

One Deck Dungeon: The Abyssal Depths v0.95 Beta (11-8-2019)

The Abyssal Depths add a new threat to your Dungeon adventures: Fiends who hound you throughout your entire quest to reach the boss.

When the game begins, you'll now select a Hero, Dungeon, and Fiend card. The Fiend will stay in play for all three floors of the dungeon. At the start of the game, place the XP Level card so that it is covering rows 3 + 4, leaving rows 2 + 1 visible. This sets the fiend at Threat Level 2.



The effects of **all visible threat levels** are active.

Each Fiend card has a row of challenge boxes. During any encounter, you can place dice to fill these boxes.

- Grey boxes can be filled by dice of any color.
- Ignore armor when placing dice on Fiends.
- Dice on Fiends remain there between encounters.

When all the challenge boxes on a Fiend card are full, you've confronted the fiend and reduced its threat. Slide the Level card down to cover up the highest current level. Each fiend will list a positive effect that happens when the Threat Level is reduced.

When you descend to a new floor of the dungeon, the fiend grows in strength! At the start of floor 1, reset the threat level to 2. At the start of floor 2, threat level 3, and at the start of floor 3, threat level 4. The fiend card is removed from play at the start of the boss fight.

