DUNGEONS OF DORIA

Errata & Clarifications

ADDITIONAL FAQ

This game is too hard, we only draw traps and monsters with 6 modifiers!
Please make sure that all loot items and monster cards are appropriately shuffled before playing the first time. The initial shuffle is very important, so we also created a video for that:
https://youtu.be/UN3a6tPGqwI?si=2mJ-LtAZvcHO7EtF

OPTIONAL RULE

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

An event shows that I need to make a specific amount damage to get free again, but does not have a defense. How do I know if it was a critical hit with more damage?
If the event does not specify any *Defense / Psi-Resistance* stats, always use 10 as the target to see if you deal a critical hit. If you roll below 10, the character apparently missed the target or did not do enough damage to have any effect.

Do I have to use *Action Point* cost to defend against opponents?
No, defenses are always possible, even in *Phase G* when the monsters get an extra activation or the character is already on 0 AP. No *Action Point* cost has to be paid, even if using one of the defense spells – these specific spells can only be used as a reaction. *Psi-Point* cost also never has to be paid, unless the card has a special ability like re-rolling the defense or defending for other characters.

Why do armor items or defensive items have *Action Points* on the card, if they do not cost any?
The *Action Point* cost on these cards is only used to repair the items. This could be a damaged armor (after using)

If I used XP to increase an attribute and my character is now able to use an item in my *Belt* or *Backpack*, can I directly equip it?
No, items in the *Belt* or *Backpack* will always cost 4 or 10 *Action Points* to equip the item. Equipping these items is only allowed in Phase D. Keep in mind, that other characters can also help equipping for 5 *Action Points* in *Range* 1.
Any items bought in Phase I can directly be equipped by any character not unconscious. Items looted in Phase D (either from treasure squares or from monsters) can be equipped by anyone within range of the *Throw Items* action. This does not cost *Action Points* if the item was just drawn.

Do ranged weapons/thrown items use ammunition?
No, you can throw ranged weapons or use projectile weapons as often as you like, there is no ammunition. Just think of it as having multiple items to throw, or they magically reappear in your hand when you throw them and more than enough ammunition for bows and slings.

Can I close off other *Room Tiles'* doors with a newly placed *Room Tile*?
Yes, see *Example 3* on page 26. This also applies when you place rooms with *Open Sides*. In some cases this might happen automatically (if the room only has one door), but might also be done on purpose, if the *Room Tile* allows for that (for example with multiple doors or only *Open Sides*).

What happens if you place *Room Tiles* E-4, E-8, F-3 or F-4?
All these *Room Tiles* are special tiles that consist of two distinct areas. If the second area is not connected with the dungeon through a door, this area is ignored until it is connected. See page 30 in the rule book: *No connection to the dungeon*. Also do NOT draw any additional room tiles for the unconnected parts yet, only do this as soon as you connect one of the open sides or doors through other *Room Tiles* later.

Will monsters be activated multiple times in the round as long as they have *Action Points*?
Monsters will always only be activated once per phase. Monsters will be activated in Phase D, the usual activation as soon as they reach their *Action Points* value on the *Initiative Board* (place a *Monster Marker* as soon as the monster spawns). In addition, monsters might activate again in Phase F (for example *Zombies* or monsters with special modifiers) and in Phase C or Phase G (through the *Doom Counter*). In all phases, monsters will always use their full *Action Points* to walk as far as they need to reach their objective and then attack within the same activation.

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

Does a monster with an area attack (Shaman, Troll, Ogre) also hit other monsters?
No, monsters are always exempt from any monster damage or trap events. Monsters know each other and the dungeon they live in and can anticipate the attacks and traps.

Will the *Monster Level* reset after each scenario in a campaign?
Yes, the *Monster Level* will reset after each scenario to the current minimum *Monster Level* defined by the *Monster Points*. So the monsters can reach level 2 in the first scenario through the *Doom Counter*, but will then be reset to level 1 at the beginning of scenario 2. As soon as 10 *Monster Points* have been collected, the next scenario starts with *Monster Level* 2 and all subsequent scenarios will use that as the minimum *Monster Level*.

What does *Parry* mean?
This is considered the same as *Defense*, a normal evasive maneuver against any *Melee* or *Ranged Attack*.

The character item was damaged, can it still be used to defend?
No, damaged weapons or spells cannot be used for any action until they are repaired (which costs the usual *Action Points* of this item).

ERRATA CARDS

Standard Items

Side-Sword (Adventurer)
The item will **keep** a chosen element for 2 *Psi-Points* until a new element is chosen for 2 *Psi-Points* or the weapon is damaged (similar to the item *Elemental Sling*).

Elemental Flasks (Alchemist / additional items)
The item will **keep** a chosen element for 1 *Psi-Point* until a new element is chosen for 1 *Psi-Points* or the weapon is damaged (similar to the item *Elemental Sling*).

Sun staff (Priestess)
"*Automatically inflicts 2 points of damage on all undead...*". This only inflicts 2 damage on undead when **successfully** attacked, not automatically. Corrected text: "**Inflicts 1 additional point of damage on all undead monsters with successful attacks (even on *Mummies*).**"

Trap Events

Stone Cage
"Place [5×ML] Hit Points next to the character, ..." This should also include the **automatic *Defense* of the stone spikes**, which is 10. Use any item or spell to attack the spikes, AP based on the card used.

Doom Switch
This shows as an *Area* trap, but only affects the trigger character and therefore should be a *Person* **trap**.

Fungal Spores
If a character has the *Action Points* available they have to be paid, if a character has no *Action Points* left, they still walk the distance, but don't have to pay *Action Points*.

Monster Modifiers

Half-Blood
"..., as well as the best stats of each of the values *Attack*, *Defenses*, *Damage*, *HP*, and *Armor*." This should also include the stat value **Action Points (AP)**, the monster uses the higher value of both monsters.

Door Events

Brick Wall
"...inflict [ML+3] damage against the brick wall." This should also include the **automatic *Defense* of the wall**, which is 10. Use any item or spell to attack the wall, AP based on the card used.

Expired Potions
"All potions equipped on the body turn bad and are discarded." This should include **all characters** within the same room as the trigger character.

Vampire Door
The example is wrong and should be half the rolled *Damage / Action Points*. Corrected text: "(for example, if a 5 was rolled, the character loses 3 HP and 3 AP)".

ERRATA RULES

(Page 17/18) Phase C: Roll for Initiative – Additional information: Reset *Monster Markers* to their initiative
If a monster is not defeated within the same round it spawned, all monsters still available will be set to their initiative value / *Action Point* value on the *Initiative Board*. Make sure to also include any *Monster Modifiers* (like *Faster*).

> ## OPTIONAL RULE
> To make the game even easier, only monsters that have positive *Action Points* left can still attack a character.

> ## OPTIONAL RULE
> To make the game easier, you can introduce the *Swap Places* action for monsters (costing 5 *Action Points*). That means, only monsters that are have *Action Points* left (or are exactly at 0 *Action Points*) after swapping places can still attack any characters and won't start this action if they cannot attack afterwards.

(Page 33) Pushing other monsters away / swapping places
If a monster can only reach a character with its movement range while another monster occupies the target square, it will push the other monster out of the way and place itself on that square.

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

(Page 37) Fumbles in combat
Rolling a *Fumble* (two dice with a one) always adds one critical result. This means, defending with 2D+3 and rolling two ones (resulting in an overall result 5) against an attack of 16 is not only one critical hit due to being 10 below the attack, it is an additional critical hit due to the *Fumble*, dealing 2 additional points of damage. The *Fumble* result also damages the item being used for defense (only for characters). This is also explained in the *Quick Start Guide* on page 3 and page 11.

> ### OPTIONAL RULE
> If you do not like the *Fumble* mechanic, you can also easily leave it out of the game. However, keep in mind that monsters with 5 dice attack or defense will also roll more ones statistically and will therefore be harder if this mechanic is not used.
>
> Instead, it might be better to introduce *Fate* or *Fame Points*. Add one point per *Hero Level* and character per scenario, allowing a complete re-roll per point spent. This could be a character or a group resource.
>
> If you don't want to replenish these points after each scenario, you could also use other things to trigger getting such a point back (when you roll a *Fumble*, when you trigger trap events or when you spend 3 Gold).

(Page 42) Campaigns: Standard Items
The following sentence: "For campaigns, it is recommended to create the characters completely from scratch before the first scenario by drawing up to 6 Loot Cards per character **(with as many *Standard Items* instead of *Loot Cards*)**..." should be the following: "**...(with as many *Standard Items* replacing *Loot Cards* as you want) ...**". Every character is allowed to take as many *Standard Items* with them as they want, as long as the overall number of items does not exceed 6 items per character at the start of the scenario.

ERRATA QUICK START

(Page 11) Attack of monsters
You can use the order on the Initiative Board, which is the same as on the Level Cards. This is incorrect, the newer *Initiative Board* layout does not include the monster *Action Points* anymore. Please always refer to the monster *Level Card* (see *Level Card Anatomy* on page 8 for the *Action Points* under 4).

MISCELLANEOUS

Keep in mind that *Dungeons of Doria* is more of a game system and closer to a Tabletop RPG than a board game. This means, that you can extend it easily with optional rules, make it harder or easier or implement new features. The goal is to have fun and make this your game!

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

> ### OPTIONAL RULE
> If you want to include terrain into your gameplay, have a look at the *Room Events* booklet. This includes a few rules to also use tables for easier attack (which might introduce an easier *Fumble* or exposed character preferred by monsters). You could also define furniture to add +1/+3/+5 to a defense roll if the furniture is in the *Line of Sight* between attacker and defender. There are many options to include more rules like this, but many players disliked this as it makes the game more complex.

> ### OPTIONAL RULE
> If the monsters are too easy, simply give them one more *Hit Point* or directly start with *Monster Level* 2.
>
> If you cannot defeat some monsters, you can also introduce a *Dominance Rule*: Whenever you surround a monster with 2 or more characters, they can gain +1D on their attack or +1 on the damage. As an alternative this rule could be counted per *Room Tile* (if more characters are located on the *Room Tile* than monsters).