



Relics of the Forge - v0.97 Print and Play (Jan 23 2026) © 2026 Asmadi Games, LLC

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Print and Play Instructions

This 18 page document includes the 44-card deck, 5 boss/dungeon cards, 5 Relics, the Turn Reference Card, the Forge, and 6 Heroes.

These are laid out on pages 3-16 (small cards) and 15-18 (large cards). Card fronts are on odd pages, and card backs are on even pages.

This document is designed to be printed double-sided, **flipping on the long edge**. Cut lines are provided on all pages. Given the high ink coverage, we recommend visiting your local print shop. We printed ours at a FedEx and it looks great! Because of the way the files are designed, there is no feasible way for us to design a "low ink" or printer friendly version of these cards.



Required Components: This is *not* a complete game. To play, you will need the dice, damage, and potion tokens from a normal One Deck Dungeon set. You will also need the Stairs card, the XP Level cards, and tokens or cubes to represent the 6 Crit Tokens, 10 Boost Tokens, and 12 Fuel Tokens that will come with the game. We recommend black cubes/discs for Crits, blue for Boosts, and orange for Fuel.

Feedback: Playtesting discussion and feedback will take place on the Asmadi Games Discord in the #playtest-relics channel. You can join at <https://discord.gg/RwRbKZ9>. You can also send feedback directly to onedeckdungeon@asmadigames.com. We're looking for feedback on typos, balance, fun level, and understandability, and anything related to your experience with the game. We are explicitly not looking for suggestions for new game mechanics, new cards, heroes. Thanks for trying out the game and helping us make it better!

Rules: Page 2 summarizes the new mechanics and rules in Relics of the Forge. It is by no means a "complete" document, nor representative of what the final rulebook will look like. You do need to know how to play One Deck Dungeon already, we're only listing new rules in this document.

Temporary Art: Visual Design on the Forge and Relics is not done yet. Illustrations for cards and heroes is nearly complete! Text layout and icon alignment on cards is not finalized at all yet. So if something is askew, don't worry! It'll look much better at print time.

New Tokens

Let's start out with the easy stuff! Relics introduces three new types of tokens, which start off in the general supply.



Crit: A Crit token is a black square with a 7 on it. Treat it as a black die showing the value 7. If you reroll, increase, or decrease it, nothing happens. It can be placed in a small or large box, or spent to use a skill or spell, just like any die.



Boost: A Boost token is a teal triangle with a +2 on it. It is placed atop any die in your pool, causing that die to count as if it were 2 higher, including exceeding the normal limit of 6. That die can then be used or placed in a box, as if it were the higher value. A boost may not be placed on a crit token, nor on a die that already has a boost token on it.



Fuel: A Fuel token is placed in one of the slots on the Forge when you are directed to **forge** it, or when suffering a consequence matching its icon. Fuel tokens cannot be in your pool and have no other purpose.

The Forge

As you may expect, the Forge is the central new mechanic in this expansion. It is a large card that is placed on the table, with 9 slots on it. If text instructs you to forge a die, it must come from your pool. If an effect forges a token (fuel, boost, crit, potion, damage), it comes from the supply. Once in one of those slots, a die or token there is “forged”, as many effects refer to forged dice, forged fuel, and so forth. If you would forge something and all slots are full, place it next to the slots. The Forge has infinite capacity. When the Forge is full, a **flare** will occur. This is explained below.

Relics

During setup, your party will choose a Relic to take with you into the dungeon, flipping it to the 1P or 2P side as appropriate. Each Relic has three abilities on it. The top ability is on a standard scroll. It can be used as an Action once per encounter or boss round. The second ability is on a blue scroll. It can be used during the Heroic Feat step of an encounter (before or after your Heroic Feat, if you choose to use it), or before a boss round. The third ability is on a red scroll. It is a **flare effect**, which is explained below.



Flares

If the forge is full, a dangerous flare will occur, sending heat and flames throughout the dungeon! If you are in the Actions phase of an encounter or boss round (after rolling dice), you **must** take a flare action if the Forge is full. To take a flare action, first perform the Forge's flare effect as indicated on the Forge card, which depends on what type of encounter you are in. Then, perform your Relic's flare effect. Relic flare effects are a mixture of good and bad, depending on the relic, and will result in many forged dice or tokens being returned to the supply.

In the rare situation that the Forge is still full after your flare action, you must continue taking flare actions until the Forge is not full.

Other New Things

Fuel is a new type of consequence in boxes- if you leave a fuel icon uncovered, forge one fuel.

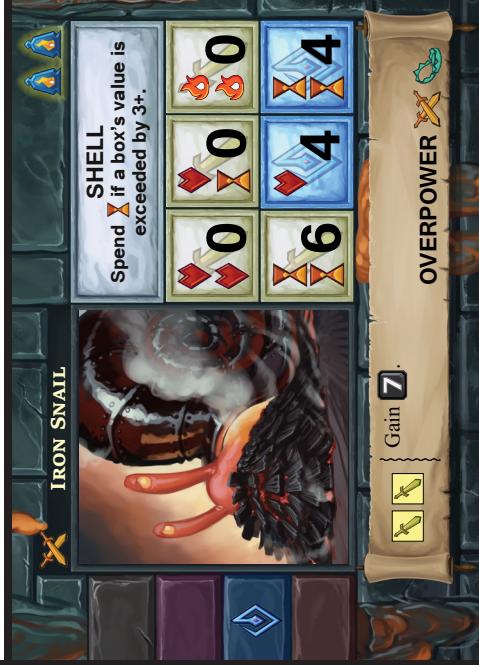
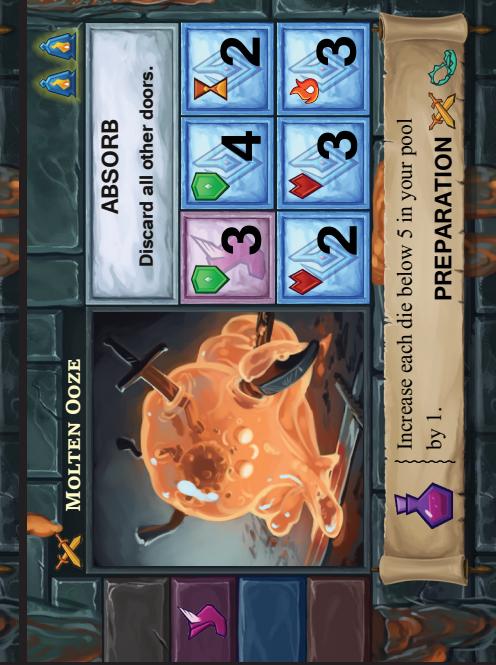
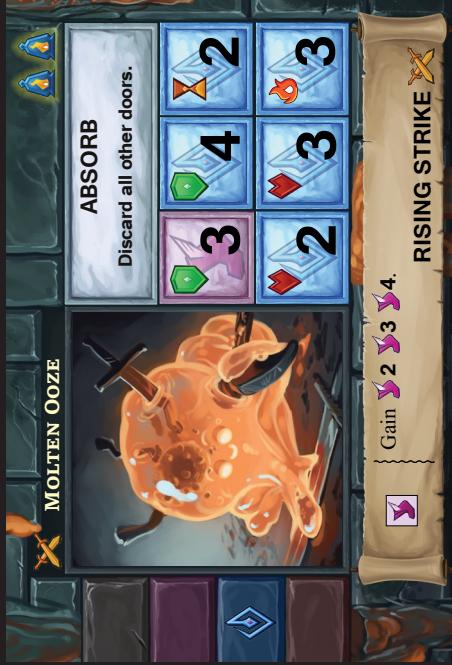
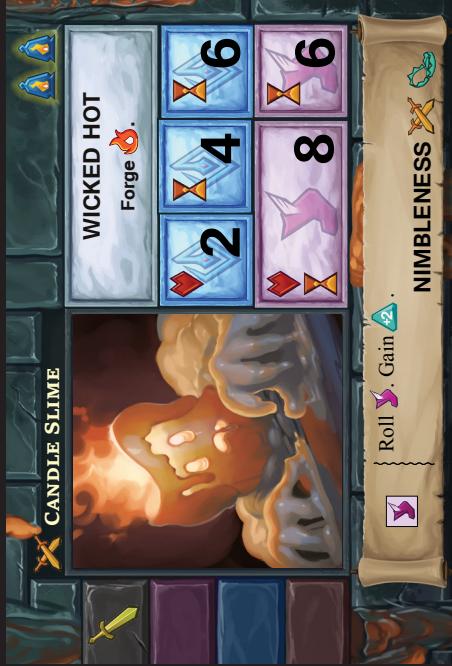
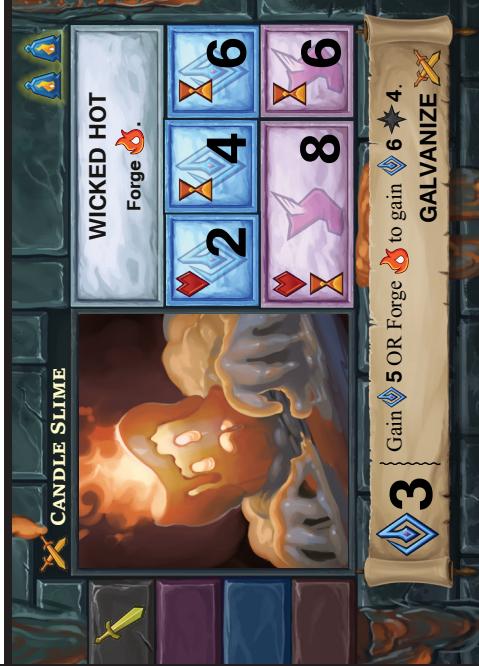
Transmute is a new keyword used by a few skills and effects. It means to exchange the die with one from the supply of different color, with the same value.

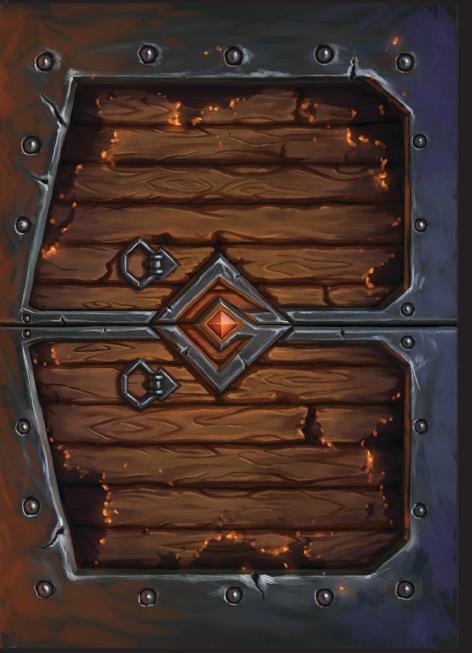
Top Discard means the top card of the discard pile.

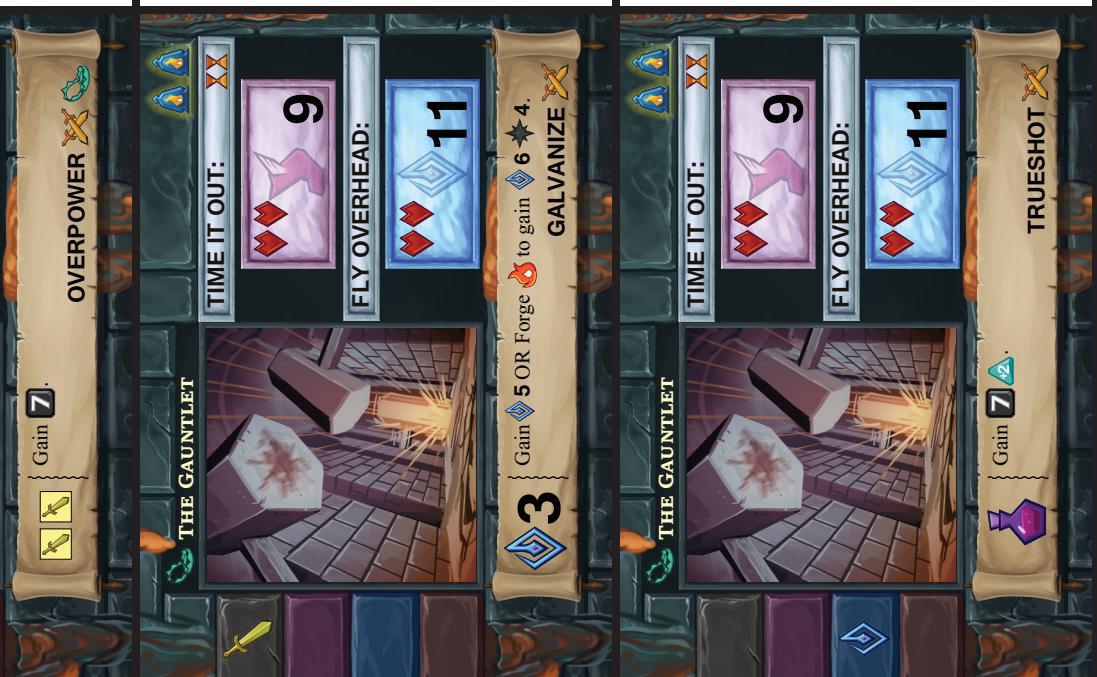
Lock is a keyword used by some heroes' feats. A locked die is like a stored die, except that you cannot remove it voluntarily.

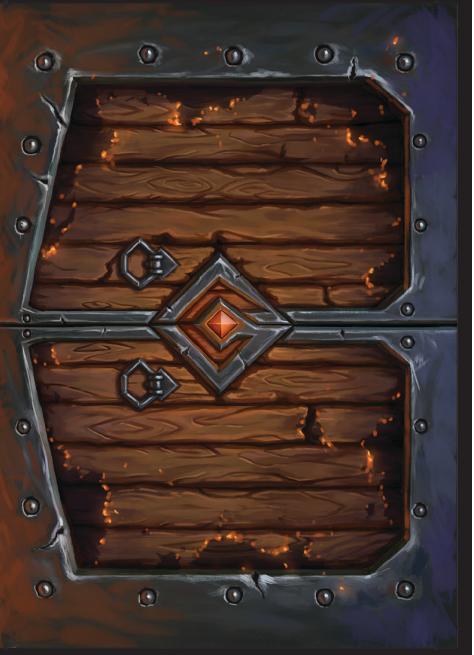
Some Perils now have multiple small boxes for an option, instead of a large box. These work as you would expect.

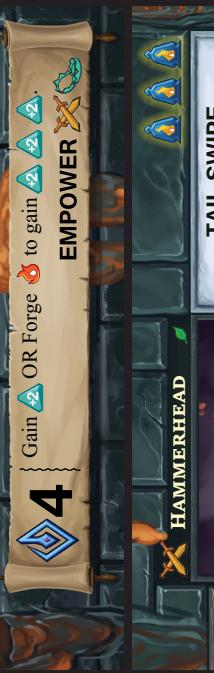
Grey boxes are used on some bosses and dungeons. A grey box can be filled with any color or colors (for large boxes) of dice.







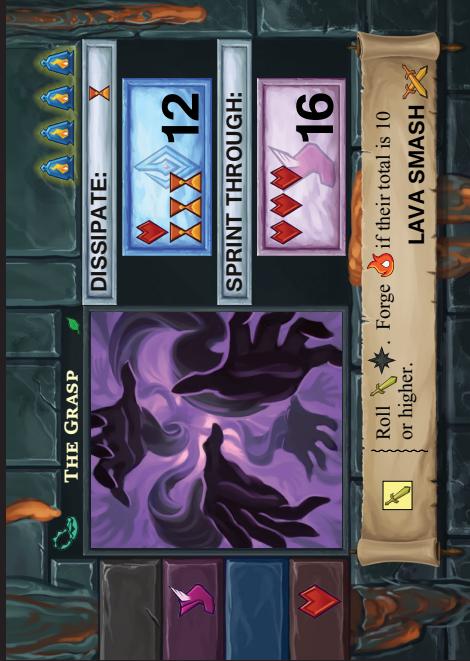
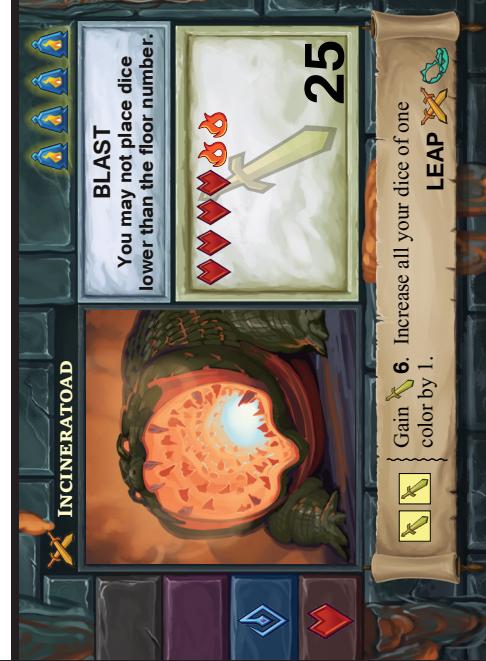
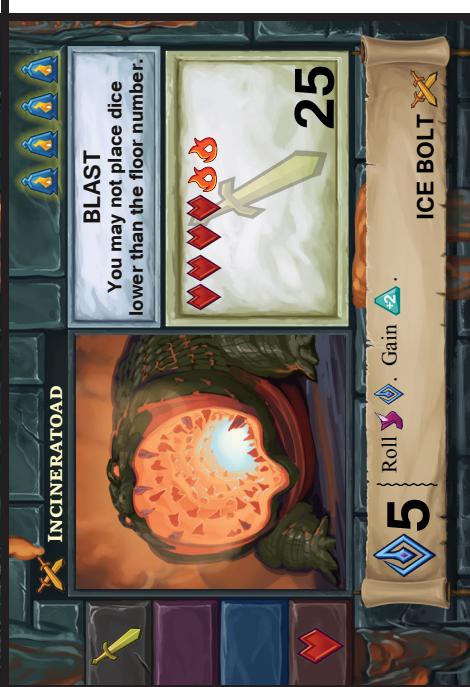
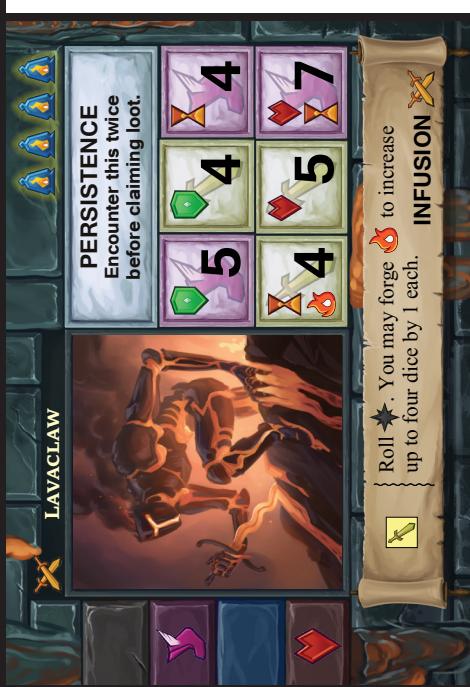
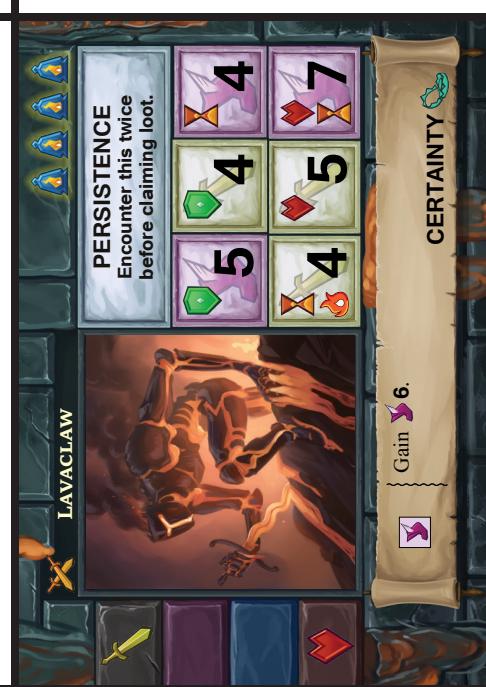


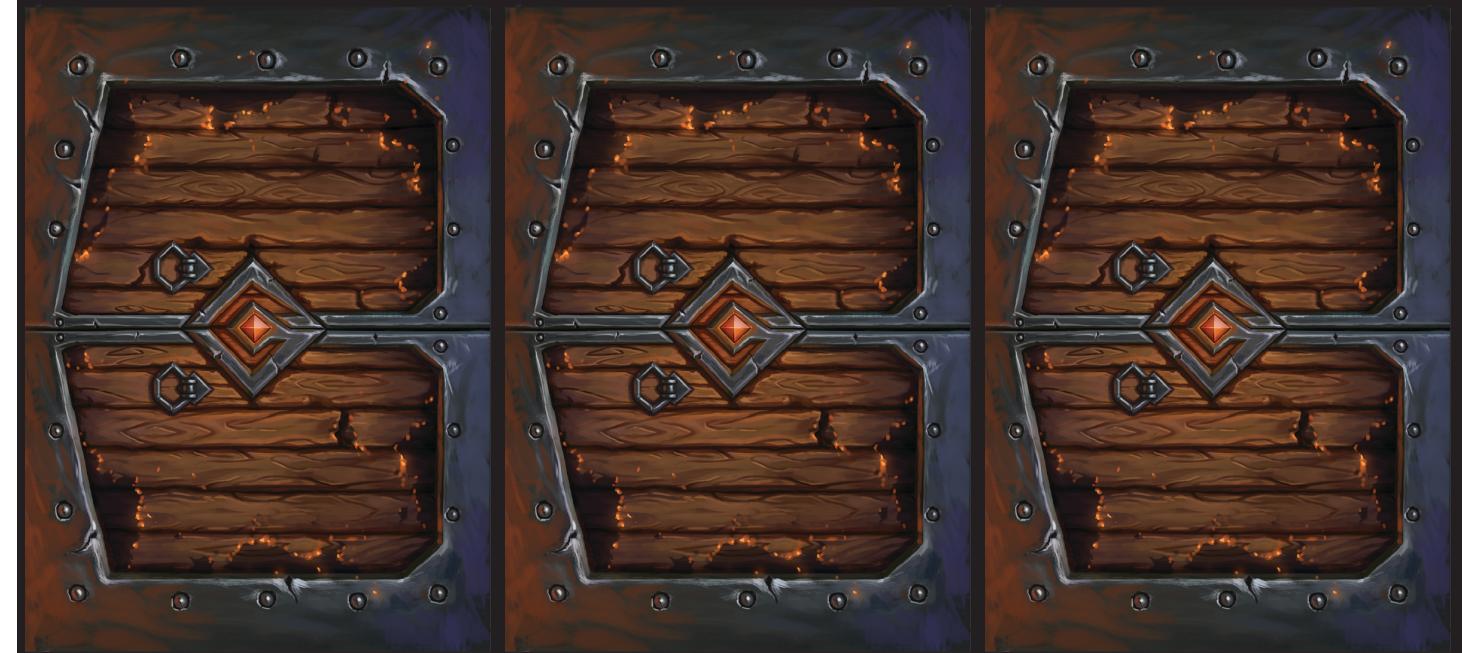
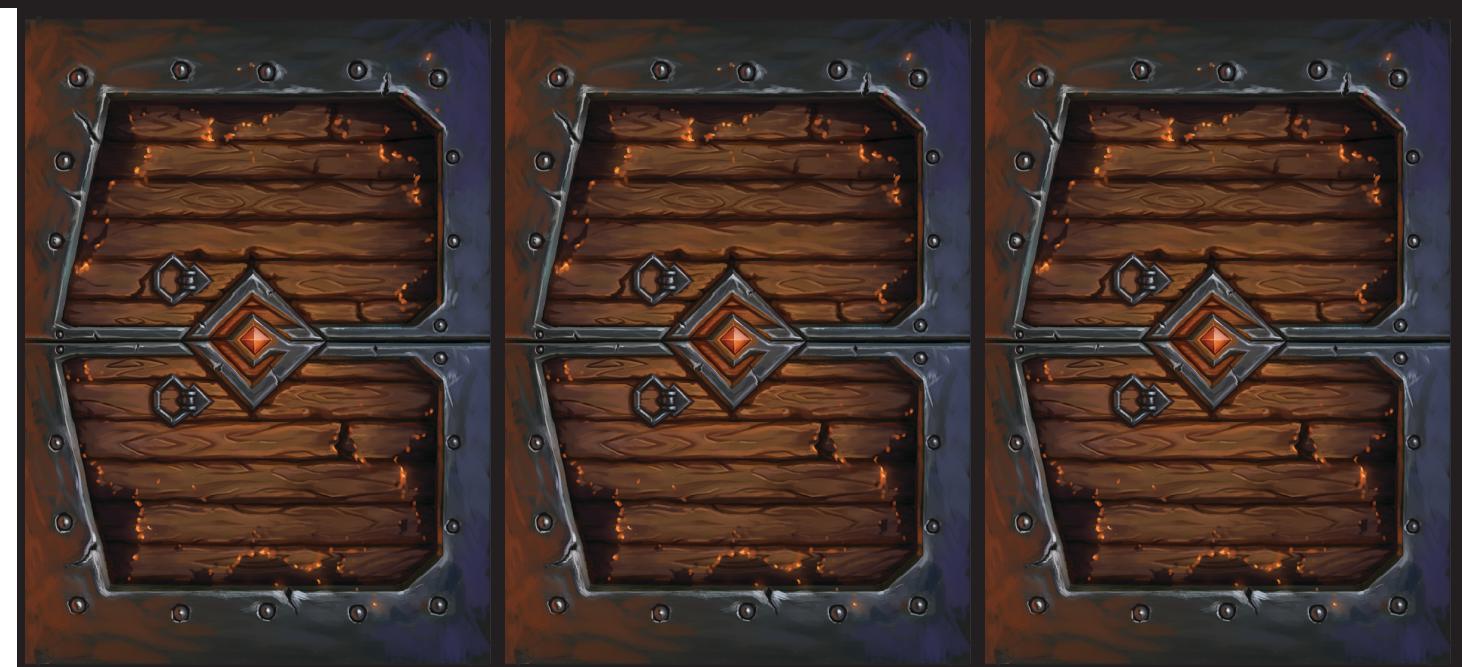












ANCIENT TOME 1P

Forge \diamond . Forge a 1, or return a forged die to forge a die one higher than it.

STUDY

Forge \diamond . You may spend to gain \diamond . You may spend to roll \star . You may return a forged 6+ to gain the top discard as XP. **FORBIDDEN LORE**

Suffer \diamond . Return all \diamond or return $\diamond\diamond\diamond$ and gain 7.

FLASH OF INSIGHT

MOON BLADE 1P

Forge \diamond and two dice. If they total 7, gain 7. If they are equal, roll \star .

WAX

Forge \diamond and increase all forged dice by 1. You may return an exiled die to gain a forged die of the same color.

WANE

Suffer $\diamond\diamond$ and return all fuel or exile forged dice totalling 12 or more to return $\diamond\diamond\diamond\diamond$.

ECLIPSE

ARM HORROR

	28	7
	15	6
	4	5
	6	6

A die in a large box only counts if it matches another die's value there.

6

THE OBSIDIARMY

	4	5
	4	5
	4	5
	4	6
	7	7

FOGUANA

	25	7
	25	7
	25	7
	25	7

Each large box is not considered filled unless it has five different values in it.

6

PRISM TALISMAN 1P

Forge two or more dice to gain \star with value matching one of them.

ABSORB

Exile two forged dice to swap your stats of their colors during this encounter. Forge $\diamond\diamond$.

REFRACT

Return a forged die, gain a forged die, and return an exiled die each of different colors. Suffer \diamond .

RAINBOW BURST

BLOODSTONE 1P

Forge \diamond to gain \star or suffer \diamond to gain a forged die.

INFUSE

Forge \diamond . Roll . Forge one of them, then return a lower forged die if possible.

FEED

Return forged \diamond equal to the highest forged die + 1. Suffer \diamond .

RECKONING

CAPE OF CHAOS 1P

Invert up to two dice. Forge \diamond for each.

FLIP

Spend Twice: Roll a die from the supply. Forge it, then forge \diamond to keep it, or return it.

SHIMMER

Return all forged dice, and \diamond for every 8 value returned. Suffer \diamond for each remaining \diamond , then return them all.

SWOOSH

THE ARMORY

ALL

ALL

ALL

ALL

ANCIENT TOME 2P

Forge Forge a 1, or return a forged die to forge a die one higher than it.

STUDY

FLOOR 1	4	HEAT OF THE FORGE No additional effect.
FLOOR 2	4	BLACKSMITH GUILD When you claim an item, forge .
FLOOR 3	4	AXE SPRAY $X = 2$ per total item you have.

FLOOR 1	7	HAMMER ECHO No additional effect.
FLOOR 2	4	OBSIDIAN SHARDS cannot be placed on even dice.
FLOOR 3	5	LOOMING FEAR When you explore, suffer or forge per open door.

FLOOR 1	7	FLASH OF INSIGHT Suffer . Return all or return and gain .
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CHASM OF SOOT

ALL

ALL

ALL

PRISM TALISMAN 2P

You each forge one or more dice to gain with value matching one of them.

FLOOR 1	3	ESCALATING NUISANCE No additional effect.
FLOOR 2	4	NUANCED NUISANCE All dice placed on this card be within one of the box value.
FLOOR 3	5	ELEVATED NUISANCE No additional effect.

FLOOR 1	2	REFRACT Exile two forged dice to have one hero swap stats of their colors during this encounter. The other rolls . Forge .
FLOOR 2	3	ABSORB Forge and return all forged dice of the same color.
FLOOR 3	4	RAINBOW BURST Return a forged die, gain a forged die, and return an exiled die each of different colors. Suffer . Return 5 .

FLOOR 1	4	WAX Forge and increase all forged dice by 1. You may return an exiled die to gain a forged die of the same color.
FLOOR 2	5	ECLIPSE Suffer and return all fuel or exile forged dice totaling 12 or more to return and .
FLOOR 3	6	CAPE OF CHAOS 2P You may each forge to invert a die.

ALL

ALL

ALL

BLOODSTONE 2P

Forge to gain or suffer to gain a forged die.

FLOOR 1	3	FIRELINGS No additional effect.
FLOOR 2	4	UNRELENTING HEAT To fill a box, you cannot exceed the value by more than 1.
FLOOR 3	5	HIGH PRESSURE Dice with cannot be placed in wide boxes.

FLOOR 1	4	INFUSE Forge . You each roll or . Forge one of them, then return a lower forged die if possible.
FLOOR 2	5	FEED Return forged equal to the highest forged die + 1.
FLOOR 3	6	RECKONING Suffer .

FLOOR 1	4	FLIP Spend . You may each roll a die from the supply and either forge it, forge to keep it, or return it.
FLOOR 2	5	SHIMMER Return all forged dice, and for every 8 value returned.
FLOOR 3	6	SWOOSH Suffer for each remaining , then return them all.

SAFETY PIN 1P

Forge to reroll up to three dice, or to reroll any or all dice.

DEFLECTION

Forge up to four to prevent one fewer .

IRONSKIN



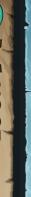
Exile an item, skill, or a 3+ XP card (or suffer if you cannot). Gain . Return nine .

REDUCTION

DIMENSIONAL KEY 1P

Forge one or two dice. If the total was 6+, roll .

LOCK



Forge up to 4 to roll that many exiled dice.

UNLOCK



Exile all forged dice. Return . Suffer for each remaining , then return them.

SEAL

TRUESHOT QUIVER 1P

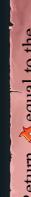
Forge and two or more 1s to roll .

STOCK



Forge . Return a forged die to roll or return forged dice totalling 7+ to gain .

UNLOCK



Suffer . Retool all forged dice. Return equal to the highest forged die +2.

SEAL

SAFETY PIN 2P

Forge  or  to have one or both heroes reroll any or all of their dice.

Forge up to four  to prevent one fewer .

IRONSINK

Exile an item, skill, or a 3+ XP card (or suffer    if you cannot). Gain . Return nine .

DEFLECTION

REDUCTION

DIMENSIONAL KEY 2P

Each of you may forge a die. If the total was 6+, roll .

LOCK

Each of you may forge up to 2  to roll that many exiled dice.

UNLOCK

Exile all forged dice. Return    . Suffer  for each remaining , then return them.

SEAL

TRUESHOT QUIVER 2P

Forge  and each of you forges one or more 1s to roll .

STOCK

Forge  Return a forged die to roll  or return forged dice totalling 7+ to gain .

UNLOCK

Suffer  . Retool all forged dice. Return  equal to the highest forged die +2.

SEAL



Heroic Feat: Spend to roll or to roll and lock them here (max 6). If they were equal, suffer 1-2 apart, gain 2; 3-5 apart, gain 7. **WILD STRIKE**

Heroic Feat: Roll one or more and lock them here. If the total rolled was 3+, gain 2; 9+, also gain 4 or 4; 15+, also gain 7. **IMBUE**

Unlock one or more dice here and roll them. **FOLLOWHIP**

Unlock a die here and roll it. **IGNITE**



Heroic Feat: Roll any or all dice stored here. Or, open or discard a door to store a here (Max 2). **SMOKESCREEN**

Heroic Feat: Store a here (Max 4). You may return four here to either gain 7 or return up to two forged . **TINKER**

Spend to ignore all . **SILENCING AURA**

Roll and move a stored above to your pool. **HAMMER SMITE**

<<< ITEMS

FLAMBERGE 2P

<<< ITEMS

THRASHER 2P



Heroic Feat: Roll one or more and lock them here. If the total rolled was 2+, gain ; 9+, also gain or .

IMBUE

Heroic Feat: Spend to roll . Lock one here (Max 3), return the other. If they were equal, suffer 1-3 apart, gain ; 4-5 apart, gain .

WILD STRIKE

Your partner may reroll a die for each die locked here. Return a die locked here.

FIERY AURA

Roll one or more dice stored here. For each 1-2, your partner gains a .

AZURE AURA

<<< ITEMS

SMITH 2P

<<< ITEMS

SHADE 2P



SHADE 2P

Heroic Feat: Store a here (Max 4). You may return four here to either gain or return up to two forged .

TINKER

Heroic Feat: Roll any or all dice stored here. Or, open or discard a door to store a here (Max 2).

SMOKESCREEN

You and your partner may each move a stored here to your pools.

SHARING SPIRIT

Your partner may reroll exactly three dice.

REVITALIZING AURA

TURN REFERENCE

At the start of each turn, spend . Then, either:

EXPLORE

OR **ENTER A ROOM**

Forge Ahead. Then, draw and add face-down doors to the dungeon until there are four total doors in play.

Choose a door:
Open - Encounter it.
Closed - Open it, and either have an encounter or flee.

ENCOUNTERS

- 1) Make a Choice ()
- 2) Use Heroic Feat / Relics
- 3) Gather and Roll Dice

 : All  : Matching

- 4) Use Skills / Potions / Place Dice
- 5) Suffer Consequences
- 6) Claim Loot

POTIONS



Start with a basic potion and one token. A token may be spent to use any one effect, plus the Cure effect. An extra token is gained for each potion identified.



Heal 1. Then you may use another potion effect, or you may forge  to Heal 2.

VIGOR

<<< ITEMS

THRASHER 1P

<<< ITEMS

THRASHER 1P





THRASHER 1P

Heroic Feat: Spend to roll or to roll and lock them here (max 6). If they were equal, suffer 1-2 apart, gain 2, 3-5 apart, gain 7. **WILD STRIKE**

Unlock one or more dice here and roll them.

FOLLOWHIP

TURN REFERENCE

At the start of each turn, spend . Then, either:

EXPLORE

OR

ENTER A ROOM

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Heal 1. Then you may use another potion effect, or you may forge to Heal 2. **VIGOR**

THE FORGE

The Forge is fueled by various tokens and dice via game effects on cards. A “Forged” object is placed in one of the slots below. Forged dice or tokens cannot be removed voluntarily. If the capacity is exceeded, place additional tokens or dice on the Forge card until a Flare is resolved.

FLARE

Flare is a Mandatory Action. If the Forge is full during an encounter or boss fight round, the next action you take must be a Flare Action. First, perform the Flare effect on your Relic. Then, perform the Forge’s Flare:

- Each Icon on the Encounter (not Dungeon) Card counts an additional time this turn.
- Spend . Exile the top discard.
- Suffer

FUEL



Heroic Feat: Spend to roll or to roll and lock them here (max 6). If they were equal, suffer 1-2 apart, gain 2, 3-5 apart, gain 7. **WILD STRIKE**

Unlock one or more dice here and roll them.

FOLLOWHIP