is below 1, unconscious.

Line of Sight / Range: Counted orthogonal. Visible if a line can be drawn from any origin point to any target point. Figures are ignored for *Line of Sight*.

Campaign Mode

3×[PlayerCount] *Group XP* needed for 1 *Attribute Point*. For every red or orange field passed on the *Doom Counter*, add +1 *Monster Point*. Each 10 *Monster Points* increase the *Monster Level* permanently. Within a *Scenario*, monsters can only gain 1 *Monster Level* over the permanent one. Keep a specific amount of *Loot Cards* after each *Scenario*, discard the rest.

	CAPITAL	LARGE CITY	BORDER	MAIN ROAD



SERDOR

OUTER GALDUN

