

The logo for 'Dungeons of Doria' is set within a dark, metallic frame with ornate, pointed corners. The text 'DUNGEONS' is in a large, weathered, serif font. The word 'OF' is smaller and positioned between 'DUNGEONS' and 'DORIA'. The word 'DORIA' is also in a large, weathered, serif font. Two gold coins with a sunburst design are integrated into the text: one replaces the 'O' in 'DUNGEONS' and the other replaces the 'O' in 'DORIA'.

DUNGEONS OF DORIA

SINGLE SCENARIOS

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SINGLE SCENARIOS

The following adventures are intended for **Single Scenario Mode**. That means you play them as a stand-alone adventure with newly created characters that are retired after the game session. If you want to play a multi-scenario campaign instead, you should use one of the included campaign books. You can create more scenarios on your own based on the examples from this book.

At least one player should read the scenario completely before the game starts, but as a minimum read the *End of Scenario* and the special *Scenario Rules*. The rest of the information (e.g. *As soon as A-1 is revealed*) can usually be read while playing. An ideal **number of players** is specified for all scenarios. Since some scenarios are difficult to play with 1-2 characters, each of you should play multiple characters in this case or choose a scenario also designed for 1 or 2 players.

There is **no specific order** or sequence of the scenarios. All of them have slightly different difficulty levels and vary in the time needed to play. Just take a look at all the scenarios and choose one that you find interesting. All scenarios have a **high replay value** due to the random dungeons and encounters. Also, try a scenario with more or less players, with different characters, or just play it again in the same combination!

The single scenarios described here are great for **showing the game to beginners** and getting them comfortable with the rules and flow of the game. It's worth playing a few of these adventures together before venturing into the larger campaigns. The single scenarios could also be played in campaign mode by simply stringing eight adventures together. However, you *may* find that the scenarios are not perfectly aligned, and later scenarios in such a campaign may be too easy or too difficult for your group. In this case, you should individually adjust the **Monster Points** a bit (more about this in the *Book of Rules*), so that the enemies are roughly on the same level as your characters.

THE TAVERN OF FARTHINGFIELD

 1-6

You sit together, have a quiet drink and something to eat when suddenly the innkeeper bursts out of the kitchen. He reports that there is a big hole in the cellar wall and multiple barrels are missing. You all rush into the cellar of the tavern and find multiple monsters there, which are just about to grab more barrels. The wall across from you shows a troll-shaped hole through which the monsters have evidently entered. Hurry up to catch the barrel thieves!

QUEST

Track down and find the *Troll* within a defined period of time, defeat him and return the barrels to the innkeeper.

SCENARIO SETUP

The room tiles **A-1**, **A-8**, **D-3** and **E-6** are retrieved from the deck. **A-8** is used as the start tile, **A-1** is not used in this scenario and is placed aside.

Setup of the scenario deck: **D-3** is placed face down as the bottom room tile and **3 random room tiles** are placed on top of it. **E-6** is placed on top and **3 additional random room tiles** are placed on top of it (8 room tiles total). All remaining room tiles are shuffled and placed under these 8 room tiles.



MONSTERS

Any *Trolls* drawn from the monster deck are ignored and an additional monster card is drawn.

SCENARIO RULES

Loud stomping can be heard in the far distance. If the bridge (**D-3**) is not revealed by the end of round **7+[6-PlayerCount]**, a loud rumbling can be heard and the bridge is destroyed. Place a *Monster Marker* on this round on the *Initiative Board*. The innkeeper's barrels will then be out of reach and the scenario is lost.

Starting tile A-8

First, the monsters are drawn and placed according to the normal rules. The characters then start on one side of the room (this side also counts as entrance and cannot be explored, player choice on the 5 squares at the door, 6 players additionally use the middle square of the second row).

As soon as D-3 is revealed

If the bridge is revealed by the end of the relevant round, the characters have caught up with the *Troll*. **No additional room tile** is placed on the other side of the bridge, it simply remains open. On the white monster square in the center, the *Troll* stands in a state of absolute rage that makes him invulnerable (current *Monster Level*, but with additional **[PlayerCount×2] Hit Points**). The *Troll* is about to deliver a blow in order to destroy the bridge.

Distraction

The characters must distract the *Troll* to prevent it from destroying the bridge. This requires a check against a target number of **CON+WIS+2D** against **20+[Round]** (6 AP, *Line of Sight* required). It takes **[PlayerCount] successes** in each round to distract the *Troll*. Critical successes count as an additional success, but critical failures and fumbles also reduce existing successes. Only if the appropriate number of successes have been achieved in **each round**, the *Troll* will be so confused that it will switch to a normal attack. Until the next *Phase F*, the *Troll* can then also be wounded. If the *Troll* is **not distracted** while activated, it will hit the bridge (and of course all characters within its range on the bridge). **3 strikes** of the *Troll* are all it takes to destroy the bridge – then the *Troll* disappears into the floods, the scenario is lost.

In case of an *Extra Activation*, the *Troll* will not attack the bridge but only the characters. If the *Troll* moves to the characters during an *Extra Activation* or while it is distracted, the next time it is not distracted and activated it will leap back to the white monster square on the bridge, even if the *Troll* was surrounded, shoving away anyone.

END OF SCENARIO

The scenario ends immediately if the bridge is destroyed or the *Troll* is defeated. On the other side of the bridge the barrels of the innkeeper can be found. The heroes can bring back the host's property and get free food and drinks as long as they last...

THE SEWERS OF SILVERTON

3-6

The sewers under Silvertown have been clogged for some time. One person tasked to clean the sewers already disappeared and has not returned. The residents offer you a handsome reward to fix the problem.

You enter the sewers and immediately notice that something is wrong. Monsters approach you, and this is more than a simple sewer – clearly monsters are gathering here to hide underneath Silvertown and prepare for an attack. And the water is somehow part of the plan...

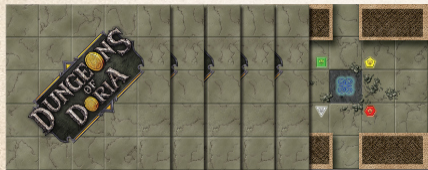
QUEST

Find the drain grates and remove the blockage to get rid of the monsters under Silvertown.

SCENARIO SETUP

The room tiles **A-1**, **D-1**, **D-4**, **D-5**, **D-7** and **D-8** are retrieved from the deck. **D-1** is used as the start tile (stairs as entrance), **A-1** is not used in this scenario and is set aside. **D-5**, **D-7** and **D-8** are set aside for later.

Setup of the scenario deck: **D-4** is placed face down as the bottom room tile and **5 random room tiles** are placed on top of it (6 room tiles total). All remaining room tiles are shuffled and placed under these 6 room tiles.



MONSTERS

As soon as room **D-4** is revealed, in each **Phase F** the monsters are refilled to **[PlayerCount÷2]** (rounded up). These additional monsters appear on free monster symbols in **D-4** closest to a character or directly next to them if the squares are occupied.

SCENARIO RULES

Starting tile D-1

Place the characters on the room tile as close as possible to the stairs (otherwise free choice of location). Then the monsters are drawn and placed according to the normal rules.

As soon as D-4 is revealed

The middle corridor of **D-4** (opposite the open side of the room) is placed at the door that has just been opened. If the following rooms cannot be placed as indicated, **D-4** will be connected with 5 secret doors to the door that has just been

opened. **D-7** is placed on the open side of the room. To the side with the green and yellow monster, **D-5** is placed with the blue rune at the door to **D-4**. To the last door, **D-8** is placed, with the red monster to the door of **D-4**. On the orange rune of **D-8**, a **Rubble-Marker** is placed that **cannot be cleared away** and blocks the path and **Line of Sight** like a wall.



Unclog the drain grates

To unclog the sewers, a character must stand on the **blue rune square** of **D-7** to open the drain grates in **D-5** and **D-8**. With **5 or 6 players**, the blue rune square of **D-4** must be occupied by a character as well. This character (or both characters) can leave the rune square at any time. However, since the grates do not stay open, another character must jam them **while they are open** (as long as the blue rune square is occupied). This can be achieved on the treasure squares of the grates in the respective room by a check using **STR+WIS+2D** against **[24+Round]** (12 AP, maximum value of the target number is 35). This is not done until **both grates are jammed** at the same time. If one should not be jammed, both grates close again as soon as the character on **D-7** (and **D-4**) **leaves the rune square** or becomes unconscious.

END OF SCENARIO

As soon as both grates are jammed, all monsters immediately flee and the scenario is over. The heroes receive the promised reward, which is exceedingly generous and can certainly sustain a lot of wine, food and shelter for quite some time.

THE MAGIC OF DOOM

1-6

You have been tasked by the King's wizard to find and destroy the doomsday formula in the library of the dungeon before you.

But be warned: an ancient curse lies on the dungeon and as soon as you have the formula in your possession, the dungeon will slowly but surely collapse. Destroy the formula quickly and escape!

QUEST

Find the formula in the library, then take it to the fire-pot, burn it and escape from the dungeon!

SCENARIO SETUP

The room tiles **A-1**, **B-3** and **D-6** are retrieved from the deck. **A-1** is used as the start tile. The doors to the left and right of the stairs are marked with *Blocked Doors* and cannot be opened.

Setup of the scenario deck: **D-6** is placed face down as the bottom room tile and **3 random room tiles** are placed on top of it. **B-3** is placed on top and **3 additional random room tiles** are placed on top of it (8 room tiles total). All remaining room tiles are shuffled and placed under these 8 room tiles.



MONSTERS

If a monster is hit by *Debris chunks*, it automatically is moved to the next free square in the direction of the characters without any damage. Monsters will go around *Rubble* if possible or remove it for 10 AP if there is no other way.

SCENARIO RULES

As soon as B-3 is revealed

The library contains the formula! Once the library is revealed, **no new doors can be opened** until the formula is found (all unopened doors are magically locked). To find the formula, a character must succeed in a check using **AGI+PER+2D** against **28+[Round]**, each attempt costs **15 AP**. The moment the parchment is found in the library, the entire dungeon slowly collapses: See *Debris chunks*!

Debris chunks

From now on, in each *Phase F*, debris comes down for each character on a room tile. To see where in the room *Rubble* comes down, each player rolls **2× [D÷2]** for their character (preferably differently colored dice, define before the roll which die is used for which axis) and looks on a 5x5 grid of their room tile where the rocks come down: The grid is aligned to the north (see *Compass* on A-1). A 1-1 would hit the corner in the southeast, 3-3 the center of the tile, and 5-5 the corner in the northwest.

On a square where debris came down, **4 points of damage** are dealt, all adjacent squares next to it get another **2 points of damage** and the diagonal squares another **1 point of damage** (armor may be used according to the usual rules). In addition, each chunk of debris is marked as *Rubble* directly on the square that was hit. On this square, there is no way to move away or pass it until the *Rubble* has been cleared away. If a square is hit multiple times by rubble, add another *Rubble* marker, all of them have to be cleared away before a character can move. This costs **10 AP** per pile of *Rubble*, alternatively a check with **STR+CON+2D** against **25+[Round]** is allowed. It then only costs **1 AP**, but for every failure the character receives **3 piercing damage**.

As soon as D-6 is revealed

Do not place a *Loot* marker on the treasure square. The doomsday formula can be burned in the **fire pot** on this treasure square using a magic ritual – the fire here is particularly good for burning magic parchments. For the ritual, **all characters** must be as close as possible on or around the fire pot. One character must make a check using **CON+WIS+2D** against **35** on a square adjacent to or on top of the fire pot (each attempt **10 AP**).

As soon as the parchment is successfully incinerated, **[PlayerCount] monsters** at the stairs are immediately activated and approach the characters.

END OF SCENARIO

The scenario will not be finished until all characters have left the dungeon via the entrance at the stairs. Characters can also re-enter to help other characters.

ANTI-WEREWOLF POTION

 3-6

*You were attacked by a werewolf in a forest. Needless to say,
each of you suffered a few scratches and bites before you were able to escape!
Now you need an antidote, and a druid has sent you to this dungeon to find the ingredient, a certain rose petal.
He also provided you with the recipe – but you don't have much time left...*

QUEST

Find the rose petal and the alchemist's workshop to brew the antidote before you all turn into werewolves forever.

SCENARIO SETUP

The room tiles **A-1**, **A-3** and **C-8** are retrieved from the deck. A-1 is used as the start tile.

Setup of the scenario deck: **A-3** is placed face down as the bottom room tile and **4 random room tiles** are placed on top of it. **C-8** is placed on top and **4 additional random room tiles** are placed on top of it (10 room tiles total). All remaining room tiles are shuffled and placed under these 10 room tiles.



MONSTERS

No special rules.

SCENARIO RULES

Within this scenario, it can happen that a character possibly transforms into a *Werewolf* before the antidote is available: If a player rolls **any double of two equal numbers** (even if more than two dice are rolled) **on the initiative** or would **become unconscious** in *Phase C*, this character immediately transforms into a *Werewolf* and then attacks the remaining characters (see *Stats of a Werewolf*). From **Round 8** on, the double numbers also count on any **attribute check** or **attack** – the transformation is then happening immediately! However, the defense is excluded from this rule.

To interrupt the transformation, [**Monster-Level**] **damage** (or more) can be inflicted on the *Werewolf* – but this damage is subtracted from the character's hit points! The *Werewolf* then transforms back into the character at the beginning of *Phase F*.

A character who is still a *Werewolf* in *Phase H* automatically regenerates 4 points, which he can freely distribute among HP and PP. If **all characters become werewolves** at the same time, the scenario is automatically lost.

As soon as C-8 is revealed

In this room, the characters must find an unscathed rose petal for **each character**. To do this, any character within the room must succeed on a check using **AGI+PER+2D** against a target of **32**, each attempt costing **10 AP**. Once the ingredients for all characters are collected, they must be brought to the alchemist's workshop.

As soon as A-3 is revealed

Only in this room, the antidote can be produced. One of the characters must successfully make a check with **PER+WIS+2D** against **32[+Round]** on the purple rune square (or within range 1 to it), **20 AP** per attempt. However, if the player fails, he immediately turns into a *Werewolf*. Once crafted, the antidote can be consumed for **15 AP** by any character in range 1 to the purple rune square. Characters that drank the antidote are healed and won't transform anymore.

Stats of a Werewolf

Each *Werewolf* uses the stats and armor of a *Gargoyle* (depending on the *Monster-Level*), but is set to an **initiative of 30** immediately after transformation. Each attack costs the *Werewolf* **10 AP**, otherwise it is treated like a character (movement and attack separately). It always attacks the next character, but if there are several attacks per round, the *Werewolf* will try to reach another target. If it cannot reach another target, it stays with the same character.

END OF SCENARIO

The scenario ends immediately as soon as all characters have consumed the antidote or all characters have been turned into werewolves at the same time. All remaining monsters will then flee instantly.

END OF FREE SAMPLE

Scenarios 5 to 20 are not included in this free sample of Single Scenarios to test *Dungeons of Doria*. Also check out the free campaign sample *The Invasion of the Greenskins* if you want to test even more scenarios and the campaign mode. The base game contains a total of 20 single scenarios and 4 campaigns with at least 8 scenarios each.

If you like the experience, please support the game by purchasing a copy or the Print&Play (can also be used in Tabletop Simulator).

You can find more information at <https://www.dungeonsofdoria.de>.