Dungeons of Doria

Quick Start Guide

Contents

QUICK START GUIDE

Visit **https://www.dungeonsofdoria.de** for more information and additional resources!

If you want to join a game of *Dungeons of Doria* with an experienced player, just read the *Important Rules* on the next page. This page mentions a few of the things that every player should know about their character and the icons being used.

The later parts of the guide show the table setup and how to play the game on a basic level. Follow 4 characters through specially crafted examples that explain the main mechanics you will encounter. This guide expects that you already punched out all figurines and tokens and sorted them. Use the component overview from the *Book of Rules* to group the tokens. If you want to further split them into separate smaller groups (for example, the different *Dungeon Markers*), that might help later if you are searching for something specific. At a minimum, thoroughly shuffle the *Room Tiles*, the *Monster Cards* and the *Loot Cards*. If these decks are not shuffled, this might impact the experience due to lack of randomness. Putting all cards shuffled into the box after a game allows you to quickly start a new scenario. All figurines should receive a plastic stand and should be sorted by monster type.

The guide explains the standard game rules and a few typical moves. After working through this tutorial, the players should be able to proceed with a real scenario or even a campaign, though it is recommended to play a few *Single Scenarios* first before starting a campaign to get more familiar with the rules.

All further rules and exact descriptions like the component list should be checked in the *Book of Rules* – the *Quick Start Guide* is not a replacement for the *Book of Rules* and should just help you to get started and learn the basics. At least one player should read the *Book of Rules* and familiarize themselves with it before starting the first real scenario.

In addition to this guide, also check the included *Rules Reference Cards*! These will help you in the first few games, showing help for the *Exploration Phase*, *Combat*, *Monster Activation* and an *Icon Reference* as well as all *Standard Actions*.

IMPORTANT RULES

- Every player can equip all cards on the *Body* of their character, as long as they have at least the attributes stated on the card (for example: A card with **STR**ength 8 and **AGI**lity 8 can be used, as long as the character has a strength and agility of 8 or higher).
- It is only allowed to equip cards in their respective *Body* zones. See the icons on each card that correspond to the same icons on the *Body* zones, for example *Head*.
- Some weapons and spells need **both** *Hands* and show two hands instead of one. Place these cards in the middle of both hands to show both are occupied.
- Some items (spells and potions) can be equipped on **any** *Body* **zone**. It could be attached on the *Torso* or bound to the *Legs*. It is always better to have items ready on the *Body*, as this will make them faster to use.
- Any equipment not usable at the moment can be placed in the *Belt* or *Backpack*. However, keep in mind that it will cost extra time to get these items out of the *Backpack* again. One-handed items can also be used directly from the *Belt* for some extra time (+4 *Action Points*), but cards will not give bonuses in the *Belt* or *Backpack*.
- If equipment is placed on the *Body*, some equipment might **modify the** *Initiative Points* **(IP)** of the character. For the starting equipment this is the case for the characters *Warrior, Ranger, Huntress* and *Scoundrel*. Add or subtract 1 point of their IP on the character sheet.
- Movement actions and the *Range* of any attack is always counted in **orthogonal squares**, never diagonally. For example, a weapon with a range of 2 could also attack diagonally.
- *Line of sight* exists, if you can draw a line from **one part of your square to any part of the target square**. Walls block the *Line of Sight*. It is possible to attack enemies through other characters or enemies by default.
- There are 3 different types of attack: *Melee* (swords icon), *Ranged* (bow icon) and *Magic* (hand icon). There is no real difference in the attack types except that a few monsters are immune to some of the types or defend better against different types.
- Use *Defense* to defend against both *Melee* and *Ranged* combat.
- Use *Psi Resistance* to defend against *Magic Attacks*.
- ⚔3D+2 For any attack or defense, you roll the number of dice next to the attack or defense noted before the D and add the modifier after the D (if any) – in this example *roll 3 dice and add 2*. This game only uses ten-sided dice (d10) for all rolls.
- Rolling a **0 counts as 10** and this die can be **re-rolled**.

- Rolling 10 points higher than a defender is considered a **critical success** and will add 1 additional point of damage per critical success (every 10 points).
- Rolling at least *two ones* with any number of dice is a *Fumble* and will damage the item being used for attack or defense. A *Fumble* will always be considered a failure and at least one critical success for the attacker.
- 🩸 If an attack was successful, deal the amount of damage marked with the blood drop.
- 🎲 Some spells use *Target Numbers* **(TN)**. Use the character's values of the **two attributes** mentioned on the card and **add 2D** to reach the *Target Number*. The spell is successful if the TN is reached.

EQUIPMENT CARD ANATOMY

1. Title
2. Enchanted/*Magic Item* Status
3. *Range* of weapons and spells (optional icon)
4. *Psi Point* cost (optional icon)
5. Set name or weapon category
6. Description and special abilities
7. *Body Zone* for equipping the card
8. *Action Point* cost
9. Attribute requirements
10. Values of the item (attack including type, defense, damage, bonuses, ...)
11. *Gold* value (1, 2 or 3 coins)

PREPARING THE GAME

- Shuffle all *Loot Cards* and divide them somewhat evenly into 3 face-down decks at one side of the table.
- Shuffle all *Monster Cards* and place them as one face down deck on another side of the table.
- Place the *Monster Level 1* cards on the table as a face up deck. At the beginning, only the Level 1 cards will be used, shuffling not needed.
- Take the *Room Tiles* and search for the following rooms: **A-1, A-3, B-1, B-5, C-3, E-2**. Place the remaining *Room Tiles* back into the box.
- Place the room tile **A-1** (the room with stairs) facing up in the middle of the table (or slightly to one side) as the starting room tile.
- Place the other acquired room tiles into a **hidden deck** in the **following order**: E-2 (face down as the lowest room tile), B-5, C-3, A-3 and B-1 as the last one on top. This forms the *Scenario Deck*. Most scenarios will ask you to prepare this in a similar way, though many times, it will be more random than this one. The following picture shows the order in revealed form:

- Place the *Initiative Board* near one player who takes the responsibility to track the *Action Points* for each character. Choose the side you like better. Place the *Doom Counter* on the top left space with the **red monster head**. Place the *Round Counter* on **the gray 0** (face up with the hourglass) and the *XP-Marker* on **0 XP**. Additionally, place the following player *Initiative Markers* near the board: *red*, *purple*, *green* and *blue*.

- Every player chooses one of the following standard characters (take the appropriate *Character Card*, *Character Mat* and the matching *Figurine*), then add the mentioned base color to the figurine: *Warrior* (red), *Mage* (blue), *Huntress* (green) and *Adventurer* (purple). Every player also receives a *Character Sheet*. The players also take the dice in their color, the white dice can be shared and the black dice are often used for the monsters (though you can also mix them or add other d10 to the game).
- Every player takes the standard items for their character. Check the *Character Card* for each character, where the standard items are noted.
- Every player draws **4 additional random Loot Cards**. The players can openly show these cards, exchange cards or hand them all to one player. It doesn't matter how many cards each character has, as long as a group of four heroes does not exceed 24 cards (2 *Standard Items* plus 4 random cards) at the beginning of the quest.
- Place the dungeon *Loot Markers*, the *Monster Markers*, the *Damaged-/Poison-Markers* and the *Hit Point-/Armor Rating-Markers* on the table. The rest of the markers can stay in the box for now.
- Place the following monster figurines on the table: *Zombies*, *Skeletons* and *Gargoyles*. As part of this guide we will also draw some random monsters later, so the rest of the monsters should still be within reach.
- The rest of the content stays in the box for now, but especially markers should be within reach.

Setup for a regular game is similar. If you keep the loot and monster decks shuffled and the rest of the content organized, you can select a scenario, read the instructions and almost play the game out of the box.

TABLE SETUP

1. Initiative Board
2. Initiative / Doom Marker
3. Round / XP Marker
4. Room Tile Deck
5. Character Sheets
6. Start Tile (A-1)
7. 3 Loot Decks
8. Loot shop cards
9. Monster Deck
10. Monster Level 1
11. Sorted Markers
12. (Standard) Character Items
13. Monster Figurines, AR/HP-Markers, Monster-Markers
14. Character Figurines
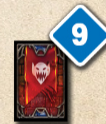
CHARACTERS

PREPARING A CHARACTER

Put the *Character Mat* for your character in front of you. Place the *Standard Item Cards* for your character on the appropriate spaces, for example the *Warriors Tri-Anon Armor* on the *Torso* space and the *Combat Hammer* in the middle of the two *Hands.* Keep the 4 random *Loot Cards* at the side for now.

Place the *Character Sheet* to the right at the designated space of the *Character Mat.* Take your *Character Card* and copy the 6 attributes to your *Character Sheet* (**STR**ength, **CON**stitution, **AGI**lity, **PER**ception, **WIS**dom, **PSI**). Also write down the character or player name. Never delve into a dungeon with unnamed characters — unnamed heroes typically die first!

Name:	*Warren Warrior*	XP:

STR	CON	AGI	PER	WIS	PSI
13	13	9	9	5	1

Now you have to fill the second row of your character sheet, the *Calculated Values.* Simply sum up each two of the connected attributes and then **divide them by two** (calculating the arithmetic average). Always **round down**. The *Warrior* should now have the values 13, 9, 3 for *Hit Points* (HP), *Initiative Points* (IP) and *Psi Points* (PP).

13	9	3

EQUIPMENT MODIFIERS

A calculated value might be further modified by item cards. In the case of the *Warrior*, have a look at the *Tri-Anon Armor* and the IP-icon: This shows that the IP are modified with −1 as long as the armor is equipped on the *Body* zone. Write this modifier into the next row on the character sheet and note down the final values into the last row.

13	9	3
	−1	
HP 13	IP 8	PP 3

CURRENT VALUES

Now take the *Character Sheet Tokens* and put them onto the appropriate spots of the green numbered area. For the *Warrior* we will put the HP token on 13, the IP token on 8 and the PP token on 3. Place the XP token on 0.

29	28	27	26	25	24	23	22	21	20
10	11	12	♥	14	15	16	17	18	19
9	⚑	7	6	5	4	✳	2	1	★
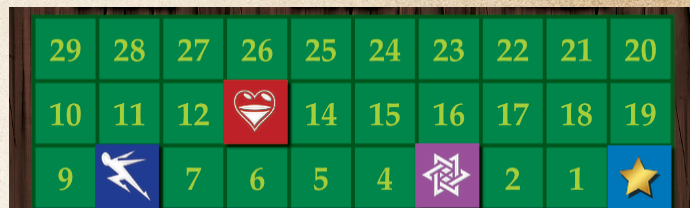
RANDOM LOOT CARDS

Now have a look at the random *Loot Cards.* You can only equip items if you fulfill the attribute requirements.

If you have drawn any traps, simply discard these and draw a new card for each trap. Feel free to put all cards that your character cannot equip into the middle of the table and exchange cards with other characters that can use them. Keep the rest of the *Loot Cards* that cannot be equipped yet in the *Belt* or the *Backpack* (can be used as gold later). Recommendation: Only use the *Belt* or *Backpack* if really needed, as taking things out of there costs the character precious *Action Points* later. Keep potions equipped on the *Body* zone to have them ready at any time. All of the above information can be found on the *Pages 11-13* of the *Book of Rules.*

GAME PHASES

THE INITIATIVE BOARD

Look at the *Initiative Board* and check the *Game Phases* table. Every round follows these steps, from *Phase A* to *Phase I*. You won't need all of the phases in every round and might be able to skip some.

A: ROUND MARKER +1

Move the *Round Marker* to the field 1 on the *Initiative Board*. The *Round Marker* simply counts the rounds you have played. This might be needed in some scenarios or to know when characters level up in *Single Scenarios*.

B: NEW SHOP ITEMS

Deal 3 *Loot Cards* (one from each deck) at the beginning of the round and put these publicly visible in front of the 3 loot decks (these cards will be available to buy later at the end of the round, so just ignore them for now).

C: ROLL FOR INITIATIVE

Each player rolls 2 dice and adds their characters current IP value (check the current value on the *Character Sheet*). For the moment, we will ignore *Fumbles* (rolled two ones) and simply add all numbers together. If a 0 was rolled, this counts as a ten, which will be added to the total and the die is re-rolled. **Set each players colored *Initiative Marker*** to the corresponding value on the *Initiative Board* now.

Example: If a 5 and a 6 were rolled, the *Warrior* (red, 8 IP) now has 19 AP.

Place all character figurines on the 6 squares on the stairs of *Room Tile* **A-1** (should already be placed in the middle of the table). Simply place all figurines in order from the fastest character (highest AP) on square *I.* to the slowest character (lowest AP) on square *IV*. In addition, place 2 *Loot Markers* on the squares with the gold coins.

D: ACTION PHASE

The action phase is the longest phase of each round. Within this phase, all movement, attacks and other actions are handled, until **all characters** have exhausted their *Action Points* for this round and **all monsters** have been activated within the same phase.

Always check which character or monster has the highest number of *Action Points* **at the moment**. Currently, this is the green *Initiative Marker* with 25 AP for the *Huntress*. This means, the *Huntress* can now specify and execute any available action. We will concentrate on *Walking*, *Searching Treasures* and exploring by opening a door (*Reveal a Room Tile*) for now.

Every action that is executed is **immediately removed** from the current *Action Points*. After the action is done, check again which character or monster now has the highest number of *Action Points*.

Walking

To move the *Huntress* onto the nearest *Treasure Marker* she needs to cross 5 squares. That will cost 5 AP for movement: 1 AP per square. Movement is always counted on **adjacent squares**, moving **diagonally is not allowed**. Movement through other characters is allowed and does not cost any extra points.

Now move all characters around the room, onto treasure squares or near the doors, but **not** into a doorway for now. Subtract all the *Action Points* for every square moved, until the green *Initiative Marker* is the highest again.

Search Treasures

As soon as the *Huntress* can act again, she can search for treasures on the square with a *Loot Marker*. There are two options when searching for treasure: Draw 1 *Loot Card* for 1 *Action Point* or 2 *Loot Cards* for 5 *Action Points*. With the second option, searching is slower, but safer. The player needs to discard one of the cards, choosing the better one. If only one card is drawn, the card has to be used, even if it contains a trap. Remove the *Loot Marker* as soon as the square has been searched.

Search the two *Loot Markers* with different characters, each using 5 AP. Discard one of the two cards drawn and keep the other one or directly throw it to another character if it can be used by someone else.

Exploring

The character with the highest initiative now should open a door, revealing a new room tile. Opening a door does not cost any action points, but stops the current action. The character walks onto one of the squares with a door and declares to open the door. To indicate we have opened a door, flip the *Round Counter* C to the other side.

The player then reveals the uppermost *Room Tile* from the deck and places it next to the door that has just been opened. The *Room Tile* **B-1** only has one door, so it can only be placed in one way, connecting the two doors.

Most room tiles show monster icons in different colors. In our case, we use 4 characters, so all **white** 🛡 and **green** 🛡 monster squares will be used. In this case we will use the two white monster squares and ignore the red square (see *Book of Rules Page 28/29*). For every active monster square, you would normally draw a card from the *Monster Cards*. However, for the moment we will make things easy and simply put a *Zombie* on each of the white squares.

Additionally, place a *Loot Marker* on each square with coins. The *Purple Rune* can be ignored at the moment (runes are only used for special scenarios or some traps).

Also retrieve the *Zombie* card from the *Level I* deck. *Zombies* only have 1 *Hit Point*, no *Armor Rating* and will be activated rather late in the round when 3 *Action Points* are reached.

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

Move all characters into the room and as close to the *Zombies* as needed for attacking them. Check the *Range* icon ⑤ on your currently equipped weapons (see also *Page 3, number 3* on the *Card Anatomy*). The range number shows how many squares the target of the attack can be away from the character.

As soon as all characters have entered the room, we will learn about the combat on the next page.

Attack

To attack a monster, pay the *Action Point* ⑯ cost (see also *Page 3, number 8* on the *Card Anatomy*) of the equipped weapon or spell immediately. Attacking is always possible, **even if a character has a lower amount** of *Action Points* left.

If this is the case, simply move the *Initiative Marker* to 0, at which the character cannot act for this round anymore. In case of *Magic Attacks* or weapons using special features, you also have to pay the specified amount of *Psi* ② *Points* (see also *Page 3*, *number 4* on the *Card Anatomy*).

Roll the weapons attack dice ⚔ 🏹 ✋ (see also *Page 3*, *number 10* on the *Card Anatomy*). For example, the *Combat Hammer* of the *Warrior* will roll 2 dice and add 3 to the result. **Remember**: If you roll a 0, add ten to the result and re-roll the die.

The resulting number will be compared to the *Zombies* defense roll. If the attack is higher or the same as the defense, the *Zombie* is defeated, as it only has 1 *Hit Point*.

For every defeated monster, **add 1 XP on the *Group XP track*** of the *Initiative Board*. In addition, the player defeating the monster will **draw 1 *Loot Card***.

Repeat attacks until both *Zombies* are defeated and use any remaining *Action Points* to move out of the room or loot the remaining treasure squares if possible.

For a full explanation of all possible actions within *Phase D*, see the chapter *Action Phase, Page 22* in the *Book of Rules*.

It's a trap!

All *Loot Cards* for defeating any number of monsters have to be drawn directly after the successful attack. When drawing *Loot Cards*, the character might also encounter a **trap event**. Traps might affect only this character or a larger area including other characters. The *Chainstorm Trap* (see left) for example is affecting an area of all characters within range 3 from any character already hit by the trap. This could affect the whole group and each character has to make a saving roll. To do this, make a check against a *Target Number* of **28+[3×ML]**. *ML* refers to the current *Monster Level*, in this case a value of 1. This results in a *Target Number* of 31. The check has to be made using 2 attributes, in this case **WIS** and **PER** and **2D** (see the card description for every trap). Roll 2 dice, add everything together and add both WIS and PER to the result. If the target has been reached, the character avoided the trap, otherwise the bad things described on the card will happen. In this example, the *Chainstorm Trap* will inflict 5 points of lightning damage.

E: POISON

The poison phase is only needed if a **character or monster is poisoned**. This should not be the case at the moment. You can read more about *Phase E* on *Page 19* of the *Book of Rules*.

F: SPECIAL ACTIONS

This phase is only used if special monster modifiers or abilities, traps or special scenario effects are active. As all *Zombies* should be defeated by now, this phase can be skipped, too.

G: DOOM COUNTER

In every *Phase G*, the *Doom Counter* 🚩 is moved down at least one field on the *Initiative Board*. The *Doom Counter* can **activate existing or additional monsters** and tracks, when the **monsters level up**.

Move the *Doom Counter* one field **for every *Room Tile* occupied by any number of characters**. If a door has been opened (which we did), flip the *Round Counter* back to the normal side. If **no door has been opened**, the *Doom Counter* would move down one additional field. **Move the *Doom Counter* onto 40 if all characters occupy one *Room Tile* and onto 39 if they occupy both *Room Tiles*.**

For a full explanation of the *Doom Counter*, see *Page 19* of the *Book of Rules*.

H: LEVEL UP

The level up phase allows to convert collected *Group XP* to player XP, which in turn can be invested into attributes. This will become relevant as soon as 4 XP or any multiples of 4 have been collected (a number same to the number of players or characters used). For a full description on how to *Level Up*, see *Page 40* of the *Book of Rules*.

I: BUY SHOP ITEMS

Remember *Phase B*, where you've drawn the **3 shop cards**? You can now **buy any** number of these cards, or simply **discard them**. To buy a card, simply put a card from your equipment (from *Body*, *Belt* or *Backpack*) with the same amount of gold (see also *Page 3*, *number 11* on the *Card Anatomy*) on the discard pile and take the shop card. Characters can join items to get enough gold and one of the characters can take the item. **Traps** have to be bought and will then be discarded, otherwise they block this shop slot until bought. See *Page 21* in the *Book of Rules* for more information.

REPEAT

Repeat the phases A, B and C. As soon as you have marked all character *Action Points* on the *Initiative Board*, open another door and reveal the next room.

Place **A-3** with the door next to the opened door. This time we will place a *Skeleton* and a *Gargoyle* on the white and green monster squares. Also place the *Loot Markers*.

Monster stats

Reveal the two level cards for both the *Gargoyle* and the *Skeleton*. This time, we will also check the text on the level cards, which reveals a **special ability** for both of them. The **flight ability** of the *Gargoyle* is not important on the current *Room Tiles*, but the *Skeleton* **cannot be attacked with Ranged Weapons**.

The *Skeleton* also has **2 *Hit Points***. As the figurine itself can be considered representing the first *Hit Point*, it is recommended to just add another *Hit Point* next to the *Skeleton*, so every player can see that this monster is harder to kill than the others. As an alternative, you can also mark all *Hit Points* for the *Skeleton* on the appropriate level card if that suits you more. With multiple monsters of the same type, use the *Monster Markers* according to the color of the monster figurine to mark the values next to the level card. You can also use *Monster Markers* on the *Initiative Board* as a reminder on their *Action Point* value, to easily see which monsters are active (10 for the *Gargoyle*, 8 for the *Skeleton*).

The *Gargoyle* has 1 point of *Armor Rating*. This means, you need to either **deal 2 points of damage** (for example with the *Combat Hammer* of the *Warrior*) or you need to inflict *Water Damage* to ignore the armor. Most likely, no character has a water attack yet. If a character only owns items dealing 1 point of damage, there is still a chance to inflict **extra damage with a critical roll**: If you have an attack result 10 points higher than the defender, this will also be able to damage or defeat the monster.

Try to defeat both monsters. If all characters are at 10 *Action Points* or below, read the text below.

CHARACTERS FIRST

If you already defeated the *Gargoyle*, let's spawn another one directly at 10 *Action Points* just to explain the next steps. If any character *Initiative Marker* is exactly on 10, they are allowed to **act before monsters**. However, we assume any attack on this new *Gargoyle* failed (or the existing one, if it is not defeated yet).

Monster attack

As all characters are now below the 10 *Action Points* of the *Gargoyle*, it will now be activated. If no character should be adjacent to the *Gargoyle*, it will **move to the closest character** in range 1 and **attack within the same action** (Characters are not allowed to do this — they only can either move or attack within one action). The *Gargoyle* attacks with 2D+4 and a player rolls for the monster. Roll a 🛡 *Defense* for the attacked character. If no item with a defense value is equipped, use the *Dodge* ability on the *Character Sheet*. Let's assume the Gargoyle lands a hit. This results in 2 points of damage, more specifically 2 points of *Earth* damage (indicated on the *Gargoyle* level card next to the blood drop). If the character has an item with *Armor* 🛡 equipped, it can be used now to prevent the damage. Next to the armor rating on most armor items, there should be an element symbol, too. The *Tri-Anon Armor* of the *Warrior* for example is sensitive to *Water* and cannot be used against water attacks. As the *Gargoyle* attacks with *Earth* damage, the *Water* armor can be used to block up to 4 damage in one hit. **Place a *Damaged-Marker* on the armor** item used against damage. This armor is now unusable against damage until it is **repaired using the Action Points** given on the armor card. Armor is always completely damaged; it is not possible to just damage part of the armor. It is also not allowed to use multiple armor items against one damage, always use one item per damage. Armor bonuses (in this case the penalty on *Initiative Points*) are still active as long as the item stays equipped.

Now try to defeat any remaining monsters or let them attack when their *Action Points* are reached, collect *Loot Markers* and move out of the room if possible. If *Phase D* is finished and you reach *Phase G*, continue below.

EXTRA MONSTER ACTIVATION

Phase G moves down the *Doom Counter* at least another field to 39. If the characters are occupying two *Room Tiles* now (or in the last round), the *Doom Counter* will now be at least on 38 (if not, simply move the *Doom Counter* down to 38 now). On 38 you can see the text ***+1 Extra Activation***, which will result in all existing monsters on the *Room Tiles* getting an additional activation within *Phase G*. If no monsters (or not enough) are present, they are **refilled to [PlayerCount ÷ 2] monsters**, in this case two monsters (PlayerCount always refers to the number of characters

and assumes that each player uses one character). To refill monsters we will now finally use the *Monster Cards* deck (the default way for any new monsters). If both monsters are still alive, remove the *Gargoyle* now.

Simply draw 1 *Monster Card* for every monster that is missing (up to two, depending on how many are still available), pick up the appropriate *Level Card* and put the figurine next to the entry of the dungeon at the stairs. If you draw a *Monster Modifier*, put it to the side for now and keep it for later.

Attack of monsters

All monsters will now be activated based on their *Action Points*. You can use the order on the *Initiative Board*, which is the same as on the *Level Cards*. All monsters, even the ones outside the dungeon, simply walk the shortest route to the closest character and directly attack if they are in range. Monsters with a *Ranged* or *Magic Attack* will **only move as far as they need to** before their attack. Roll the attack for all monsters and defend as usual with the characters. If the monster **uses a *Magic Attack*, defend using *Psi Resistance*** (on character sheet or on a spell card) instead of *Defense*. The characters are **not allowed to act** within this phase, only the monsters are activated.

Finish the remaining phases. In *Phase H*, if you have 4 *Group XP* collected, each character can now **increase 1 attribute by 1 point**. Afterwards, complete all phases until the next *Phase D*.

LARGE ROOMS

Defeat the monsters, collect more *Loot Markers* and open the last door on A-1. The next *Room Tile* (**C-3**) has only one door, but two larger open sides. This is a special *Room Tile*, an open room. *Room Tiles* always **must** be placed door-to-door if possible. As long as a placed room still has an open side, the players still need to draw additional *Room Tiles* until all **open sides are closed**. Reveal **B-5**, another open room, which **must** be placed using its own open side to connect on one of the open sides to C-3. This creates a *Large Room*. The last room tile drawn is **E-2** and placed in any orientation connecting the tile to C-3. All doors connecting to C-3 are now considered open.

Place *Loot Markers* in all new rooms on coins. Now draw 4 monsters (for white monster squares) from the monster deck. If you had a *Monster Modifier* earlier, use it now as the first monster card. If

no modifier is drawn, ignore the last monster card until you draw at least one modifier.

MONSTER MODIFIERS

Drawing a modifier means that this monster has some additional ability. Monsters can have no modifier or multiple ones – draw more *Monster Cards* until you receive the next normal card! Most modifiers add more XP or *Loot Cards* when the monster is defeated.

FUMBLES

If at any time a player rolls at least **two dice showing a one** (using any number of dice), this is considered a *Fumble*. A fumble always adds one additional critical result, probably adding **more damage to the attack**. In addition, **the item** used for this *Attack* or *Defense* roll **is damaged** (put a *Damaged Marker* on the card) and needs to be repaired before it can be used again. Monsters rolling a *Fumble* are only affected on *Defense* rolls (receiving more damage), not on their attack. They simply missed, nothing is damaged. *Fumbling* **an initiative** roll will automatically make the character unconscious for this round and the *Doom Counter* is moved one additional field within *Phase C*. This might trigger another *Extra Activation* or *Level Up*!

NEGATIVE HP / PP

Once a character has negative *Hit Points* or *Psi Points*, that character must use **one die less than usual for the initiative roll**. In addition, subtract the negative points from the initiative too, but only the lower value of both.

Any character that does not reach **at least 1 action point** on the initiative roll at the beginning of the round is rendered **unconscious** (again: move the *Doom Counter*, which might trigger monsters in *Phase C*). Unconscious characters **cannot act this round**, but are ignored by monsters and traps. Any character reaching -20 *Hit Points* or -20 *Psi Points* will instantly die and the current scenario will end.

See *Page 38* and *39* in the *Book of Rules* for more information.

TIPS

It takes some time to learn all the special abilities and monster modifications. All information is on the cards, but knowing what a monster will do and what their abilities or modifiers will do can help you in anticipating their moves and using it against them. Some more tips:

- **Open a door** each round if possible
- **Don't split the group** if possible!
- **Do not rush**, but keep going
- **Help each other**! Exchange items and equip what is best for the characters – you are playing together and sometimes an item might help another character more than your own. Especially if you cannot equip it!

QUICK START GUIDE

Unpack the game and learn the basics.

Set up your very first game and learn to play with four characters. This guide will show you the basic steps to play Dungeons of Doria in a fictional pre-defined scenario.

Joining a game with an experienced player? This book also contains one page with important rules that every player should check out before starting a new game!