



BOOK OF RULES

DUNGEONS OF DORIA

RULES

A roguelike dungeon crawler with RPG elements for 1-6 players

Visit <https://www.dungeonsofdoria.de> for more information!

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Dungeons of Doria (LootERPS), Version 1.0.1 EN (September 2020)

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Monster- and character artwork: Nathan Park Art (<https://www.deviantart.com/nathanparkart>)

Dungeon tiles artwork: Viktor Ahrens und Eric Quigley (<https://www.artstation.com/quigleyer>)

Card- and logo design: Mohamed Bellafquih/SaltyBot (<https://saltybotgames.wixsite.com/saltybot/pro>)

Component List.....	5
Component Overview	5
Introduction.....	8
Game overview	8
General Setup.....	8
Table setup (6 Players).....	9
Preparing Characters	10
Base attributes	10
Calculated values	11
Character sheet (example).....	12
Comparative Rolls and Target Numbers.....	13
Comparative rolls.....	13
Target numbers	13
Critical rolls and fumbles.....	13
Equipping Cards and Definition of Symbols	14
Requirements of equipment cards.....	14
Armor.....	15
Additional card properties.....	15
Game Phases	20
Phases overview.....	20
Phase A: Round marker +1	21
Phase B: New shop items.....	21
Phase C: Roll for initiative.....	21
Phase D: Action phase	22
Phase E: Poison.....	23
Phase F: Special actions.....	24
Phase G: Doom counter	24
Phase H: Level up	26
Phase I: Buy or remove shop items.....	26
Possible Actions in the Action Phase.....	27
Movement (1 AP per square).....	27
Jumping (5 AP).....	28
Reveal a room tile (0 AP)	30
Search for treasures (1 AP or 5 AP).....	30
Pass on loot cards (0 – 10 AP).....	30
Take or use other character's items (5 AP).....	31
Repair armor or weapons (AP depending on card).....	31
Attack monsters/Use items (AP depending on card)	31
Swap places (10 AP).....	32
Wait.....	32
Revealing a Room Tile	33
Special feature: Open room tiles.....	35
Dead ends.....	37
Treasure icon on a room tile	37
Traps and secret doors	37
Monster icon on a room tile	38
Additional symbols on room tiles or markers.....	42
Monster Movement.....	44
Monster order.....	44

Target of a monster	44
Fastest way to the target.....	47
Monsters and holes	48
Combat.....	49
Attack.....	49
Range and line of sight	49
Defense	51
Getting hit and armor rating.....	51
Additional combat rules.....	52
Repairing equipment.....	52
Defeated monsters.....	53
Using magic	54
Psi spells.....	54
Unique weapons.....	54
Psi resistance.....	54
Hit points, initiative points and psi points	56
Unconsciousness	56
Character development and level up.....	58
Hero and monster level	58
Miscellaneous rules.....	61
End of the game	61
Special rules for 1-2 players	61

Component List

1 Book of Rules
1 Scenario Book
2 Campaign Books
48 Room Tiles
480 Loot Cards
16 Standard Items
160 Monster Cards
76 Monster Level Cards
6 Rule Cards
8 Character Cards
16 ten-sided dice (D10)
1 Initiative Board

8 Character figures
38 Monster figures:
5 Goblins, 5 Zombies, 3 Slimecrawlers,
3 Archers, 3 Poltergeists, 2 Orcs,
2 Mummies, 2 Skeletons, 2 Gargoyles,

2 Ghouls, 2 Mercenaries, 2 Shamans,
1 Vampire, 1 Black Knight, 1 Ogre,
1 Troll, 1 Spearthrower, 1 Dark Mage,
1 Golem.

Tokens:

1 Round-Marker
1 XP-Marker
7 Initiative-Markers
6 Weapon-Status-Markers
18 Poison-Markers
36 Armor-Bonus-Markers
27 Damaged-Markers
45 Dungeon-Markers (18 Loot-, 6 Hole-, 7
Closed-Door-, 8 Secret-Door-, 6 Rubble-
Markers).
15 hit point- and 15 armor rating markers

Component Overview

Room Tiles

The 48 room tiles are the gameboard 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 cards contains the random monster encounters and modifications for monsters.



Loot Cards

There are 480 of these cards, shuffled and divided into three stacks. Treasure cards contain equipment like weapons, spells, armor and potions, but also traps.



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.



Character Cards

These 8 cards can be used to randomly pick the characters if they are not chosen.

Standard Item Cards

These 16 cards can be used as standard equipment for the premade characters or for any custom characters.



Character Sheets

The character sheets show the basic attributes of all 8 predefined characters. On the character sheet you can place all your equipment cards and write down the



current hit-, initiative- and psi-points as well as higher levels of

attributes. The experience points and level rewards can also be checked. Additional character sheets (including blank sheets for campaign games) are available for printing.

Ten-sided dice (D10)

The game includes 16 ten-sided dice. These are used for initiative, attack, defense and tests against target numbers. There are two dice each in the colors blue, green, red, yellow, orange and purple for the players, the black ones are used for the monsters.

Initiative Board

The Initiative Board shows which players or monsters turn is next. On the side, the game phases for each round are shown. In addition, the Initiative Board contains the **Doom Counter** indicating when the monsters get a level up, the **Round Counter** for the number of rounds played (important for some scenarios), and



the **Experience Point Counter** for the whole group.

Character Figures

For each standard character there is a matching hero figure (8 figures overall). This shows on which square of a room tile the corresponding character is located at any time.

Monster Figures

The 38 monster figures are used to position the various monsters on the room tiles.

Round Marker

The red round marker is placed on the initiative board to indicate which round the players are in.



Initiative Markers

The game includes 6 initiative markers in



the player colors (blue, green, red, yellow, orange and purple) and a black monster marker. These markers are placed on the Initiative Board and indicate the initiative for each player and the Doom Counter location.



Poison Markers

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 any poisoning is performed.

Armor-Bonus Markers

These 36 bonus markers are used whenever one of the characters equips an item that entitles them to a bonus. The bonus marker can then be placed as a reminder on the most frequently used weapon, spell or defense or somewhere on the character sheet.

Damaged Markers

Each time an armor is used against damage, it is damaged and assigned one of these markers. Can also be placed on weapons or spells that were damaged during an attack or defense.



Loot Markers

These markers are placed on the room tiles to mark any treasure squares that have not yet been searched.



Hole Markers

Pitfalls are needed for some traps and mark a hole at this location where the characters have to jump across.

Closed Door Markers

The portcullis is used for traps or scenarios in which doors need to be locked up. Such locked doors are considered the same as a wall, the characters or monsters cannot walk or attack through them.

Secret Door Markers

There are 8 secret doors that are used for secret rooms, traps or dead ends. Secret doors are always placed in the middle of the wall if possible and in a way that all squares are accessible.

Rubble Markers

The 4 rubble markers are needed for traps or certain scenarios and can be placed on any square on the room tiles.

Monster Markers

The 18 hit point markers (red) and 18 armor rating markers (yellow) are placed next to the monster figures or on the appropriate monster card when the monster is set up. This way, every player can immediately see how difficult each monster is to defeat - the more markers a monster has, the tougher it is to defeat.

Introduction

For centuries, people on the continent of Doria have lived in a world where psi powers, mythical creatures and demons are common. The nations of Doria mainly live peacefully next to each other, even though there are smoldering conflicts amongst themselves and some shared enemies from the outside.

You are adventurers, wanderers and heroes from all over Doria. In the Dorian vastness there are many dungeons, towers and cellars full of monsters and treasure. Kings, wizards and other noblemen need help on many tasks. Head out, complete your quests and find untold treasures! You won't be able to do it alone, because the enemies outnumber you. Only together you can survive and escape from the depths of the Dungeons of Doria...

Game overview

Dungeons of Doria is a cooperative board game with very lightweight role-playing elements. Experienced RPG-players will be able to get along quickly, yet the rules are **simple enough for inexperienced players**.

Dungeons of Doria is a game **without a game master** - all participants are players and work together against the game. The players have to tactically fight the monsters, avoid traps and complete quests. Only if the treasures found are properly shared among the players and all decisions are made cooperatively, the group will survive.

The quests or scenarios can be played as single adventures on one evening or in a campaign over several evenings. In each scenario, the game will produce almost completely random dungeons, treasures and monster encounters, the monsters will move according to predefined rules.


General Setup

- Shuffle all loot cards and divide them evenly into three stacks placed face-down (drawing cards from any of the stacks is possible).
- Shuffle all monster cards and place them as a face-down deck.
- Set up the initiative board and initiative markers (each player chooses a color, the doom and XP markers are placed on the board).
- Keep the bonus-, dungeon-, damaged- and poisoned-markers ready.
- Each player draws 4 loot cards, then chooses a character sheet or draws a character randomly (see *Preparing Characters*).
- Select a scenario or campaign, then start reading it to all players.
- Place the start-room-tile (usually the stairs / A-1) in the middle of the table.
- Prepare all other room tiles according to the scenario and provide them as a face-down deck.

Table setup (6 Players)



Preparing Characters

Each player draws 4 loot cards. If there are traps () among the drawn cards, these may be discarded and refilled to 4 cards. Alternatively, the trap can be used later as gold. In addition, each character receives 2 cards of the standard equipment. If desired, each character can discard parts of the standard equipment and correspondingly draw up to another 2 cards from the loot deck. These 6 cards are the starting equipment of the character and can be directly equipped (see chapter *Equipping Cards and Definition of Symbols*) or placed in the belt or backpack. The items may also be freely exchanged with other players or simply discarded, not every player must possess exactly 6 cards.

Finally, each player chooses a color for his character.

- ❖ *Optional Rule:* If a player wants to create his own character, he distributes **50 character points** to the 6 base attributes. Each character point is considered 1 level of an attribute. As a minimum, each attribute must be set to 1 and an attribute may not exceed level 13 at creation. *Warning:* The skills *Dodge* and *Psi Resistance* on the character sheet may only be used if the minimum requirement of the attributes is met.

Base attributes

Strength (STR)

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

Constitution (CON)

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

Agility (AGI)

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

Perception (PER)

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

Wisdom (WIS)

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

Psi (PSI)

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

Calculated values

The following values are derived from the base attributes. Whenever the base attributes change (normally in *phase H*, when the attributes were increased using experience points), the derived values have to be recalculated (including all modifications by new equipment). All derived values are always **rounded down!**

Hit points (HP)

Hit points describe how much damage a character can take. If the hit points fall below 0, all negative hit points are subtracted from the initiative points. As soon as a character reaches or falls below -40 hit points, he dies and the game is over for all players!

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

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

Initiative points (IP)

The initiative points indicate how many actions the character can perform in each round and how far he can walk. Many heavy weapons and most armor will reduce the initiative points.

The initiative points are calculated as follows:

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

Psi points (PP)

Psi points are used to cast spells or to perform special actions with some weapons through extraordinary concentration. Each spell and each special action costs a specified number of psi points. Psi points can also be used to resist enemy spells. Psi points can drop below 0 similar to hit points, all negative psi points are subtracted from the initiative points. As soon as any character should reach -40 psi points, they die and the game is over for all players!

Psi-points can be regenerated using mana potions or while unconscious. The psi points are calculated as follows:

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

Character sheet (example)

On the character sheet, all cards are placed directly on the appropriate place. The green line shows the *body zone*. Here only cards matching the zone may be placed and only if the character meets the requirements of the card. All items that the character cannot yet use or does not want to use at the moment can be placed either in the *belt* (yellow) or, if there is not enough room, in the *backpack* (red).

The *attributes* (purple) are directly written onto the character sheet. If the values *HP*, *IP* or *PP* change due to higher attributes, they are entered in the first free field of the *calculated values* (blue). The barbarian is already wearing a helmet, which automatically subtracts 1 point of the IP. This can be recorded under *equipment modifier* (also within blue) and the final values in the second free column. As soon as the character can wear the helmet from the belt, the IP would change from 8 to 11 (−1 from the old helmet is lost, +2 to the IP is added). Also in the blue box on the far right the current values of HP and PP are recorded. These should be entered in a way that the current value is always visible (so if a character currently has 8 hit points and loses 3, you should write down 5). This helps to recognize when a character is below 0 HP or PP.

Once the heroes level up, a bonus can be checked under *Hero Level* (black). *Experience points* (orange) are ticked or circled according to their number.

Character sheet „Dungeons of Doria“ / Version 1.0.0.1 © 2017-2018 Viktor Ahrens / www.dungeonsofdoria.de

Character name: **Barbarian**

Standard actions:

Walk	1 AP	1 square per round point	Push/Pull	1 AP	Push/Pull one square
Run	2 AP	2 squares per round point	Attack	1 AP	Attack one square
Swim	1 AP	1 square per round point	Defence	1 AP	Defence one square
Jump	1 AP	1 square per round point	Equip	1 AP	Equip one square
Use Item	1 AP	1 square per round point	Use Item	1 AP	Use Item one square

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

Calculated values:

HP	13	13	12	10	8
IP	9	8	10	11	11
PP	5	5	5	5	5

Hero Level: 1

Experience points: 10 AP

Equipment:

- Head: **Small Helm** (1 AP, 1 square per round point)
- Body: **Small Helm** (1 AP, 1 square per round point)
- Legs: **Small Helm** (1 AP, 1 square per round point)
- Feet: **Small Helm** (1 AP, 1 square per round point)
- Backpack: **Small Helm** (1 AP, 1 square per round point)

Character sheet „Dungeons of Doria“ / Version 1.0.0.1 © 2017-2018 Viktor Ahrens / www.dungeonsofdoria.de

Comparative Rolls and Target Numbers

Dungeons of Doria uses ten-sided dice for all dice rolls. For example, the number of dice is given as "3D", which means that three ten-sided dice are used in this case. The following types of rolls are used.

Comparative rolls

For attack or defense, characters and monsters use comparative rolls. Both the character and the monster use the values of their attack or corresponding defense and compare their results. If the attacker achieved the same or more, the attack was successful. If the defender achieved a higher result than the attacker, the attack was parried.

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

Target numbers

Target numbers are always used when there is no opponent. The target number (TN) is often indicated as "TN 35" or "target number against 35". The player must then reach a 35 by adding two of his base attributes and 2 dice.

- ◇ *Example 1:* The barbarian is about to stumble into a pit and can now try to hold on to the edge. He must make a target number roll with STR+AGI+2D against 35. With Strength 15 and Agility 10 he already reaches 25 and adds 2D: The player rolls a 6 and a 4 and thus barely manages to avoid the trap ($15+10+6+4=35$).
- ◇ *Example 2:* The priestess wants to heal another character and uses a healing spell for this purpose. This spell requires CON and PSI and requires a target number roll of 32. The player rolls 2 and 5 and adds the values of Constitution (8) and Psi (15). Unfortunately, the priestess only reaches a 30 ($15+8+5+2$) – and does not meet the target number, the spell fails.

Critical rolls and fumbles

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

An exception is the roll of two ones (1-1). This is **always** a *fumble*, even if the character monster would have succeeded. In *Dungeons of Doria*, this is also the case if you use more than 2 dice! This means that the more dice you use, the more likely you are to fumble. However, rolling a zero followed by a one counts as 11 and not 1.

Equipping Cards and Definition of Symbols




All cards can be equipped on the body or carried on the belt or in the backpack. In general, all weapons and spells can only be used in the hands or from the belt and are marked with "1 Hand" or "2 Hands". Armor can only be used at their appropriate zone. Other exceptions (for example potions or defensive spells) are indicated on the respective cards.


1. Title of the card
2. Set-name or weapon category
3. Range of weapons and spells (optional)
4. Psi point cost (optional)
5. Action point cost
6. Description text
7. Zone for equipping the card
8. Attribute requirements
9. Values of the card (attack, defense, damage, bonuses, ...)
10. Gold value



Requirements of equipment cards




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

In addition there are potions (). These cards have no requirements, every character can use them and keep them anywhere (on the whole body, belt or backpack).

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



Armor

Armor has an additional requirement: Strength. Characters cannot wear as much armor as they want. All armor rating points () of the armor equipped on the body are summed up and compared to the strength (STR) of the character. For every armor rating point above the strength level, the character has to deduct one point from the Initiative Points (IP) – in addition to any existing penalties from armor. This also applies to damaged armor equipped, but armor in the belt or backpack is completely ignored in this evaluation.

- ◇ *Example:* A recently created character (STR 5) has equipped three armor cards: A *woolen jacket* (AR 2), *woolen shoes* (AR 2) and *tights* (AR 1). All armor can be worn with the characters current strength as indicated on the cards. If the character should now additionally put on a *padded hood* (AR 3), the player has to subtract 3 points from the initiative points (IP) until the strength increases or the armor is unequipped.

Additional card properties

Many of the card properties described here are found in multiple cards and may have slightly different implications there (for example, hit points on the equipment cards or monster cards). Some of the properties must be entered on the character sheet (hit points, initiative points, psi points), some are provided as bonus markers (for example, bonus on weapons, spells or psi resistance).



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



+1

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



2D+5

This weapon can be used in ranged combat. On monster cards this refers to a monster with a ranged attack. The opponent defends with his defense skill. The attack is specified in [Dice + Bonus], in this example 2D+5.



+5

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



4D+3

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



+3

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



2D+3

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



+5

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



3D

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



+5

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



3

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

If an armor card has protected against one or more points of damage, this item is temporarily damaged and a "Damaged" marker is placed on the armor card.

Armor rating is also indicated on the monster cards. Each hit against a monster must do more damage than the armor rating, otherwise the damage is ignored. Monster armor rating is



never damaged, it is valid every time a monster receives damage.

Every armor (also applies to monster armor) is sensitive to a certain element and will not protect the wearer at all against this element. The armor is not damaged in this case, it is simply ignored. The possible sensitivities of armor are *fire*, *water*, *earth*, *air*.



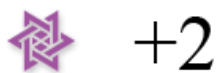
Every character has initiative points (derived from AGI and PER). Weapons and armor can lower or increase these initiative points, indicated on the Equipment cards as [+Bonus] or [-Malus], in this example -1.

The complete equipment modifier from multiple equipment cards can be entered cumulatively in the *IP* row of the character sheet.



Every character has hit points (derived from STR and CON). Some magic armor can increase these hit points, indicated on the armor as [+Bonus], in this example +1. Multiple bonuses of the same type gained from different items can be combined. This summed up bonus can be entered directly on the character sheet in the *TP* row as an equipment bonus.

Hit points are also displayed on the monster cards. This amount of damage (without armor protection) is needed to defeat the monster.



Every character has psi points (derived from WIS and PSI). Some magic armor can increase these psi points, indicated on the armor as [+Bonus], in this example +2. Multiple bonuses of the same type gained from different items can be combined. This summed up bonus can be entered directly on the character sheet in the *PP* row as an equipment bonus.



Monsters, weapons or spells inflict the specified amount of damage on a successful attack if not parried. The damage can be reduced by armor.

If the damage of a weapon or spell also causes elemental damage (may also be optional), then the damage automatically penetrates all armor that is sensitive to the element. Sensitive armor is simply ignored, but not damaged.



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



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



On armor cards this refers to a target number bonus. The target number is then lowered by the given value. The corresponding bonus marker can be placed on the character sheet and applies to all target number rolls. Multiple bonuses of the same type gained from different items can be combined.



Some equipment cards provide an additional belt slot. Since these are accessories, it is recommended to place them on *Accessory 2*. This extends the belt in a direct line.



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



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



All armor cards must be correctly placed when equipping. Each armor is assigned to a specific zone: *head*, *torso*, *arms*, *legs*, *feet*, *accessory*. Only one piece of armor can be used in each zone. Accessories may be worn on any one of the two available zones.

Some items can be equipped on any area of the body or on the belt (e.g. potions or certain spells).



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

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



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

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



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

For monsters, the action points indicate the maximum distance the monster can move this round before it attacks. The action points of all monsters are also shown on the initiative board.



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

Monster Modifications also show how many loot cards must be drawn in addition to the standard of one loot card once the corresponding monster is defeated.

Game Phases

Once all characters are equipped and finalized, the heroes can descend into the dungeon. The game is divided into rounds. Each round follows the same principle, the individual steps are explained in detail on the next pages.

Phases overview

- A. **Round marker +1**
Shows how many rounds have already been played.
- B. **New shop items**
Refill the shop to 3 cards (one card in front of each loot deck).
- C. **Roll for initiative**
Every player rolls 2D, adds his IP and places their initiative marker on the initiative board. Fumbles while rolling initiative will move the doom counter +1 step on the initiative board.
- D. **Action phase**
Depending on the number of action points, any number of actions can now be performed (movement, jumping, search treasure, attacking, spells, using items, repairing, exchanging items, waiting).
- E. **Poison**
Each poisoned character rolls CON+WIS+2D against TN 28+ [2×ML].
- F. **Special actions**
All special actions are performed, e.g. zombies, traps or scenario actions.
- G. **Doom counter**
+1 step per room tile with at least one player on it, +1 step if no door has been opened. Effects of the doom counter are immediately activated!
- H. **Level up**
Hero level bonus (in single scenarios), distribution of group XP, regeneration, HP / IP / PP recalculation.
- I. **Buy or remove shop items**
Purchase or discard any number of shop items.

Phase A: Round marker +1

At the beginning of each round, the *round marker* is moved up one space on the *initiative board*. At the beginning of the game, the marker is placed on square 1. The marker for XP can now also be moved to 0 XP. The number of rounds is important for single scenarios in order to know when the heroes automatically level up (at the end of round 7, 13 and 18). In certain scenarios something might happen after a certain number of rounds, otherwise the number of rounds is only important for displaying the duration of the game.



Phase B: New shop items

In this phase, new shop item cards are made available. Every character carries a magic pouch on his belt, which can be used to reach a store from another plane at any time (dimensional magic is quite strange). This store always offers 3 random items for the characters.

If no cards are available, three new cards are drawn – one from each loot deck. If there are already cards present, these are retained and the rest is refilled to 3 cards. However, only cards are drawn from the loot deck with a missing shop card. If traps or cards with no gold value are dealt, they remain in place until at least *phase I*, blocking the corresponding shop item slot. See phase I for more information on how to buy items.

Phase C: Roll for initiative

Now all players roll 2D (only 1D if the character has negative hit or psi points) and add their *initiative points* (IP, derived value on the character sheet including possible equipment modifiers). This results in the maximum *action points* (AP) for this round. Each player places his colored initiative marker on the appropriate number on the *initiative board*. If a character has reached more than 40 action points, 40 remains the maximum. Any excess points are lost, the character cannot use any more this round.

In the first round of the game, the characters are now placed on the starting positions in the dungeon in the order of initiative from 1 to 6 (fastest to slowest character). In most scenarios this is the stairs room tile (A-1).

If a player should fall below 1 action point immediately after the dice roll (probably even negative results), then this character becomes unconscious this round and cannot act. A player will also become unconscious if they roll a fumble on their initiative – i.e. a 1-1 on two or more dice or a 1 on one dice. See the chapter *Unconsciousness* for more information.

For every character that loses consciousness at the beginning of the round, the doom counter moves +1 step. This does **not** apply to players who did not roll for initiative and decided to keep their character unconscious during the last round – the doom counter does not move down additionally.



- ◇ *Example 1:* Player 2 rolls a total of 12 with 2D and adds his initiative points of 7, resulting in 19 action points. He places his green initiative marker on the initiative board onto the 19.
- ◇ *Example 2:* Player 5 rolls a 2 or 1-1 with 2D. With this fumble, he is automatically unconscious and cannot participate in the game for this round. The red initiative marker is placed on the *square 0*, but the player can take control of the monster movement and dice this round. The doom counter is moved one step down to *square 40* on the initiative board.

Phase D: Action phase

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



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

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

Whenever it is a player's turn, he can perform any action as long as he has action points left. The last action may also bring that player to negative action points (no matter how high the cost) as long as the character was not at 0 before (i.e. has at least 1 AP left).

- ◇ *Example:* The green player is next at 4 AP, all other players have already made their move. He attacks a monster again (with his weapon costing 15 AP), which is allowed, since he can reach negative action points with the last action. After that, the green initiative marker is placed on the gray 0 square.

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

In addition, monsters are specified on the *initiative board*. However, these will always take action after a player with the same number of action points. When it's a monster's turn, it will move and attack directly in one action. See the chapter *Monster Movement* for more information.

If there are multiple monsters with the same initiative, they are handled from top to bottom as indicated on the initiative board. If there are several monsters of the same type at the same time, the monsters closer to the characters start first (distance of squares to a hero). If it is still unclear which monster should move first, the players can decide.

Phase E: Poison

Some monsters or traps can poison the characters. The monster or trap card indicates how many poison markers are dealt to the character. Each poison marker is simply placed next to the player's character or on the character sheet. If the character is poisoned multiple times, simply add all the new poison markers to the existing ones.

If characters are poisoned, a check is made during this phase to see how many poison markers are retained and how many hit points the characters lose. To do this, each poisoned character rolls CON+WIS+2D against a target number of 28+[2×monster level].

Every character that reaches or exceeds the target number loses one of his poison markers. If the target number is even critically exceeded, the character loses 1 additional poison marker per critical success. In case of a normal failure nothing changes. However, in case of critical failures, the character gains 1 additional poison marker - and additional poison markers for each additional critical failure or fumble. Afterwards, each character's poison markers are counted and the number of poison markers is subtracted from the character's hit points. Poison can only be healed with antidote potions or detox spells, apart from the above target number check.

- ◇ *Example:* The red character (CON 9, WIS 8) has accumulated 3 poison markers through multiple monster attacks. Since the monsters are still level 1, he rolls 2D against a TN of 30 and reaches a 29 (9+8+combined dice result of 12). This means the character will keep the 3 poison markers and lose 3 hit points.

Monsters can also be poisoned. They lose one hit point per poison marker during this phase, no check is performed.

Phase F: Special actions

If necessary, additional monsters are activated during this phase. This is especially the case if there are Zombies remaining on the game board or if certain monster modifications are in play (for example, the *Necromancer*). Trap actions are performed after any monster special actions, after that any scenario-related actions or other special actions.

Phase G: Doom counter

During this phase, the monster marker of the *doom counter* (top left on the *initiative board*) is moved downwards. The *doom counter* may activate a monster level up and extra actions of monsters. Players can influence how fast or slow the *doom counter* will move by adjusting their own actions:

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

The effects of the doom counter are instantly triggered as soon as the marker moves onto or across an appropriate square:

- +1 Extra action (and refill monsters):
 - First, the monsters are *refilled* to [Number of Players]÷2 (**rounded up**): For each missing monster not on the game board below that number, one additional monster is drawn from the monster stack (including modifications) and placed outside the staircase (or the valid entrance in this scenario). These

monsters move at their initiative by taking the shortest path to the next Hero. In case of the stairs there are 3 possible entrances and the monster will choose the entrance that is closer to a character.

- After that all monsters get an extra action. All monsters on the game board are moved in the same way as in a normal round, but the characters can't move or attack. Defending against the attacks of the monsters is possible though.
- +1 Monster level:
 - All monsters will receive the next higher monster level as described in the chapter *Hero and monster level*. The monster marker is placed on the starting square of the doom counter (does not count as a space).
 - In campaign scenarios this may only apply to the first level up, all following level changes are ignored for this scenario.

If the monster marker on the doom counter moves across multiple extra actions within the same round, all of the actions are played one after the other according to the normal rules. If the marker on the doom counter reaches square 30, it will be placed directly onto the white monster head. This means, the monster marker will move continuously in a circle.



- ◇ *Example:* The 5 players have positioned themselves in an unfavorable position directly before the end of the round and scattered themselves on 3 room tiles. Since they also only attacked monsters and did not reveal a new room tile, the monster marker on the doom counter moves 4 spaces down from 36 to 32. 2 monsters are still present on the board, which means 1 additional monster appears at the entrance. Afterwards, due to the extra action, all monsters move according to their rules and attack the characters directly.



- ◇ *Example 2:* The players still did not manage to open a door in the next round and are distributed over 2 room tiles. Therefore, the monster marker moves from square 32 directly 3 squares to square 40 (the white monster head is not counted).

Phase H: Level up

In phase H, players can increase their attributes by using XP and recalculate hit points (HP), initiative points (IP) and psi points (PP). If the character should now have more hit points or psi points, both the maximum and the current value will increase accordingly.

In addition, the characters may choose a bonus as soon as they reach the round with a higher hero level (only valid in single scenario mode, not in campaigns). See more about this in the chapter *Character development and level up*.

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

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

Phase I: Buy or remove shop items

At the end of the round (and only during this phase), players can buy the revealed shop cards if they have enough gold to trade. The dimensional store requires the equivalent value of an item before another item can be taken out of the pouch. Gold is directly exchanged - a treasure card with 1 gold coin can buy another card worth 1 gold coin, a card with 3 gold coins can buy another card worth 3 or 3 cards worth 1 gold coin. If there are no suitable cards in the store, there is no change for things paid with more gold!

If no player wants to buy particular cards, these cards can be simply removed to the discard pile. You may put as many of the 3 revealed cards as you like on the discard pile. However, traps block a purchase card space until the gold value of the trap has been paid. After that, the trap and the item(s) used for payment are moved to the discard pile. Cards that have no gold value are always placed on the discard pile.

Players can purchase shop cards together and combine gold for a more valuable item. The items used to trade may be taken from any part of the character sheet, including the belt or backpack. This allows players to sell cards from the backpack and equip the new item at another location. Once the item is acquired, it can be passed on to any character. Unconscious characters are able to contribute gold, but cannot receive items.

Note: Items already damaged are worth 1 gold coin less when sold in the dimension store as long as they are not repaired.

- ◇ *Example 2:* A *Wizard Hat* (2 gold), a *Dagger* (1 gold) and a trap (2 gold) are on display in the store. A player provides 3 gold through an item that is not yet usable and places the trap on the discard pile. Another player sells a *Small Healing Potion* for 1 gold, which is enough gold to buy the *Wizard Hat*. The player equips the hat and places his previously equipped *Felt Hat* in the belt. None of the players wants to buy the *Dagger*, so they simply put it on the discard pile.

Possible Actions in the Action Phase

This describes all possible actions a character can perform during the action phase and how many action points (AP) these will cost the character.

Movement (1 AP per square)

Each square that a character moves requires 1 action point. However, the character can only move freely onto fields that are not occupied (see *Occupied fields* below). Moving diagonally (via corners) is not allowed, movement is only possible to directly adjacent fields.

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

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

Important: The character can never reach negative action points with a movement action. Movement is only possible as long as the player has positive action points.

Occupied fields

Squares are considered occupied and inaccessible if a monster or other player is standing on the square. Holes (including holes caused by traps) or other squares with red borders such as wells or barrels can also never be entered but only jumped over.

Fields with red borders **do not** block the line of sight, weapons with a higher range can be used normally.



- ◇ *Example 1:* The huntress ignores the monsters and wants to go straight to the treasure chest. Since all other paths are blocked by monsters or holes, she moves on the yellow indicated path. This costs 7 action points to get onto the treasure chest square. Now, it is checked again which player is next.
- ◇ *Example 2:* The huntress only has 5 action points left. The treasure chest 7 squares away is unreachable for her this round with a normal movement action.

Jumping (5 AP)

In addition to the movement action, each character can also jump to get across fields that for example have a hole in the ground or show red borders. Holes are always considered holes, even if a character is still standing on a hole due to a trap. You can also jump past other characters or make a jump over several squares to the next room tile, but similar to a movement action you cannot jump over a monster blocking a square.

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

As soon as the character has completed his entire movement including the jump, the player performs a **jump check** with **STR+AGI+2D**. Depending on how far the character wants to jump, the target number becomes more difficult. For each square he wants to jump over, the target number will be increased by 10 points. For example 2 squares against a target number of 20, 4 squares will increase the target number to 40. To see if the character is able to jump

over the obstacle without taking damage, the player rolls 2D and adds the character attributes STR and AGI. If the result is equal to or higher than the target number, the jump completed as intended.

Whenever a character **fails** the jumping check, the character takes fall damage. If it is a simple failure, the character receives as many damage points as squares were jumped over (which is $\lceil \text{target number} \div 10 \rceil$). Equipped armor is always ignored for this type of damage. For each *critical failure* (10 points below the target number) or *fumble* (rolled a 1-1), the character takes the damage multiple times. A jump that is too risky can therefore cost the character a lot of hit points.

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

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



- ◇ *Example 1:* The huntress (STR 7, AGI 10, 19 AP) still wants to move directly to the treasure, but another monster blocks the way. Therefore she has to jump over the hole. She spends 1 AP to get to the edge of the hole (short yellow arrow, the action is not interrupted by this), 5 AP for the jumping check of 2 squares and then another 2 AP for the remaining distance to the treasure. Then the huntress rolls the jumping check against TN 20, because she had to jump 2 fields: $\text{STR} + \text{AGI} + 2D = 7 + 10 + 6 + 8 = 31$. She jumped over the hole without any problems, but had to spend 8 action points to do so.
- ◇ *Example 2:* The mage (STR 4, AGI 7) now also wants to follow the huntress across the hole. Unfortunately, another monster has blocked the way, so the mage now has to

jump 3 fields (target number against 30). He spends 9 action points (2 to the hole, 5 for the jump and 2 to get behind the huntress) and then rolls STR+AGI+2D with a 1-1 (4+7+1+1=13)! This means that the mage already has a critical failure with his result of 13, which is made worse by another category (due to the 1-1). This means that the mage loses $3 \times 3 = 9$ hit points at once – but he has reached his target square.

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

Reveal a room tile (0 AP)

By performing a move or jump action, the character can also reach a door that is still closed. Opening a door does not happen automatically, the player must actively decide to reveal a room tile. Moving past a door or stopping on an adjacent square does not reveal the room as long as the player does not wish to do so.

As soon as the player decides to reveal a new room tile, the character halts in front of the door and performs the steps described in the chapter *Revealing a Room Tile*. Revealing a room itself does not cost any action points, but the process interrupts the movement action to look around. It could happen that the current player is no longer at the top of the initiative board.

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

Search for treasures (1 AP or 5 AP)

Whenever a character stands on a square with a treasure marker, he can search for treasures at this location. This costs 1 action point to draw a loot card. To search for treasures, the player draws any treasure card from the 3 loot piles and follows the instructions on the card (treasure cards can contain weapons, spells, armor and potions but also secret doors, traps or similar).

If the player wants to search more carefully, he may draw two loot cards for 5 action points. However, he must discard one of the cards and put it on the discard pile – this card is lost for this scenario.

Pass on loot cards (0 – 10 AP)

Passing or throwing loot cards, i.e. weapons, spells, potions and armor, is always possible when it is a characters turn. Depending on where the card is stored, this will cost the character varying amounts of action points (equipped on the body: 0 AP, belt: 4 AP, backpack: 10 AP). Throwing objects is possible onto this room tile or up to an adjacent room tile (no matter how far away the other character is), as long as there is a direct connection (door or secret door) to the other room tile.

- ◇ *Optional Rule:* Passing on loot cards is only possible with line of sight (on this or adjacent room tiles).

Caution: If an item is exchanged between characters (e.g. because a new item has just been passed on), the old item can only be moved to another zone on the body (if possible), the belt or the backpack – downgrading cards into the belt or the backpack is always possible at no cost. It is not allowed to throw this replaced item to another character. Furthermore, only the item that has been replaced may be discarded or downgraded. Other items may only be removed when it is the character's turn.

Take or use other character's items (5 AP)

If an urgently needed item is with a character that is currently unable to act, this item can also be taken from the character. To do this, the active character must stand on an adjacent square within range 1. It now costs 5 action points to take any item from this character, no matter where the item is (on the body, belt or backpack). However, the character must agree to the action. A removed item can also be used directly within the same action (e.g. to infuse someone else with a potion or drink it yourself). The necessary action points of the item are then added to the action. Exception: If the character is unconscious, he cannot resist against taking items.

Repair armor or weapons (AP depending on card)

In combat, it can happen that armor or even weapons and spells are damaged. To repair a weapon, spell or armor, the action points indicated on the card must be spent.

Special feature for armor: It is possible to repair an entire armor set simultaneously by spending the highest action points of all involved and damaged set items. However, only the equipped parts on the body or in the belt can be repaired. Each armor item in the backpack must be repaired separately.

It is also possible to repair the armor or items of another character when standing next to him (range 1). In this case, 5 action points are added to the repair costs as described under *Take or use other character's items (5 AP)*. However, items in the backpack again may only be repaired separately.

Attack monsters/Use items (AP depending on card)

Once a character is in combat range (depending on the weapon or spell used), he can attack a monster via melee, ranged or psi spells. How attack and defense work is described in more detail in the *Combat* chapter. Each attack costs a certain amount of action points (usually between 5 and 25 action points).

You can also use weapons, spells and potions directly from your belt as long as the item can be used one-handed. In this case, the action points of the belt are added to the action points of the card (4 AP). Items in the backpack may not be used directly and must first be taken out of the backpack for 10 action points and equipped on the body or belt or thrown to another character.

It is also possible to use an item of another character (even unconscious) when standing next to that character (range 1). In this case, 5 action points are added to the items AP cost as described under *Take or use other character's items (5 AP)* and the item is directly used. If the item is still available afterwards (as with weapons or spells), it must be equipped in the hand of the last character to use it. Used potions are simply discarded.

Swap places (10 AP)

It is possible to swap places with another character for 10 AP if you are in range 1 of the character or if there is a free place in range 1 of the character. It is also possible to combine this with a movement or jumping action, so you can move next to the character and swap places with him in a single action.

Wait

If a character simply cannot or does not want to do any action at all, for example because he has to wait for another character or for the action of a monster, he can wait as long as he likes. His action points are lost until he wants to act again.

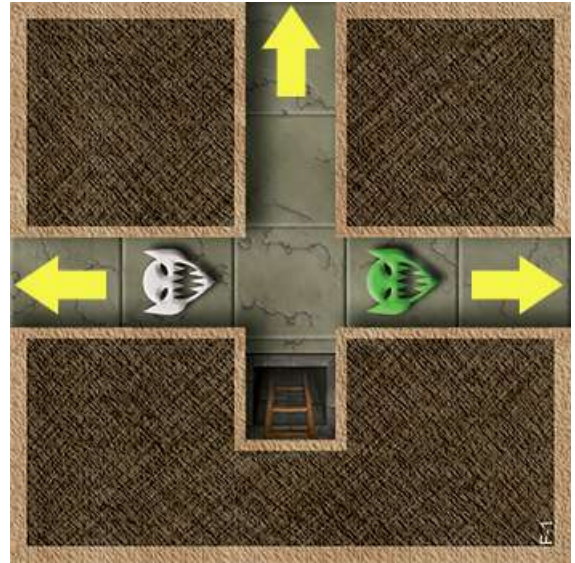
Revealing a Room Tile

Whenever a player decides to reveal the next room, he has to draw the uppermost room tile from the deck and place it correctly. The following basic rules apply when laying out new room tiles:

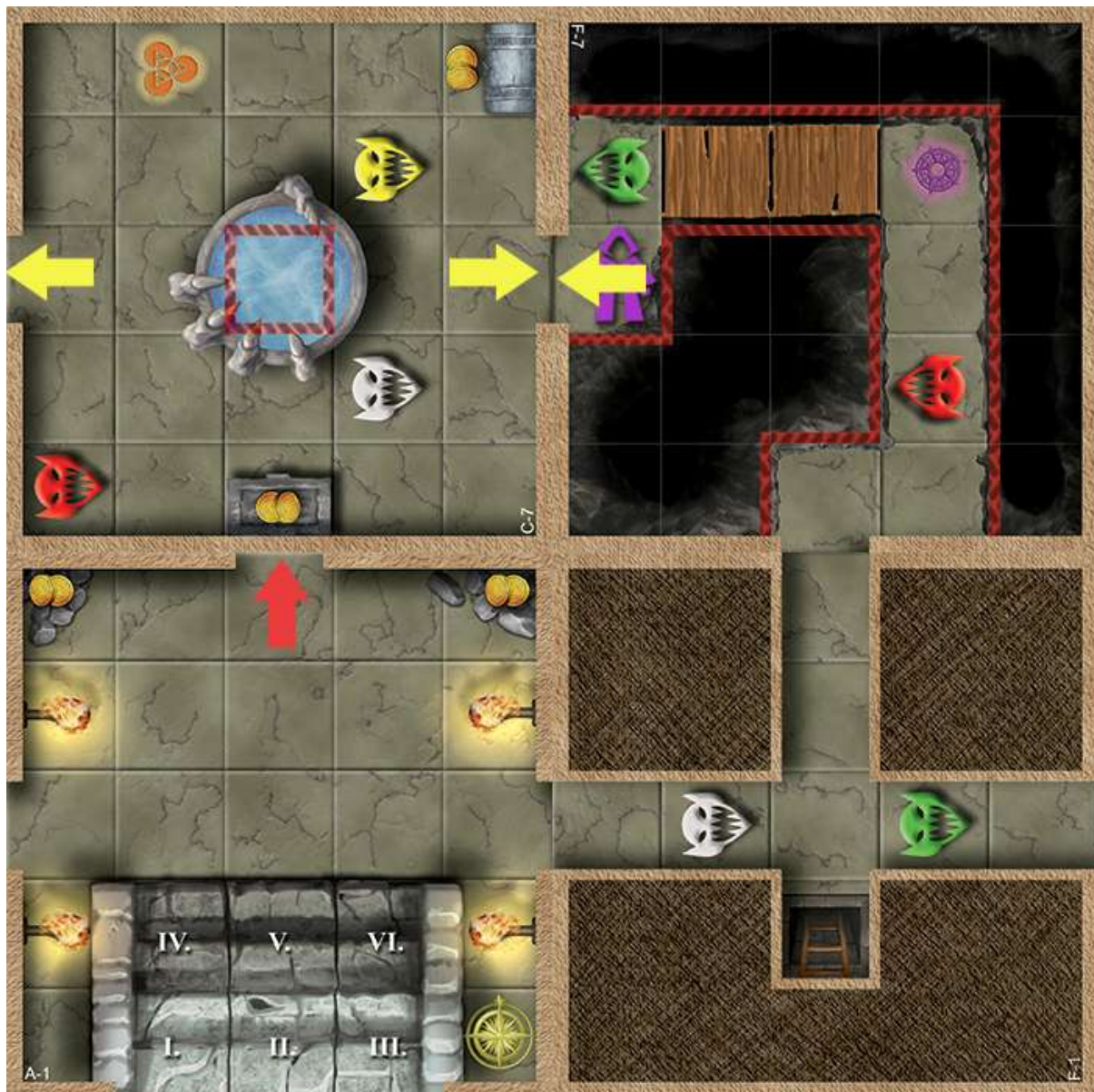
- There must always be a direct path from the active player into the new room, other already existing room tiles can be ignored.
- If a door exists on the new room tile, it must always be placed against the door that has just been opened (open sides may only be used if there is no door).
- If there are multiple doors on the new tile, the players may freely decide which door to use.



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



- ◇ *Example 2:* The same situation involving a different room. Room F-1 can be placed at any of the three doors (at each of the three yellow arrows).



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

Special feature: Open room tiles

Room tiles with one or several sides, where the door area is 2 or more squares wide, are called open room tiles. Whenever an open room tile is placed, more room tiles are drawn until there are no remaining open sides. If after the first open room tile another open room tile is drawn, it **must** be placed adjacent to an existing open side. This creates a much larger room that is not separated by walls. In case a room tile containing only doors is drawn following an open room tile, it can be placed anywhere along the open side. It is only moved on as long as there are still open sides. If there are only doors left, the drawing of more room tiles stops. For all rooms placed due to an open room tile, doors connecting these room tiles are considered open automatically.

36

Dead ends

As all room tiles are drawn randomly, it might happen that a dungeon is closed by a dead end and there are no more doors available even though the heroes have not reached their destination. If this should be the case, a secret door is automatically added to the last placed room tile in the middle of a wall side with no adjacent room tile yet. If there are multiple wall sides without adjacent room tiles, the players may decide where the secret door opens.

If the last room placed should be surrounded by other rooms, the players can choose on which room tile the secret door opens and the dungeon continues.

The secret door is treated like a normal, locked door. The heroes have to open it first before the next room tile is drawn. However, all this only applies as long as there are no locked doors left in the entire dungeon.

Treasure icon on a room tile

As soon as a room tile with a treasure icon is uncovered, a treasure marker is immediately placed on top of the treasure icon. As soon as a character moves to this treasure marker and decides to search for treasure, a loot card is drawn for him and the marker is removed. Further searching for treasures of other players or the same player is of no avail at this location.



- ◇ *Example:* The recently placed room tile has a treasure icon. A treasure marker is now positioned on this square. It is removed as soon as a character has moved onto the square and drawn a treasure card.

Traps and secret doors

Traps are included in the loot card deck and are automatically "discovered" the moment they are revealed. If a trap is drawn that requires a new room tile to be placed (for example, a secret door), the room tile is drawn as normal from the deck and is placed on the dungeon as

described on the card. However, traps or secret doors never count as revealing a room, so you may need to pay attention to the doom counter if a door has not already been opened this round.

Traps always become active at the moment they are drawn. There are essentially three types of traps: Individual traps that only affect one character or his current position (*Person*), traps that extend to an *Area* around the person and therefore can target several characters and *Room* traps. *Room* traps affect the room tile on which the triggering character is currently located. If it is a room tile with one or more open sides, this trap applies to the whole room up to the nearest doors (regardless if closed or already open). Each trap can be disarmed, the rules are stated on the corresponding trap card.

To ease gameplay, all monsters and unconscious characters are considered immune to all traps. Even if the trap has special effects due to its description (for example, spike walls tighten the room or a room-sized pitfall), all characters and monsters can move freely on the room tile as long as they do not have to pass through a door that is closed by the trap. Doors that are closed by traps are considered walls, which means that you cannot exchange objects or attack monsters behind these.

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

Monster icon on a room tile

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

It is recommended to mark monsters with more than one hit point or armor protection directly next to the figure with HP or AR markers. This simplifies the game and each player can immediately see how many hit points or armor rating a monster has. Alternatively, the markers can be placed on the level card. The game also includes colored monster markers that can be added to the markers to distinguish between multiple monsters of the same type.



- ◇ *Example:* There is a monster icon on the room tile which has just been placed. Immediately after placing the room tile, the players draw a monster card due to the monster icon and are dealt a Slimecrawler (yellow arrow). The player places a Slimecrawler figure on the square with the monster icon (red arrow).

Monster icon colors

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

- white monster icons are always used (1-6 players)
- green monster icons from 4 players (4-6 players)
- yellow monster icons from 5 players (5-6 players)
- red monster icons from 6 players (6 players only)

Multiple monsters per monster icon

Some monsters can reveal multiple monsters per monster icon (for example, goblins or modifications). If this is the case, every additional monster is placed as close as possible to the first monster. If there are multiple options, the square that is closer to a character or, in the case of multiple characters, to the character with the lowest attribute matching the monster's attack skill is always used (see also the chapter Monster Movement).

Monster modifications

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

It is recommended to mark monster figures that have modifications with a colored monster marker next to the monster figure and to place this color on the monster card as well. This

makes it easier to remember which monster has which modifications, especially if multiple monsters of the same type exist.



- ◇ *Example:* The 3 players have revealed a room tile with **two** white monster icons. One monster card is drawn for each monster icon and the corresponding monsters are placed on the squares. For the right monster icon, a *Slimecrawler* was drawn (placed at the green arrow), and for the left, a *Colossal* monster modification and then an *Orc* (placed at the red arrow).



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

No monster figures available anymore

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

This extra activation is immediately activated as soon as another monster of this type should be brought into play. If a new monster that cannot be placed possesses modifications, these modifications are passed to the monster that receives the extra activation.

- ◇ *Example:* There are already 2 *Gargoyles* (the maximum of Gargoyle figures) on the room tiles. A character opens another door, behind it a room tile with a monster field. The cards *Blocker* and *Gargoyle* are drawn from the monster pile. Since there are no Gargoyle figures left, the Gargoyle closest to a character receives the modification and is immediately activated outside the normal order. All Gargoyles additionally are activated again at their normal initiative of 10.

No connection to the rest of the dungeon

If a monster square has no connection to the rest of the dungeon for any reason, **no** monster card is drawn. However, as soon as the connection is made, the monster is drawn and set up exactly as when the door is normally opened.

Additional symbols on room tiles or markers

Starting positions

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

Colored runes

The runes in the colors blue, purple, orange and green have no particular meaning initially and can be accessed like regular squares. These runes can be used for special tasks in certain scenarios and will be described in more detail therein.

Rune markers also have no specific function and can be defined by a scenario or used to create your own scenarios.

Compass

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

Arrows (Room F-3)

Room F-3 (intersection with bridge) is a slight curiosity: The arrows indicate that you may walk under the bridge. This means that there are only 4 squares here, the middle square cannot be used in this passage and is simply ignored. This also applies to the line of sight and monsters. The upper passage cannot be seen from below, and vice versa.

Dungeon markers

Secret doors can be entered normally and are treated like an open door. There is a free line of sight onto the secret door square itself and into other rooms.

Locked doors can never be opened unless otherwise specified in the rules of the scenario or trap (usually by disarming a trap). Locked doors block the line of sight and cannot be passed. Doors still closed (before a room has been opened) and temporarily or permanently closed doors (by traps or scenario rules) are considered walls in terms of the rules. If monsters have no line of sight through closed doors and no other route is available, the monsters will move as close as possible to the door to be as close as possible to the characters when the door is opened.

Holes are treated like squares with red borders. These must be jumped over and a character cannot stand on them. A character affected by a trap that was standing on a square revealing a new hole may remain on the square until the character moves away. Gargoyles or poltergeists are allowed to move over holes just like over any square with a red border.

Rubble completely blocks the square on which it is located and blocks the line of sight as if it were a wall. No character or monster may enter this square (exception: Poltergeists). If a

character has been buried under rubble, he will remain on this square until the rubble has been cleared. Depending on the scenario, rubble can be removed with an action (takes either action points or a check against a target number).

Fire is treated differently depending on the scenario, but in most cases it can be crossed while the character takes damage.

Walls

Walls can never be entered by characters and block the line of sight. Poltergeists can move through walls and attack from a wall, but are visible and accessible to all characters from that point on.

Monster Movement

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

Monster order

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

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

Target of a monster

Once it is resolved which monster is activated, it must be clarified where a monster should move to attack. This is decided based on the following criteria:

1. **Attack multiple targets**
If a monster can attack more than one character it will prefer to do so, even if it has to get closer to other heroes. This aspect is ignored if the monster can only attack one character.
2. **Closer targets are preferred**
The character closest to the monster is always attacked first. If no character is in range, the monster moves towards the nearest one. Some monsters ignore this condition (for example the *Archer* or the *Ghoul*).
3. **Worst attribute depending on the type of attack**
If two characters are the same distance from the monster, it will choose the character with the lower base attribute, depending on the type of attack:
 - STR for melee attacks
 - AGI for ranged attacks
 - WIS for magical attacks
4. **Less active armor**
If the two players have the same base attribute value, the character with active armor will be attacked. Only active and equipped armor rating points are counted, already damaged armor is ignored.
5. **Player decision**
If there are still any uncertainties, the players may decide, which character is attacked.

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

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

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

If a monster can only reach a character with its movement range while another monster occupies the target square, it will push the other monster out of the way and place itself on that square. Replaced monsters will be moved as close as possible to the originating square; if in doubt, along the path the new monster took. Remember, the highest priority for a monster is to attack multiple targets. If a monster is only able to attack multiple targets by replacing another monster, it will do so.



- ◇ *Example 1:* A monster with a melee weapon (range 1) will automatically choose the shorter path between the two characters - in this case, towards the Wizard, who is only 4 squares away (yellow arrow) as opposed to the Huntress, who is 5 squares away (red arrow). If there were 4 players, the white monster would move to the square with the orange rune, because the green monster would block the preferred square.



- ◇ *Example 2:* This time the Huntress (STR 7) is one square closer to the monster and thus the same distance from the monster as the Wizard (STR 4). The monster (still using a melee attack) will still choose the Wizard because the Wizard has a lower strength attribute.

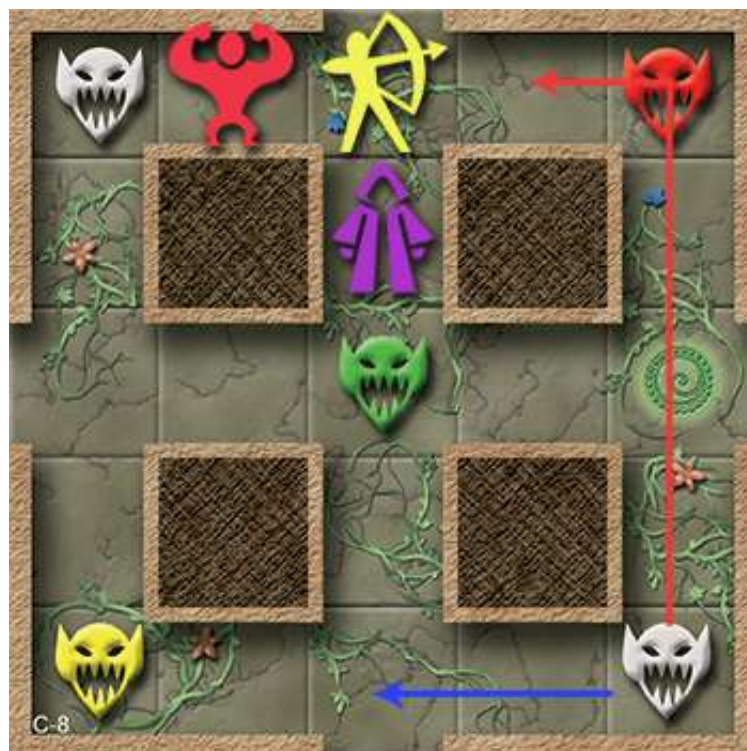


- ◇ *Example 3:* The white monster in front of the barbarian is a Slimecrawler, which the heroes have already attacked but not killed. On its initiative, this monster with a

ranged attack first chooses its target (the Barbarian standing directly in front of the Slimecrawler), then moves to its range of 5 and attacks the Barbarian. The Slimecrawler moves as far away from the barbarian as possible. If it can avoid other characters in the process, it will take this direction along walls. Since there are currently only white monsters in play with 3 players, the Slimecrawler can move to the green monster field.

Fastest way to the target

The monsters will always use the shortest route to the target. However, if all paths to that destination are blocked, the monster will take the next best path, if one is available. This is especially true for monsters with melee weapons, monsters with a ranged or magic attack can often still act due to their range, even though other figures are blocking the path.



- ◇ *Example:* The heroes have entered the room through the top door, but they are out of action points. The two monsters standing directly in front of the heroes (white and green, melee attack with range 1) attack immediately. The third monster must now find a new target. Depending on the attack type of the monster, it will look for different targets: If it has a melee attack (range 1), it will choose the red path to the huntress, since all other characters are blocked. If it's a monster with a range of 2 or more, it will attack the mage via the blue path, as the mage is closer than the huntress. With a range of 4, the monster would only walk one square along the red arrow – at this position it already has line of sight to the mage, but cannot be seen by the other heroes like the huntress.

Monsters and holes

Monsters are only temporarily blocked by holes or other red bordered squares. Every monster can cross a hole the same way as a hero – by jumping over the hole using 5 action points, but a roll check is not required for monsters. If the monster has fewer action points left, it can still complete the jump (thus jump over the hole), but cannot attack during this activation. If a monster has to jump over an obstacle, it will always jump as far as it can, to get as close as possible to the next character.

If there is another monster on the other side of the hole, the monster currently activated can only cross the hole if there is a free square behind the other monster and it has another action point after the jump. Otherwise, the monster must wait until the next activation.

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

Combat

Attack

In order to attack monsters, the player must first decide whether he wants to perform a melee or ranged attack and which weapon will be used (magic attacks are described in more detail in the chapter *Using magic*). The character can use all weapons that are equipped in the hands or in the belt (exceptions see *Additional combat rules*). Once it has been decided which weapon will be used, the player rolls the number of dice indicated for the attack on the card.

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

Monster attack

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

Range and line of sight

The range of melee and ranged weapons (and spells as well) is always counted in adjacent squares, never diagonally – same as a movement action. However, there must exist a line of sight to the target of the attack. A line of sight exists when a straight line can be drawn from any part of the attacking square to any part of the opposing target square.

Walls block the line of sight, even parts of a wall such as protruding edges and corners can reduce the field of view. Holes, red bordered or occupied squares do **not** block the line of sight (exception: *Rubble* markers). This means that it is possible to attack an enemy farther away through *other characters* or *enemies*. Only the target is affected, unless the weapon or spell card mentions something different such as multiple hits.



- ◇ *Example 1:* The huntress carries a ranged weapon with range 6, but has no line of sight on any monster from her current position. The huntress would have to advance at least 2 squares towards the mage to see the monster on the right. The mage has a spell with range 4 and does have line of sight to the monster on the right. However, another spell that could hit both monsters at once can only be used from the door, where both monsters will be visible.



- ◇ *Example 2:* The huntress wields a bow with range 6 and is able to reach all squares within A-1. However, from her current position, the huntress could only reach the monster directly at the entrance - the green line touches the monster square, so line of sight exists. If the huntress would possess the hero bonus "Range x 2" (and thus range 12), she could easily attack all squares touched by the green field and therefore also

monsters from her current position. However, the red fields are never visible without movement.

Defense

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

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

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

- ◇ *Example:* The barbarian had attacked an *Orc* with an attack value of 28. This *Orc* defends with 2D+5, which yields $8+6+5=19$. This means the *Orc* was hit.

Getting hit and armor rating

If a character was hit by a monster, the monster's damage indicated on the card for that monster level (plus any modifications) applies. The player now has the option to mark one of his armors with a "Damaged" marker. Only one armor card can be used per damage. All damage points above the armor rating of the armor currently used will be deducted from the character's hit points. It is irrelevant whether a melee, ranged or magic attack was used, armor can generally be used in any case.

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

Players note their hit points on the character sheet in the form of the current remaining hit points. For monsters, it is best to place HP markers with the remaining hit points next to the monster figure or on the monster level card if necessary.

- ◇ *Example:* The Barbarian (defense roll 21, two armors with AR 3 each) could not defend against an *Ogre* attack (attack roll 29, damage 4 points). The player decides to use an armor to prevent 3 points of damage. He deducts one hit point on the character sheet and writes the remaining 12 into the HP table. He was not allowed to use the second armor for the same attack.

Armor vulnerability

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

- ◇ *Example:* The Ranger (defense roll 14, two armors with AR 3 each) defends against a *Gargoyle* (attack roll 17, damage 2 points). The player could now damage one of the two armors – but unfortunately the gargoyle attacks with earth damage and both armor items of the ranger are vulnerable to earth. Therefore the damage fully

penetrates and the player subtracts 2 hit points of damage from his current hit points and writes down the current value.

Critical hits

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

- ◇ *Example:* The mage (parry roll 8, one armor with AR 2) defends against a Mercenary (attack roll 36, damage 3 points). The mercenary has landed a double critical strike, which now deals 5 points of damage. The player damages the armor and subtracts 3 hit points of damage from the HP.

Additional combat rules

Fumbles in combat

If a 1-1 is rolled during an attack or a defense (fumble), then the weapon or attack spell used is damaged and a corresponding marker is placed on the card.

A critical failure without 1-1 on a character defense already means that more damage is inflicted by the monster; a critical failure on an attack (due to an extremely high defense of the monster) has no additional effect – the monster just defended against the attack.

Using weapons and spells from the belt or backpack

Weapons and spells may only be equipped in the hands (exceptions are described on the cards). However, a one-handed weapon or spell can also be used from the belt, even if both hands are already occupied. To do this, the player simply spends 4 action points more (for the belt) than indicated on the weapon or spell card and directly performs the attack or spell. The card remains in the belt.

Two-handed weapons can never be used from the belt, these always must be taken into the hands (which costs 4 action points). The items previously held in the hands can be placed in the belt or backpack as desired.

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

Utilizing both hands

Utilizing both hands has no obvious advantage. The player can only decide with each attack or defense which weapon will be used.

Repairing equipment

If weapons, spells or armor have been damaged in combat, these items can be repaired. During his turn, the player spends the action points indicated on the card and removes the "Damaged" marker of the repaired item.

A special feature are armor sets: These sets can be repaired completely at once. The highest action point value of all involved and damaged set parts is used for this purpose.

- ◇ *Example:* The Ranger (24 action points) is equipped with 3 damaged armor items (Leather armor / 8 AP, Leather helmet / 9 AP, Padded boots / 7 AP). He can repair the

two leather set items together for 9 AP, the padded boots must be repaired separately for 7 AP.

Damaged items remain damaged, even if they are exchanged with other characters, packed into the belt or backpack or sold. If damaged items are sold, they are worth 1 gold less than usual.

Defeated monsters

Treasures

Once a monster is defeated, the player who killed the monster **must** immediately draw a loot card. If the monster was augmented by monster modification cards, the number of loot cards drawn may increase. All loot cards must be drawn when a monster is killed, but only *until a trap card* is drawn. In this situation, a trap is more likely to be a curse of the killed monster or the hero has stumbled into the trap during combat. The trap is played out immediately. After that, the player can decide whether to draw the remaining loot cards or to stop. All traps and loot cards are played in the order in which they were drawn.

XP

For each monster, the group gets 1 Experience Point (XP). If the monster was modified by monster modification cards, the amount of XP might be increased. All XPs are collected on the group XP track (on the initiative board) until they are distributed. Experience points are distributed as described under *Character development and level up*.

Using magic

Psi spells

Each spell cast requires psi points immediately upon use. No matter if the attack or the spell succeeds, the psi points are lost in every case.

Magic attacks

A magic attack (or psi attack) is performed like a normal melee or ranged attack. Most magic attacks inflict damage like a weapon, but some spells have additional special effects (described on each card). A magic attack can only be repelled by psi resistance, but any armor can be used normally to block the damage (exception similar to normal attacks: Attacks with a specific element might ignore armor).

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

Target numbers

Spells with target numbers are always rolled using 2D and the character's two attribute values that are listed on the card as requirements.

- ◇ *Example:* The priestess (CON 10, PSI 12) casts a *Dense Hide* on herself (requires CON and PSI, TN 28). The player rolls an 8 and a 5 with 2D and adds the values of constitution and psi. This results in a 35 (10+12+8+5), the spell is successful.

Magic monster attacks

Monsters have an unlimited number of attacks available for magical attacks, no psi points are counted or deducted.

Critical successes when using psi

Each critical success on spells with a target number (i.e. 10 more than the target number) reduces the psi point cost by 1 PP for each additional success. This is explicitly not the case for attack spells, which automatically gain 1 point of damage similar to normal attacks.

Unique weapons

Some magical but also non-magical weapons also allow the use of psi points. Most weapons use some kind of concentration power and not necessarily magic, but this is also called psi. Any character that meets the requirements of the weapon can use it. Usually the psi points have to be spent before using the weapon, unless it is explicitly allowed on the card to do so after an attack or hit.

Psi resistance

Magical attacks can only be fended off using psi resistance, which can be increased with certain equipment. In addition, it is possible to increase any personal psi resistance (that only affects the own character) *after the dice roll* with psi points. Each psi point invested means an additional point to the dice roll. This can also be useful to avoid critical hits. Also for the psi resistance the following rule is valid: The defender must surpass the attack roll by 1 point.

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

Hit points, initiative points and psi points

As long as a character has positive hit, psi or initiative points (including 0), he can act without problems. As soon as a character falls below 0 points, that character may become unconscious.

Negative hit points or psi points

Once a character has negative hit or psi points, that character must use one die less than usual for the initiative roll. With only one die a rolled 1 is considered a fumble and the character immediately becomes unconscious.

Additionally, the negative hit or psi points are deducted from the character's initiative roll. Only the lower of the two values is deducted from the initiative roll. This means that the character will become slower and slower the more he is injured or the more he has magically exhausted himself.

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

Negative initiative points

If a character is overloaded with heavy armor or weapons, the initiative penalty may exceed his normal initiative points and the character will receive a penalty on his initiative roll until the armor or weapons are unequipped.

Basically the same restrictions apply as for negative psi or hit points (roll 1 die less for the initiative), but the negative points are of course not subtracted additionally from the initiative.

Unconsciousness

Any character that does not reach at least 1 action point on the initiative roll at the beginning of the round is rendered unconscious. The character then has to sit out this round completely until the next initiative roll, where he hopefully rolls better while the other characters helped. A 1-1 (Fumble) or a 1 with one dice on the initiative roll also leads to immediate unconsciousness - the character probably stumbled over a floor tile and bumped his head.

For each character that becomes unconscious at the beginning of the round, the marker on the doom counter is moved down one space. This may also trigger an extra action of the monsters at the beginning of the round!

Unconscious characters become "virtual" on the game board: The figure is removed and the player's colored initiative marker is placed on that location on the game board. The character is ignored by the monsters and is immune to group traps and attacks of any kind. Unconscious characters do not occupy a square, so monsters and characters can move normally on these squares. Should the unconscious character wake up again in one of the following rounds and his square is occupied, he is allowed to simply crawl to the nearest free square (shortest distance, if there are multiple possibilities, the player can decide).

Another character can also take an unconscious one with him as soon as they are on the same square. Simply place the player marker of the unconscious player under the figure of the player still moving. However, movement will then cost the active character twice as many

action points as normal. Picking up or dropping unconscious characters does not interrupt the move action.

Jumping is also possible with an unconscious character, but will also cost twice as many action points. In addition, both characters will be injured according to the jump rules in case of a failure or fumble.

Since unconscious characters are just lying around, they regenerate 3 points at the end of the round in phase H, which they can freely distribute between hit and psi points. In Phase H, the player can also decide whether his character should remain unconscious or attempt an initiative roll next round. If he decides to make the next initiative roll (including all risks), he may rejoin the game. If the character remains unconscious, the player is not allowed to equip any cards in Phase I. However, an unconscious character may contribute gold to a purchase.

- ◆ *Example:* The Mage (-10 hit points, 5 initiative points) rolls a 4 with one dice on the initiative roll, resulting in only -1 action points. He becomes unconscious for this round and cannot act, but regenerates 3 points in Phase H, which are added completely to the hit points. In addition, the monster marker on the doom counter is moved 1 space.

Death of a character

If any character should reach -40 hit points or -40 psi points, they die immediately. This means an instant end and failure of the current scenario.

Character development and level up

The experience points (XP) that all characters gain by killing monsters or through traps can be converted into attribute points at the end of each turn (in phase H).

As soon as the group XP track has reached the number of group members present, the group XP can be redeemed. For each character, one XP is removed from the group XP track and each character receives 1 XP (in campaigns) or 3 XP (in single scenarios, equivalent to 1 attribute point).

3 character XP result in 1 attribute point. The XP can be saved as long as desired, but can only be spent in phase H. As soon as the player has increased the desired attributes this round, the calculated values (hit points, initiative points, psi points) are checked again. If a calculated value has changed, the maximum and the current points are both increased respectively.

- ◇ *Example 1:* At the end of a *single scenario* round, the 5 *players* have accumulated 7 group XP. All of them will get 3 character XP each in Phase H and the group track is reduced to 2. The players use these 3 XP to directly level up an attribute.
- ◇ *Example 2:* In a *campaign*, 4 *players* will receive only 1 character XP each for 4 group XPs. The characters still need 8 more group XP to increase an attribute.

It is possible that the character can equip other items with the new attribute values. However, these may only be equipped when it is the character's turn again – that is, in the next round.

- ◇ *Example:* The adventurer (STR 9, CON 9, current hit points 6, maximum of 9) has saved 6 XP and now increases both STR and CON to 10. This increases his maximum hit points to 10 and his current HP to 7. If the adventurer had only increased his constitution, nothing would have changed, since the result is always rounded down. Additionally, the adventurer has a *Leather Shield* (STR 9, CON 10) in his belt, which he may equip for 4 AP in the next round.

It is also possible to enter ongoing games or to continue playing with fewer players. The current round should be completed and all group XP should be distributed as good as possible. After that, the character and equipment of the player leaving the game can simply be removed. When a new character joins, the new player draws 4 loot cards and the starting equipment and creates the character according to the normal rules. Afterwards he gets the same amount of additional XP compared to all other characters, which he may freely distribute. The new character starts from the entrance into the dungeon. From the next round on, the XP are simply distributed according to the normal rules with the new number of players.

- *Optional Rule:* The difficulty of the game can be increased or decreased by adjusting the XP attribute cost. 2 XP per attribute point let the characters advance much faster, 5 XP slow down the progression dramatically.

Hero and monster level

On the initiative board, green hero levels are indicated as well as a monster level up within the doom counter. As soon as the respective spaces are reached on the initiative board, the following rules apply.

Monsters

When the monster level is increased, the hit points and armor rating of existing monsters are immediately updated. This means a monster can suddenly have more armor or higher hit points. However, only the difference to the previous level is adjusted. All other values like attack or defense are effective immediately. All new monsters that are revealed from this point on directly have all new level stats.

Heroes

At each hero level up (in single scenarios in Phase H of rounds 7, 13, 18 on the initiative board, in campaigns usually after every second scenario) players may choose a hero bonus for their character. This bonus applies to all weapons, spells and other equipment used. The bonus cannot be changed afterwards, it is permanently set for this character from now on. The player can simply check the selected bonus on the character sheet.

Rules for selecting a hero bonus:

- One bonus per hero level above level 1 can be selected
- The same bonus may only be used once per character

Description of all bonus markers



The character is allowed to roll 1D extra on every melee attack.
Warning: Slightly increases the chance for fumbles of the weapons used.



The character is allowed to roll 1D extra on every ranged attack.
Warning: Slightly increases the chance for fumbles of the weapons used.



The character is allowed to roll 1D extra on every magic attack.
Warning: Slightly increases the chance for fumbles of the spells used.



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



The character automatically regenerates one hit point (HP) and one psi point (PP) in each phase H up to his current maximum.



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

Warning: Slightly increases the chance for fumbles on initiative rolls.



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

Does **not** apply when disarming traps or similar target number rolls.

Important: Any action of the character will always cost at least one action point!



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

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

Miscellaneous rules

End of the game

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

- All characters are knocked unconscious at the same time – the monsters will surround and defeat the characters (no matter how many monsters are present). Note: This might also happen if all players roll a 1-1 during the same initiative roll, but this is very unlikely. However, this will become more likely the more heroes have negative hit or psi points.
- One of the characters dies (at -40 hit or psi points).
- When the end of round 40 is reached. In this case the heroes simply spent too much time.
- If the monsters would reach level 5 – the monsters are now too strong and simply will overrun the heroes (may not apply in campaign mode).

Special rules for 1-2 players

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

Alternatively, a game with only one or two characters is also possible:

2 players

With just two characters, the following rules apply:

- Both players draw 2 additional loot cards at the beginning (6 instead of the usual 4 cards).
- Each character can select a hero bonus right from the start.
- Experience points are distributed as usual, so two players must only defeat two monsters to get 1 XP (campaign) or 3 XP (single scenario) each.

1 player

In a solo game the same rules as for two characters apply with the following additional rules:

- The character cannot lose consciousness and has therefore always a minimal initiative of 1. The drawback: The monsters continue to attack the character until he is dead...
- The player draws 4 more loot cards at the beginning (8 instead of the usual 4).
- The player can choose another hero bonus (the character starts with two bonuses).
- Experience points are distributed as usual, so the player must only defeat a single monster for 1 XP (campaign) / 3 XP (single scenario).

- *Optional rule:* To avoid having to roll both the monsters and your own heroes in solo play, it is possible to replace each die on a monster with the mathematically expected value of 6. So 3D+2 will automatically result in a 20 on each attack or defense of that monster. However, the character dice should still be rolled to retain some degree of randomness. Most importantly, this method means that the monsters no longer will roll any (critical) failures, which makes the game a little more dangerous.