



DUNGEONS OF DORIA

The logo for 'Dungeons of Doria' is set within a dark, metallic frame with ornate, pointed corners. The text 'DUNGEONS' is on the top line, 'OF' is in the middle, and 'DORIA' is on the bottom line. The letters are a weathered, grey metal. Two gold coins with a sunburst design are integrated into the text: one between 'DUNGEONS' and 'OF', and another between 'OF' and 'DORIA'.

Components & Quick Start Guide

The subtitle 'Components & Quick Start Guide' is written in a large, bold, yellow gothic-style font with a slight 3D effect. It is centered on the lower half of the cover.

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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 **ST**rength 8 and **AG**ility 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)

GAME CONTENT

COMPONENT LIST

1 Quick-Start Guide, 1 Book of Rules
1 Room Events Book
1 Single Scenarios Book
4 Campaign Books (Invasion of the Greenskins, Grim Reaper, Power of the Elements, The Book of Destiny)
48 Room Tiles
510 Loot Cards
60 Door Event Cards
24 Standard Items, 16 Campaign Items
160 Monster Cards
76 Monster Level Cards, 20 Boss Monster Cards
6 Rule Reference Cards
8 Character Cards
20 ten-sided dice (D10)
1 Initiative Board
8 Character Mats
2 Pads with multiple sheets (Character Sheets and Campaign Overview Sheets)

8 character punchouts and standees in 7 colors (1 each in blue, green, red, orange, yellow, purple, 5 in transparent).
43 monster punchouts (and transparent standees):
5 *Goblins* (black, blue, green, brown, purple), 5 *Zombies* (black, blue, green, brown, purple), 3 *Slimecrawlers* (black, brown, purple), 3 *Archers* (black, blue, green), 3 *Poltergeists* (black, brown, purple), 2 *Orcs* (black, blue), 2 *Mummies* (black, green), 2 *Skeletons* (black, brown), 2 *Gargoyles* (black, purple), 2 *Ghouls* (black, blue), 2 *Mercenaries* (black, blue), 2 *Shamans* (black, green), 1 *Vampire* (black), 1 *Black Knight* (black), 1 *Ogre* (black), 1 *Troll* (black), 1 *Spear Thrower* (black), 1 *Dark Mage* (black), 1 *Golem* (black), 2 *Dragons* (black), 1 *Female Zombie* (black).

Tokens:

24 small Hit Point-, Psi Point-, Initiative-, XP-Markers
2 XP Marker, 1 Round Marker, 1 Doom Counter
6 Initiative Markers (6 in blue, green, red, orange, yellow, purple)
25 Monster Markers (blue, green, brown, purple, black)
34 Damaged-/Poison-Markers
71 Armor-Bonus/Weapon-Status Markers
38 Hit Point- and Armor Rating Markers
7 Immobilized Markers
72 square Dungeon Markers (double-sided with some fire, *Rubble*, *Ice*, *Air* on the reverse side: 28 *Loot*-, 9 *Hole*-, 9 *Blocked-Door*-, 9 *Secret-Door*-, 9 *Rubble*-Markers, 8 *Rune*-Markers in 4 colors).

COMPONENT OVERVIEW

Room Tiles

The 48 *Room Tile* cards are the game board of *Dungeons of Doria*. Each *Room Tile* is 5x5 squares and consists of corridors, rooms, monsters or treasures. The *Room Tiles* are placed adjacent to each other while playing the game and will form a continuous dungeon.



Monster Cards

This deck of 160 mini cards contains the random monster encounters and modifications for monsters.



Loot Cards

There are 510 of these mini cards, shuffled and divided into three stacks of 170 cards each. *Loot Cards* contain equipment like ranged and melee weapons, spells, armor and potions, but also traps and events.



Monster-Level Cards

These 76 cards describe the monsters, their special abilities and their stats in detail. The cards are divided into 19 cards each from level 1 to level 4 (the level can be identified on the front and back side). The game also includes 20 *Boss Monster* cards (incl. 4 blanks) to play random scenarios.



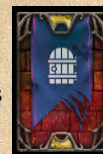
Standard and Campaign Item Cards

The 24 *Standard Item* (blue) cards should be used as standard equipment for the premade characters or for custom characters. The 16 *Campaign Item* (red) cards are special artifacts that can be found during the course of the included campaigns. Use these only when a campaign tells you to use them.



Door Event Cards

These 60 cards can be used as optional events when exploring the dungeon.



Character Cards and Rules References

The 8 *Character Cards* can be used to randomly pick a character if not manually chosen by players. All character cards also include the default attribute values of each premade character and their *Standard Equipment*.



The *Rule Reference Cards* contain the game phases, standard actions a character can use, and how monsters are moving and attacking. These cards can be distributed to players while they are still learning the game.

Character Mats & Character Sheets



On the character mats you can place all equipment cards for the character in use. 8 different character mats matching each of the character figurines are available.

The *Character Sheets* allow to write down the current values of all base attributes, *Hit*,

Initiative- and *Psi-Points* as well as equipment modifiers. The current *Experience Points* and *Hero Level* rewards can also be marked. Use the front with the *Character Sheet Tokens* or the back to note all current values in written form.



Character Sheet Tokens

Use the square *Initiative*, *Hit Point*, *Psi Point* and *XP* markers to track the current number of these values on the *Character Sheets*.



Ten-sided dice (D10)

The game includes 20 ten-sided dice. These are used for rolling initiative, attack, defense and checks against *Target Numbers*. There are 4 black, 4 white, and 2 dice in each player color. The black ones are usually used for the monsters and the white ones are shared by the players, but feel free to divide them however you like. Or include your own D10!



Initiative Board

The *Initiative Board* shows whose turn is next, players or monster. In addition, it contains the *Doom Counter*, which indicates when the monsters level up, the *Round Counter* for the number of rounds played (important for some scenarios), and, to the side, the *Game Phases* and the *XP Counter* for the whole group of characters. Flip the board for an alternate layout.



Doom Counter

The *Doom Counter* with the red monster head shows the current location on the *Initiative Board*. The counter moves in circles between the fields 40 and 30 and is initially placed in the top left corner on the red monster head.



Round and XP Marker



The *Round Marker* with the red hourglass counts the number of rounds played on the *Initiative Board* and is initially placed on the field 0. The round marker can be flipped to the other side showing a door. Use this side to track if a door has been opened. The blue *XP Marker* is used to keep track of the *Group XP* on the *Initiative Board* and is initially placed on 0 XP. The second *XP Marker* can be used to track the *Game Phases*.



Initiative Markers



The game includes 6 *Initiative Markers* in the player colors (blue, green, yellow, orange, red and purple). These markers are placed on the *Initiative Board* and indicate the available *Action Points* for each player in the current round.

Character Punchouts

For each of the 8 standard characters there is a matching hero punchout. These are used to show on which square of a *Room Tile* the corresponding character is located. There are 6 colored bases available for the 8 characters to match the chosen player color of the *Initiative Markers* and 2 spare transparent bases for the remaining characters.



Monster Punchouts

The 43 monster punchouts are used to position the various monsters on the *Room Tiles*. Each monster standee should receive a transparent base. No colored bases are needed for the monsters, every monster has a colored and numbered bar with its name underneath the illustration. This allows to reference monsters by color or number, even if multiple monsters of the same type are present.



Monster Markers

These 25 colored markers with a monster head (5 each in blue, green, yellow, purple and black) are used as special references on the *Initiative Board* (for example if a monster is faster than usual or for scenarios) or to mark monster modifications with the monster color.



Damaged Markers / Poison Markers

These double sided tokens can be placed on the *Character Sheet* or directly on equipment.

Every time armor is used against damage, it is damaged and assigned one of the yellow *Damaged Markers*. They can also be placed on weapons or spells that were damaged during an attack or defense.

The green *Poison Markers* are placed on the *Character Sheet* or a monster card when poisoned. At the end of each turn, a *Target Number* check for all *Poison Markers* is performed and the amount of *Poison Markers* might be changed.



Armor Bonus and Weapon Status Markers

There are 71 markers to either show a special *Weapon Status* (like elemental conditions), an *Armor Bonus* (for example +3 on melee attacks) or a general hero *Level Bonus*. Weapons may gain an elemental status, be poisoned, or equipment may change the magical status. Some spells may give the character extra damage or a better attack. Characters might also equip an item that entitles them to a special bonus. These status or bonus markers can then be placed on the equipment or somewhere on the *Character Sheet* as a reminder.



Immobilized Markers

7 small markers to mark a monster or character that is affected by the immobile status (no movement possible).



Hit Point / Armor Rating Markers

These double-sided tokens can be used for the monster *Hit Points* (red) and the monster *Armor Rating* (yellow). The markers can be placed next to the monster figurines, on their bases or next to the game board on the *Monster Level Cards* as soon as the monster is placed. This way, each player can immediately see how



difficult each monster is to overcome – the more markers a monster has, the tougher it is to defeat. Use *Monster Markers* to differentiate between multiple monsters of the same type.

Loot Markers

These markers are placed on the *Room Tiles* to mark any treasure squares that have not yet been searched.



Hole Markers

Hole Markers are needed for some *Traps* and mark a pit on this square, where characters might need to jump across.



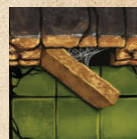
Blocked Door Markers

The *Blocked Door* markers are used for *Traps* or scenarios in which doors need to be locked. *Blocked Doors* can be placed on any door field (any opening that is one square wide) on either side of the door.



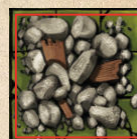
Secret Door Markers

Secret Doors are used for hidden passages, some *Traps*, or if the dungeon should lead into a *Dead End*. *Secret Doors* are always placed in the middle of a wall if possible and in a way that all other squares are still accessible.



Rubble Markers

The *Rubble Markers* are needed for some *Traps* or certain scenarios and can be placed on any square on the *Room Tiles*.



Fire, Ice and Air Markers

These markers are located on the backside of the other markers and will only be used in special scenarios to mark an elemental status on squares of the *Room Tiles*.



Rune Markers

The rune markers come in 4 different colors and can be used to create special scenarios or mark specific points or targets in the dungeon. All rune markers show the same back side, so they can be shuffled and randomly drawn.



Campaign Overview Sheets

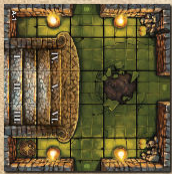
The campaign sheets are used to log important information between campaign scenarios. Use the backside for any additional information, like equipment kept for characters.



SETUP

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**. Shuffle the remaining *Room Tiles* and keep them as a deck.
- 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. Place this deck on top of the remaining shuffled *Room Tiles*. 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!



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).



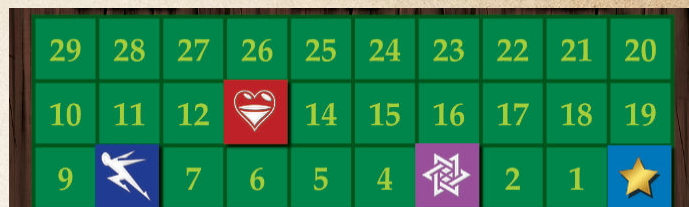
EQUIPMENT MODIFIERS

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.



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 and the PP token on 3. The IP token on 8 and the XP token on 0 are optional.



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 8-10* of the *Book of Rules*.



THE INITIATIVE BOARD

A: ROUND MARKER +1

B: NEW SHOP ITEMS

C: ROLL FOR INITIATIVE

A. Round Marker +1

B. New Shop Items

C. Roll for Initiative
Place Monster-Marker

D. Action Phase:
Walk / Jump
Attack / Spells
Exchange items
Repair items

E. Poison
CON+WS+2D
TX 2H+2+PP,ML

F. Special Actions
Mods, Traps, Zombies,
Other actions

G. Doom Counter:
+1 step for any Room
Tile with players
+1 step if no door
was opened
Effect immediately!

H. Level up:
Use XP, calculate
HP / IP / PP, Hero
Bonus in Single
Scenarios,
Regeneration

**I. Buy or Remove
Shop Items**

D: ACTION PHASE

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 Icon* and declares to open the door. To indicate we have opened a door, flip the *Round Counter* 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 25/26*). 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.

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

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 19* 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 $28+[3 \times ML]$. *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 16* 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 16* 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 38* 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 18* in the *Book of Rules* for more information.

Next Rounds

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 *Air Damage* to ignore the armor. Most likely, no character has an air 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*. If multiple monsters share the same initiative, use the letter next to their *Action Points* on the *Level Card* to determine order: A goes first, followed by B, and so on. 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 - indicated by the *Triangle Icon*. 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.



MOVING FORWARD

If at any time you roll two dice showing a one, refer to the below chapter on *Fumbles*. If a character should reach *Negative Hit Points* or *Psi-Points*, see the corresponding chapter below as well. If you feel familiar with the rules, **you can stop the *Quick Start Scenario* now** and try a full scenario. Many scenarios include special rules, tasks, or events triggered by specific *Room Tiles*, for example *As soon as A-4 is revealed*. A standard scenario usually includes a target room that must be revealed, and either a boss monster to defeat or another objective to fulfill, for example an *Attribute Check*.

If you want to continue playing this demo scenario, here are a few small rules to finalize this scenario:

Level Up

Whenever you reach *Phase H* and you have accumulated 4 *Group XP* (or a multiple thereof), your characters may **increase their attributes by 1 point**. If you have found new equipment that you almost meet the requirements for, you can upgrade your attributes now to use it. If you do not have any matching equipment, you can also keep the point(s) as personal XP and note them down on the top right of the *Character Sheet*.

Explore

Now it is time to explore a bit more. You do not know what is coming – the remaining *Room Tiles* are shuffled. It could be a single or a large room, and the monsters encountered will be completely random. Open **at least 2 more *Room Tiles*** to get to a total of **7 revealed *Room Tiles***.

End of the Scenario

On *Room Tile* number 7, find the colored *Rune* square (a glowing *Rune* in either *Green*, *Blue*, *Orange* or *Purple*). These *Runes* often serve as target squares or special monster spawn points.

In this sample scenario, you have to defeat a random *End Boss*. However, this *End Boss* needs to be summoned first. A character has to move **onto the *Rune* square or into range 1** and do a *Summon Action*.

Summon Action

To do this special action, the character has to make a successful attribute check using two of their attributes. In most cases, attribute checks also cost time. For this *Summon Action*, each attempt costs **12 Action Points**. Simply reduce the Action Points on the *Initiative Board* when starting the check. For this *Summon Action* use **Constitution and Wisdom (CON and WIS)**. Add both current values from the *Character Sheet* together **and roll 2D** to add on top. This is your attribute check result. Compare the result to the **Target Number (TN) of $28+[2 \times \text{Monster Level}]$** . The current *Monster Level* should be 1, so the **target is 30**. If the character **reached that number** or exceeded it, the **check is successful**. If the character reached 29 or lower, the check is unsuccessful and any character has to try again.

Most special actions are noted down like this in condensed form: "Make a *Summon Action* using **CON+WIS+2D** against a TN of **$28+[2 \times \text{ML}]$** (each attempt **12 AP**)."

Stats of the End Boss

Once a character successfully completes the *Summon Action*, reveal the **End Boss on the next revealed Rune square**. That means you have to reveal one final *Room Tile*, draw and place all monsters as usual and place the *End Boss* on the colored *Rune*. If this room should not have a *Rune*, simply place the *End Boss* in the middle of the room or as close as possible.

This *End Boss* will have **3 random modifiers** (simply draw *Monster Cards* until you have 3 modifiers, discarding all normal monsters) and **additional [PlayerCount] Hit Points**. Since we are playing with 4 characters, this *End Boss* will have **4 additional Hit Points** (in addition to the ones on the *Level Card* and any modifiers).

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 36* and *37* 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!
- **Sometimes, retreat is the wiser choice!** If a monster proves too difficult to defeat, consider exploring for treasure or engaging weaker enemies instead. You might discover the tools you need! Most campaign scenarios also allow you to leave and return later. If a scenario feels too challenging, it is perfectly acceptable to pause and revisit it at another time.



QUICK START GUIDE

Unpack the game and learn the basics.

This guide shows you how to set up Dungeons of Doria and play it in a predefined scenario with four characters.

Are you starting with a more experienced player? Then have a look at page 3 with the most important rules. There you will find everything a player should know before the game begins!