

The logo for 'Dungeons of Doria' is set within a dark, ornate frame with yellow and silver accents. The text 'DUNGEONS OF DORIA' is rendered in a metallic, gothic-style font. Two gold coins with a sunburst emblem are integrated into the design, one between 'DUNGEONS' and 'OF', and another between 'D' and 'ORIA'.

**DUNGEONS
OF
DORIA**

**INVASION OF
THE GREENSKINS**

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INVASION OF THE GREENSKINS

Greenskins - orcs, goblins, ogres and even trolls belong to this group. Humans fear or despise them, for they are usually aggressive and crude. A group of young recruits is ordered to Castle Dankern in northern Elmark to investigate increased incidents involving goblins and orcs. However, shortly after arriving at the castle, the newcomers are entangled in a story of far grander scale than originally anticipated.

This campaign is designed for up to 6 players. It contains 10 different scenarios that have been combined into a story campaign of 8 scenarios. Each scenario is designed for a game session of approximately 2-5 hours (depending on the number of players). The story takes you through several locations of the fantasy world of Doria, more specifically of the northern region Elmark.

All campaign data is managed and noted on one of the provided *Campaign Overview* sheets (see sample on the right). Start the campaign with scenario 1. After each scenario you will receive further directions for selecting the next scenario and instructions with rewards.

Each scenario will show you the *Scenario Setup* and special *Monster Rules*. These need to be followed before you start any scenario. The information specified under *Scenario Rules* should be followed depending on the scenario. Some information might apply directly at the start of the scenario (for example *Movement of Non-Player-Character* or similar information that applies to the whole scenario) or some time later (for example *As soon as A-1 has been revealed*). It is allowed to read the full scenario completely before you begin, which makes the game slightly easier, as you can prepare for what is to come.

Scenario Name	Notes	Scenario ID	Members
1. Castle Dankern	Katharina rescued	1	#5
2. Playing with fire			
Default Bonus: Keep a total of 1 Loss! Craft after the Scenario			Total: 5
3.			
Default Bonus: Keep a total of 2 Loss! Craft after the Scenario			Total:
4.			
Default Bonus: +1 Hero level (after permanent bonus)			Total:
5.			
Default Bonus: Keep a total of 3 Loss! Craft after the Scenario			Total:
6.			
Default Bonus: +1 Hero level (after permanent bonus)			Total:
7.			
Default Bonus: Keep a total of 4 Loss! Craft after the Scenario			Total:
8.			
Character names, additional permanent bonus			
Angus McBright, Talora Quickblade, Aenna Woodlind, Galior Bearpaw			

MAP



SCENARIO 1

CASTLE DANKERN

Elmark is located in the far north of Doria, bordering the Wilder Lands. The harsh north has been plagued by Greenskins for centuries, but it has been quiet for years. You have recently been ordered to Castle Dankern to investigate rumors of increased goblin raids. Castle Dankern is one of the northernmost fiefdoms and is responsible for guarding the border. On your way through the borderlands, you have already been attacked by small goblin parties and a few orcs. Concerned about the situation, you arrive at Castle Dankern very late in the evening. After a quick dinner and a few words of welcome you are assigned rooms, all else is to be discussed the next day.

However, in the middle of the night you are awakened by the alarm calls of soldiers.

You grab your equipment and head out to see what this is all about. Since you don't know your way around the castle yet, it takes a moment to get to Baron Dankern: "Take my daughter to safety! Take the hidden exit in the Bear room. I'll take care of the attackers!". He locks the gates from the outside and leaves you alone.

Shortly after, you hear the sound of windows breaking, the attackers are already in the castle!

Immediately you take Lady Katharina of Dankern into your midst and look for a way out of the castle...

QUEST

Find the room with the bearskin and search for the secret exit within. Get *Lady Katharina* to safety!

SCENARIO SETUP

The room tiles **A-1** and **B-2** are retrieved from the deck. **A-1** is used as the start tile. The doors to the left and right of the stairs are marked with *Blocked Doors* and cannot be opened. Escaping from this scenario is not possible! *Lady Katharina* (represented by a free character figure) starts on **A-1** on the *Compass* square.

Setup of the scenario deck: **B-2** is placed face down as the bottom room tile and 6 random room tiles are placed on top of it (7 room tiles total). All remaining room tiles are shuffled and placed under these 7 room tiles.



MONSTERS

Whenever a room with a rune is revealed, an increased number of Greenskins might appear on the rune (number of players in brackets):

[1-6]: **Blue Runes:** 1 Archer

[4-6]: **Green Runes:** 2 Goblins (not doubled, only 2)

[5-6]: **Orange Runes:** 1 Shaman

[6]: **Purple Runes:** 1 Orc

All remaining monster squares are handled as usual.

All monsters always try to attack *Lady Katharina* if possible. If a monster cannot directly target *Lady Katharina* and attack her, the monsters move according to the normal rules and attack the characters.

In case *Lady Katharina* is unconscious, all monsters will try to pick up *Lady Katharina*. If a monster could reach the unconscious *Lady Katharina* within its **doubled moving distance**, the monster will not attack and will pick up *Katharina* instead (which will end the monster's activation). If a character carries *Katharina*, this character will become the target of all monsters (if possible). A monster carrying *Katharina* will not attack and will instead open a door and reveal a new room the next time it activates, similar to a character (or move as far toward the door and away from the characters as possible). The revealed rooms are treated the same as if a character had opened the door (including the *Doom Counter* in Phase G). The monster cannot pass *Katharina* to other monsters. It must be eliminated in order to drop *Katharina*. As soon as *Katharina* is carried by a monster, all other monsters will turn to the characters.

SCENARIO RULES

Lady Katharina

Lady Katharina always acts at an **initiative of 12** (represented by a free *Initiative-* or *Monster-*marker) and is moved like a character. *Katharina* can disarm *room traps* automatically if she can reach the door from the outside or if she is within the same room. However, this does cost all of her remaining action points for that round. If *Lady Katharina* disarms a trap, the characters receive the experience points, but not the gold. She cannot equip any items, but she does have a permanent **Armor Rating of 1** (no sensitivity). She has **[8-PlayerCount] HP**. Her *defense* is **2D+2**, her *psi-resistance* is **2D+5**. She is immune to all types of poison and accordingly **never receives poison markers**.

Unconscious

If *Lady Katharina's* hit points drop to 0 (can never get below 0) she immediately becomes unconscious and can be carried like a character. Carrying *Katharina* causes a **-5 penalty** to all **attacks, defense** or **psi-resistance**. *Katharina* can be healed like a character (spells or potions), but does not regenerate hit points while unconscious. As soon as her hit points rise above 0, *Lady Katharina* will wake up again in *Phase H*.

When a monster successfully attacks a character carrying *Katharina* (even if blocked by armor), the character drops the lady onto the next free square. If a monster is standing right next to that character (even if it was not the attacker), it **immediately** takes *Katharina*. If there is more than one monster next to the character, the monster that is activated next receives the girl (could also be the first monster activated in the next round).

As soon as B-2 is revealed

When the room with the bearskin is revealed, each character in the room may search for the exit for **10 AP** per attempt (**WIS+PER+2D** against a target number of **40**). If there are monsters in room B-2 add **+10** to the target number. If *Katharina* is conscious and in the room, subtract **-10** from the target number.

Attention: Once *Lady Katharina* is carried by a monster, the next activated monster within room B-2 will automatically find the exit. Once the exit is found, a *Secret Door* marker is placed on the blue rune.

END OF SCENARIO

The scenario ends immediately as soon as *Lady Katharina* leaves the board via the secret door on B-2 (whether through monsters or with the help of characters).

Rewards

All characters are **completely healed**. Players can keep **1 loot card** for each character to take with them into the next scenario.

If the characters managed to bring *Lady Katharina* to safety, Baron Dankern is so grateful that the players are allowed to draw **2 additional loot cards** per player at the beginning of the next scenario.

Monster Points

If *Lady Katharina* is kidnapped by the monsters, the monsters will receive **2 additional monster points**.

Lady Katharina was rescued:

You succeed in escorting Lady Katharina out through the secret passage and bring her to safety. As soon as you get out of the castle, you make your way to a sheltered hill from which you can see the castle clearly. Shortly after, the sun rises and the Greenskins, lacking the cover of darkness, flee. Once you believe things have calmed down enough, you return Lady Katharina to Baron Dankern, who is extremely happy to embrace his daughter and promises you an additional reward.

Proceed with:

Scenario 2.A

Lady Katharina was captured:

You chase the monsters as far as you can, but their advantage is too big. You cannot save Lady Katharina at this moment. You decide to return to the castle just as the sun rises. The Greenskins, without the protection of darkness, flee and you have to deliver the bad news to Baron Dankern. He is overwhelmed with grief and furious over the loss of his daughter, but he must first take care of his soldiers and the castle.

Proceed with:

Scenario 2.B

SCENARIO 2.A

PLAYING WITH FIRE

The attack of the Greenskins has been stopped and you have protected the Baron's daughter against the attackers. Nevertheless, the excellent equipment and organization of the attack gives the Baron quite a few concerns. Some of the goblins have been captured and their claims indicate that there is a goblin cache with weapons and equipment ready to be used by all Greenskins. The heroes are asked to follow the leads and locate the hideout. Preferably, their cache should be burned in order to destroy the equipment. You embark on your mission to take care of the goblin cache...

QUEST

Find the storage room of the Greenskins and set their equipment on fire. Afterwards flee from the dungeon immediately!

SCENARIO SETUP

The room tiles A-1 and A-8 are retrieved from the deck. A-1 is used as the start tile. The doors to the left and right of the stairs are marked with *Blocked Doors* and cannot be opened.

Setup of the scenario deck: A-8 is placed face down as the bottom room tile and 6 random room tiles are placed on top of it (7 room tiles total). All remaining room tiles are shuffled and placed under these 7 room tiles.



MONSTERS

All *Poltergeists* drawn from the monster deck during the game are treated as *Archers* and all *Zombies* as *Goblins* (2 *Goblins* as usual). The *Poltergeist* and *Zombie* figures are not used. This may result in significantly more extra activations for *Archers* and *Goblins* than usual.

SCENARIO RULES

The characters may escape from the dungeon at any time.

In each revealed room, only the door farthest away from the current door is usable. All other doors are always marked with *Blocked Doors* that cannot be opened. If there are several doors within the same distance, the players may decide which door will be locked. This also applies to large rooms. Even in this case, only one door can be used in all rooms that are revealed together.

As soon as A-8 is revealed

Once the storage room is revealed, this is considered the end of the dungeon and the second door of the room is likewise marked with a *Blocked Door*. Both treasure squares must then be set on fire (check with **AGI+WIS+2D** against **30**, possible from range 1, **15 AP** per attempt).

From the moment when **both treasure fields** are burning, something explodes in the room - the crazy Greenskins must not only have stored equipment here, but also some strange black powder! This blocks the door to room A-8 with *Rubble* for now (on the square outside the room, clearing the *Rubble* is possible from range 1 or 2 with **STR+CON+2D** against **35**, **20 AP** per attempt). A *Fire*-marker is placed on the rune square in A-8.

After the explosion

From the moment of the explosion, in each **Phase F** [**PlayerCount** ÷ 2] (rounded up) *Goblins* will enter the dungeon from the stairs and try to take revenge on the heroes! These *Goblins* are not doubled as usual. However, the normal activation rules apply once all 5 *Goblin* figures are in play.

In addition, in **Phase F** (after *Traps* and *Goblins*) an already burning square spreads *Fire* to all directions (to adjacent and diagonal squares). Then, a new *Fire* is created in the center of each room tile adjacent to an already burning room. Thus, each room on fire burns completely within

3 rounds, the fire spreads from the center square to all adjacent squares and from there to all remaining squares. That means, each room can be marked with a single *Fire* marker, which allows to use less in this fire-intense scenario.

Fire

Any character moving through a *Fire* square automatically receives **1 point of damage per fire square** (armor can be used per square as long as it is not *Fire*-sensitive). If a character remains standing on a *Fire* square, they receive **2 points of Fire damage**. Any character standing on a *Fire* square in **Phase H** will receive **2 additional points of Fire damage**. *Fire* squares cannot be extinguished. Characters can jump over *Fire* squares, but the **jump** check is **increased by 5 points**. A failed jump is penalized according to the usual jumping rules.

END OF SCENARIO

All heroes must escape the dungeon by using the exit at the stairs to outrun the fire. It is possible to run back in to help other characters.

Rewards

All **potions** may be consumed at the end of the scenario. In addition, each character regenerates **6 points**, which may be freely distributed among HP and PP, and all poison markers are discarded. Players can keep **1 loot card** for each character to take with them into the next scenario. Furthermore, all characters increase their hero level and each character is allowed to mark **one permanent hero bonus** on their character sheet.

Monster Points

If the fire was not started and the characters escaped sooner, **8 monster points** are added to the current ones. After the scenario, if the monsters still have a lower level than the heroes after all monster points have been included, the monsters receive **1 additional monster point**.



*You did it! The weapons cache of the goblins is in flames!
You escape the heavy clouds of smoke pouring out of the cave in the mountain. Now you have to get off this rock as fast as possible! Hurried, you follow the trail, the grunts, squeaks and chatter of Goblins following you, as well as a few poorly aimed arrows. All of a sudden you run unexpectedly into the arms of Lady Katharina, who apparently wanted to follow you, but there's no time to lecture her now! You take her along with you, when after the next bend three laughing orcs stand in the middle of the path. They wave to you in mockery. Just as you stop, the ground splits beneath you and you fall into the darkness.*

Proceed with:
Scenario 3

SCENARIO 2.B

LADY KATHARINA

The scouts of the Baron have followed the tracks of some Orcs to a cave in the mountains where they believe that Lady Katharina is held. In addition, they found a Goblin cache where they seem to keep equipment. The excellent equipment and organization of the attack gives the Baron quite a few concerns, and he actually would have charged you with smoking out the cache of the Goblins. But since you are responsible for the loss of his daughter, you are tasked to bring her back to him. The Goblin cache can be dealt with by some of his soldiers instead. Follow the tracks to the lair of the Orcs and free his daughter as quickly as you can. Of course, the safety of Lady Katharina has the highest priority, and the Baron strongly suggests that you don't show up here again without his daughter...

QUEST

Find the torture chamber and free *Lady Katharina*. Escape from the dungeon with her as soon as possible.

SCENARIO SETUP

The room tiles A-1, C-2 und F-1 are retrieved from the deck. A-1 is used as the start tile.

Setup of the scenario deck: C-2 is placed face down as the bottom room, F-1 is placed on top and 6 additional random room tiles are placed on top of it (8 room tiles total). All remaining room tiles are shuffled and placed under these 8 room tiles.



MONSTERS

All *Poltergeists* drawn from the monster deck during the game are treated as *Archers*. The *Poltergeist* figures are not used. This may result in significantly more extra activations for *Archers* than usual.

Once *Lady Katharina* is visible, all monsters will always move in her direction and attack her if possible (monsters with a higher range will move only as far as they need to, as usual). If a monster has to choose between *Lady Katharina* and a character, it will always choose *Lady Katharina*. If monsters cannot reach *Lady Katharina*, they

will move as far in her direction as they can while still attacking a character instead (if possible).

SCENARIO RULES

As soon as F-1 is revealed

F-1 is treated as a normal room tile. The **ladder** on F-1 represents the exit from this scenario and can be used at any time to escape from the scenario. However, it is not possible to return to the scenario.

Attention: The player count is not changed by characters that have left the dungeon, but these characters are not located on a room tile and accordingly do not count towards the *Doom Counter* in *Phase G*.

As soon as C-2 is revealed

Lady Katharina is represented by any free character figure and placed on the torture device next to the white monster square.

Immediately after revealing the room the monsters are placed according to the usual rules. Afterwards, in addition to the already placed monsters **all free monster squares** (not already occupied by monsters or characters) are filled with **[PlayerCount + 2] monsters** as close as possible to *Lady Katharina* (also randomly drawn including modifications). These monster squares are chosen regardless of the number of players. This means that even with 3 players the green, yellow and red monster squares are used, including those monster squares outside C-2 on all connected room tiles.

At the end of each *Phase F* additional **[PlayerCount ÷ 2]** (rounded up) monsters crawl out of the sewer onto the red monster square or, if occupied, as close as possible to it, into room C-2.

Lady Katharina

To free *Lady Katharina*, a character must succeed on a check using **AGI+PER+2D** against **32 (15 AP per attempt)** within range 1 of her.

She is completely exhausted and always acts at an **initiative of 3** (represented by a free *Initiative-* or *Monster-*marker). She is moved and treated like a character. Since *Lady Katharina* is also affected by room- and area-traps normally, she may also try to disarm or avoid traps herself. To do so, she uses **2D+16** (all attributes equal 8). If she disarms a trap, the characters receive the experience points, but not the gold.

Lady Katharina cannot equip any items. However, she does have a permanent **Armor Rating of 1** and has **[6 - PlayerCount] HP** when placed (also her maximum through healing). Her *defense* is **2D+2**, her *psi resistance* is **2D+5**. She is immune to all types of poison and accordingly never receives poison markers.

Lady Katharina **never** loses consciousness and dies at -20 hit points, just like a character. Characters may infuse her with potions and cast spells on her to bring her up to her maximum hit points.

Since she carries a heavy iron ball on one leg, she can't be carried or have her place swapped with her. Over holes she needs help by having a character standing on at least one side. She can then cross holes using 1 action point.

END OF SCENARIO

Lady Katharina and all characters must move out of the dungeon via the ladder on F-1 (moving directly to the ladder square is sufficient).

If *Lady Katharina* should die before escape is possible, the scenario will end immediately. The characters manage to save *Lady Katharina* at the last moment and the next scenario is started normally, but the monsters receive additional monster points.

Rewards

All **potions** may be consumed at the end of the scenario. In addition, each character regenerates **6 points**, which may be freely distributed among HP and PP, and all poison markers are discarded. Players can keep **1 loot card** for each character to take with them into the next scenario. Furthermore, all characters increase their hero level and each character is allowed to mark **one permanent hero bonus** on their character sheet.

Monster Points

If *Lady Katharina* was defeated, **6 monster points** are added to the current ones.

After the scenario, if the monsters still have a lower level than the heroes after all monster points have been included, the monsters receive **1 additional monster point**.



At last you have rescued Lady Katharina and are able to flee, but already more Greenskins are arriving to chase you. You won't be able to stand against their overwhelming numbers. You turn around and run along the way you came, descending the mountain path, as fast as you and Lady Katharina can manage.

You continue to run along, when after the next bend three laughing orcs stand in the middle of the path. They wave to you in mockery. Just as you stop, the ground splits beneath you and you fall into the darkness...

Proceed with:

Scenario 3

SCENARIO 3

ESCAPE THE ORC ATTACK

*The Greenskins have lured you into a trap!
You are inside a pit, into which a glimpse of daylight shines from above. The Orcs and several Goblins are gathering around the hole, so you quickly take a closer look around the pit. But down here, too, monsters are waiting to ambush you. When the archers from above aim their arrows at you, you decide to try your luck with the monsters down here and find another way out...*

QUEST

Find the exit from this dungeon and escape the Greenskins hunting you. There is no way back!

SCENARIO SETUP

The room tiles **A-1**, **A-5**, **A-6**, **C-7** and **E-7** are retrieved from the deck. **E-7** is used as the start tile. Escaping from this scenario is not possible!

Setup of the scenario deck: **A-1** is placed face down as the bottom room tile. **A-6** is shuffled with 2 random room tiles and placed face down on top. **C-7** is placed on top. **A-5** is also shuffled with 2 random room tiles and placed face down on top of the rest (8 room tiles total). All remaining room tiles are shuffled and placed under these 8 room tiles.



MONSTERS

Any *Orcs* drawn from the monster deck are ignored and an additional monster card is drawn. Additional monsters from the *Doom Counter* in *Phase G* appear on the purple rune field of **E-7**.

All drawn monster modifications are set aside as a separate deck and saved for the special room tiles **A-5**, **A-6** and **C-7**.

Lady Katharina is treated like a normal character in this scenario and is targeted and attacked according to the normal rules. See the character description and stats under *Scenario Rules*.

SCENARIO RULES

At the end of each *Phase F*, additional *Goblins* are activated on the **purple rune field of E-7** (or as close as possible). For **up to 4 players**, a single *Goblin* is activated in each *Phase F* of an odd-numbered round, and an *Archer* is activated in each even-numbered round. With **5 or 6 players**, a single *Goblin* and an *Archer* (on a square adjacent to the purple rune) are activated in *Phase F*. If no more *Goblins* or *Archers* are available, the usual rules apply (extra activation).

Starting tile E-7

The characters start on the *purple rune* and as close as possible around it. If there are 6 characters, one character (or *Lady Katharina*, player decision) slides past the red monster square. After that the monster squares are populated according to the usual rules. These monsters have a one-time **extra activation** in the first *Phase C*, as they already waited for the characters. After this special activation, the monsters are handled according to the normal rules.

Lady Katharina

Lady Katharina is completely cured and always acts at an **initiative of 12** (represented by a free *Initiative-* or *Monster-*marker). She is moved and treated like a character, the players collectively decide her actions. Since *Lady Katharina* is also affected by room- and area-traps like a character, she may also try to disarm or avoid traps herself. To do so, she uses **2D+16** (all attributes equal 8). If she disarms a trap, the characters receive the experience points, but not the gold.

Lady Katharina cannot equip any items. However, she does have a permanent **Armor Rating of 1** and has **[6 - PlayerCount] HP** when placed (also her maximum through healing). She can cast a **Magic Attack** that costs

her **12 Action Points** (2D+5, **damage 2**, **range 4**) or a **Healing Spell** with **range 3** (even on herself) that heals **4 hit points** and costs her **10 Action Points**. Her *defense* is **2D+2**, her *psi resistance* is **2D+5**. She is immune to all types of poison and accordingly **never receives poison markers**. *Lady Katharina* never loses consciousness and dies at -20 hit points, just like a character. Characters may infuse her with potions and cast spells on her to bring her up to her maximum hit points.

As soon as A-5, A-6 or C-7 are revealed

On the room tiles A-5, A-6 and C-7, all monster squares in the room are treated as usual. Modifications of these monsters are still placed on the already existing modification deck. Afterwards, a special *Orc* appears in each room in the center on the fountain square. The fountain square is not accessible, not even for the *Orc* once it has left this square. The *Orc* receives all monster modifications drawn up to that point, and additionally **+1 Amor Rating** and **+2 Hit Points**. If the *Orc* should have less **modifications** than **[PlayerCount]**, it receives **1 additional hit point** for each missing modification.

The *Orc* is **immediately activated** as soon as the room is revealed (possibly additional times depending on the modifications). After that, the *Orc* is treated like a normal monster (but including the modifications). If there should be no more *Orcs* available, the *Orc* closer to the heroes will receive the new modifications and then both existing *Orcs* will receive an extra activation.

As soon as A-1 is revealed

At the end of the stairs, the exit is blocked by a heavy boulder that has to be pushed aside. This can be accomplished by a check with **STR+CON+2D** or with **AGI+PSI+2D** (the PSI check involves spending 1 PP) against a target number of **25+[PlayerCount × 5]** on any stair square. Each attempt will cost the character **20 Action Points**.

Characters may attempt to collectively push the boulder away (*Lady Katharina* is unable to help) if the corresponding characters all spend **20 action points** on the initiative board **at the same time**. Then each character rolls against their own target number of **25+[(PlayerCount - Participants) × 5]**. All participants may use their chosen

attributes; a total of **[Participants] successes** must be achieved. Critical successes count as additional successes, normal failures are ignored. However, fumbles/critical failures reduce already gained successes.

Once the boulder is pushed out of the way, the path is clear to leave the dungeon at any time and escape the Greenskins.

END OF SCENARIO

Lady Katharina and all characters must escape from the dungeon via the stairs on A-1.

If *Lady Katharina* dies (applies to characters as well, of course), the scenario ends immediately.

Rewards

All characters are **completely healed**. Players can keep **2 loot cards** for each character to take with them into the next scenario.

Monster Points

According to the usual rules.



*You push the boulder out of the way and escape the trap of the Greenskins.
You quickly flee in the direction of Castle Dankern and finally are able to shake off your pursuers.
You reach the castle safely and immediately take Lady Katharina to her father. He is overjoyed to see his daughter alive again and thanks you with all his heart. You can rest for a while and in the evening you are served a delicious dinner surrounded by the Dankern family.*

Proceed with:

Scenario 4

SCENARIO 4

IN SEARCH OF INFORMATION

After you recovered your strength and rested a bit, you meet with the Baron to discuss the next steps. The Greenskins have also appeared more frequently in other areas, but Castle Dankern has been the largest attack so far. It is imperative that you investigate and gather additional information. The scouts of the the Baron have located a dungeon where they believe a spy of the Greenskins is hiding. You are tasked with finding out exactly what is going on and why the Greenskins are suddenly so eager to attack.

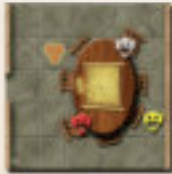
QUEST

Find the spy of the Greenskins, defeat it, and then gather the necessary information.

SCENARIO SETUP

The room tiles A-1 and B-6 are retrieved from the deck. A-1 is used as the start tile. In addition to that, all 8 *Rune Markers* are placed face down next to the room tiles and shuffled.

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



MONSTERS

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

SCENARIO RULES

The characters may escape from the scenario at any time, but additional monster points will be added if not enough information was found.

As soon as B-6 is revealed

Additional rooms are placed for all open sides according to the usual rules. An *Archer* is placed on the **orange rune**, all remaining monsters are drawn and placed according to the usual rules.

The *Archer* is the leader of the Greenskin spies, and turns invisible right after the room tile is revealed. It is incredibly important to defeat and find all his information!

Stats of the Archer

The *Archer* has the stats of the current monster level, but additionally **+ [PlayerCount] HP** and **+1 to the Armor Rating**. Due to his invisibility, the *Archer* has **+2D to Defense** and *Psi resistance*. Additionally, the invisibility allows him to move through squares with characters. Therefore, he cannot be blocked, but still can never stand on the same square as another figure.

The *Archer* does **not** use his normal ability to hit the character with the lowest AGI, and instead always moves towards the nearest unopened door that is not blocked. If no such door is available, the *Archer* moves as far away as he can from all characters.

If he can reach a door, it will be opened and the *Archer* will end his activation. Characters can only prevent this by standing in the unopened door. However, doors opened this way count in the next *Phase G* like a character had opened the door. If the *Archer* cannot reach a door to open it, he will move as far as possible towards the next unopened door and then make an attack on the character nearest to him (any range to this character, also possible without line of sight).

In each *Phase G* in which the *Archer* is still present, the **marker on the Doom Counter** moves down an additional field.

Obtaining information

Only when the *Archer* is defeated, the magically protected and previously invisible information becomes visible: any rune field can now be searched for information by the characters.

To do this, a character spends **20 action points** on a rune. The player draws any of the face-down rune markers and

places it on the rune just searched, closing this rune for additional searches. The color of the revealed marker is important for the next scenario. It is possible to draw up to two rune markers of each color. When **4 Rune-Markers** have been revealed, further searching on other runes will yield no results.

END OF SCENARIO

Once all the information has been collected, the characters must exit the scenario via the stairs on **A-1**. When all characters have escaped from the dungeon (with or without information), the scenario ends immediately. Record the colors of the revealed Rune Markers on the Campaign Sheet. It is also allowed to review the information description table of *Scenario 5* before choosing the following rewards.

Rewards

All characters are **completely healed**. Players can keep **2 loot cards** for each character to take with them into the next scenario.

Furthermore, all characters increase their hero level and each character is allowed to mark **a second permanent hero bonus** on their character sheet.

Monster Points

If the players should abort the scenario before all information is gathered or a character dies, **2 additional monster points** are added for every Rune Marker less than four and then the next scenario is started.



If the monsters still have a lower level than the heroes after the scenario after all monster points have been included, the monsters receive **1 additional monster point**.

*You have gathered as much information as you could
and quickly make your way back to the castle.
You rest a while before you meet Baron Dankern for further discussions.*

Proceed with:
Scenario 5

END OF FREE SAMPLE

Scenarios 5 to 8 are not included in this free campaign for testing *Dungeons of Doria*. If you like the game, please **sign up for the newsletter** at <https://www.dungeonsofdoria.de> to receive news as soon as the crowdfunding campaign goes live.