



ONE DECK DUNGEON



Adventure Guide



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ONE DECK DUNGEON RULES V2.0

Adventure calls! Lairs of monstrous enemies have sprung up all over the countryside. As heroes, your duty is clear: conquer every dungeon, defeat every foe, and overcome every peril. As is tradition, you'll enter each dungeon with only the simplest equipment, and gather better loot as you delve. Each game will earn you check-marks on your **campaign sheet**, making your hero stronger for your next adventure.

The deck of **encounter cards** does double duty. Each card shows both a dangerous foe or perilous obstacle, and also the loot you'll receive if you survive the encounter. Choose your loot wisely, because when the deck is reshuffled, you'll descend to a new floor. As you delve deeper, all the monsters and traps will get stronger and more perilous!

OBJECTIVE

Clear all three floors of the dungeon, and then **defeat the boss!**

During your journey, if any hero in your party runs out of health, the game is over. Whether you win or lose though, you will earn check-marks for your campaign sheet based on how far you made it.



Expansion Rules: This is a unified rulebook, and contains rules both for the base game and the stand-alone expansions **Forest of Shadows** and **Relics of the Forge**, which each play like the base game but with a few extra rules. Shaded boxes in the rules are color coded Green for Forest, Orange for Relics, or Grey for both. If you are not playing with an expansion, you can ignore its rules.



CONTENTS

- 5 Hero Cards
- 30 Dice
- (8 Pink/Agility, 8 Yellow/Strength, 8 Blue/Magic, 6 Black/Heroic)
- 1 Turn Reference Card
- 1 Campaign Sheet Pad
- 44 Encounter Cards
- 4 Level Cards
- 5 Dungeon/Boss Cards
- Stairs Card
- 2 Basic Skills Cards
- 15 Red Damage Tokens
- 6 White Potion Tokens



Additional Components: 8 Green Poison Tokens, Poison Reference Card, Basic Potion Card, Hordes of the Shadows Card.



Additional Components: 12 Relic Cards, 1 Forge Card, Basic Potion Card, Tokens (8 Boost , 8 Crit , 12 Fuel )

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SETUP: BUILD YOUR ADVENTURE

One Deck Dungeon is a fully cooperative game for 1-2 players. Many cards have 1P and 2P sides - your Hero, the XP Level cards, and Relics. Use the appropriate side of each based on the number of heroes in the game.

- 1 Each player chooses a Hero.
- 2 The party chooses a dungeon to face, and tucks it under the Turn Reference.
- 3 Place a starting potion token on the Turn Reference. If playing with an expansion set's Turn Reference, also tuck a Basic Potion there.
- 4  Choose a Relic, and place it and the Forge card as shown.
- 5 Stack the XP Level cards with XP Level 1 on top.
- 6 Shuffle the Encounter Deck, and place it on top of the Stairs card.
- 7 Choose a Campaign Sheet Focus (p 32), and gain any benefits.
- 8 Choose a **Challenge Tier**. Higher tiers give bonus campaign rewards.

Novice: Start at XP Level 2, including gaining an extra potion token.

Standard: Gain the top card of the deck as XP. +1 check if you reach the boss.

Veteran: No setup changes. +2 checks if you reach the boss.

Fearless: Lose one potion token after setup. +3 checks if you reach the boss.

For your very first game, choose **Veteran**, which requires no setup changes.



With multiple sets, you can mix dungeon decks, and play with more than 2 players. Visit **OneDeckDungeon.com** for more information on multi-set play and other bonus content!



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NEXT: ASSEMBLE THE PLAY AREA

1 **MADE 1P** (Hero card)

2 **DRAGON'S CAVE** (Dungeon card) with **TURN REFERENCE** and **ENCOUNTERS** section.

3 **PRISM TALISMAN 1P** (Relic card) with **ABSORB** and **REFRACT** abilities.

4 **THE FORGE** (Forge card) with **FLARE** and **FUEL** abilities.

5 **ITEM** and **SKILLS** section with **LEVEL 1 1P** (XP Level card).

6 **ENCOUNTER DECK** (Stairs card) with **ITEM** and **SKILLS** section.

7 **HERO** section with **NAME**, **BASIC**, and **HEALING** abilities.

HERO: **NAME:** _____

BASIC: **HEALING:**

Veteran: Start each game with any one Basic Skill.
Durability: You have one extra health.
Crafty: You may have one extra skill or item.

Prepared: Start each game with an extra potion.
First Aid: When you use a potion, heal one damage.
Recovery: When you descend, heal one damage.
Grift: After each boss round, heal one damage.

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USING DICE AND TOKENS

Before the adventure starts, you'll need to know about dice and tokens. The 30 dice in the box are your tools for conquering all the obstacles you'll encounter in the dungeon. There are Yellow dice for strength (), pink for agility (), blue for magic (), and black **heroic** dice () which can be used as if they were any color. Dice and tokens can be in the **general supply**, your **dice pool**, in **exile**, or on a **card**. Most dice on cards will be in **challenge boxes**, covered up to avoid consequences.

THE GENERAL SUPPLY

All dice and tokens start the game in the **general supply**. Dice and tokens return to the general supply immediately when spent to pay for a skill or potion effect, and all dice and tokens return to the supply at the end of an encounter unless **stored or locked** on a card.

YOUR DICE POOL

During an encounter, all the dice you've rolled form your **dice pool**. In a two player game, each hero's dice pool is kept separate. Dice there can be used to pay for activating that hero's skills or to place on challenge boxes on an encounter card. Dice gained or rolled from skills are always put into your pool. After an encounter, your pool is **returned** to the general supply.



Gained  and  tokens are also kept in your dice pool.

PLACING DICE

Each encounter card in the game has many **challenge boxes** on it. Your success depends on covering up as many of them as you can. Every box you fail to cover will force you to take damage or cost you valuable time! (see p17: Suffer Consequences)

Here are the rules governing placement of dice in challenge boxes:



A small box can only be filled by a single die matching its color, and the die must be equal to or higher than the number in the box.



You may use any number of dice to fill a **wide box** matching their color, as long as their total value is at least as high as the number in the box. Two heroes can place dice in a wide box together. Stack all the dice up on top of the wide box, in multiple layers if necessary.

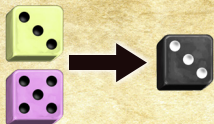


Heroic dice can be used as if they were any color, including to contribute to a wide box or to pay for activation of a skill.

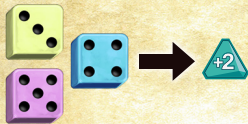


A **boost token** on a die increases its value by 2 for all purposes. It can even count as a 7 or 8! A **crit token** is used like it were a Heroic 7.

TRANSFORMING DICE



You can **gain a black heroic die** by returning any two dice to the supply. Set the heroic die to be equal to the lower of those two dice. If two heroes contribute dice, choose one to receive the heroic die.



You can **gain a boost token** by returning any three dice to the supply. If two heroes contribute dice, choose one to receive the boost token.

EXILE

Exiled components (dice, tokens, or cards) are placed in the game box. They are not part of the General Supply and cannot be used or impacted by any effect that doesn't specifically reference exile. In the base game, the only exiled components are XP cards spent to level up. Expansions use the exile keyword more frequently for other components.

COMPONENT LIMITS

Dice and potion tokens are limited by what is in the general supply. Damage tokens are unlimited - use substitutes if you run out.



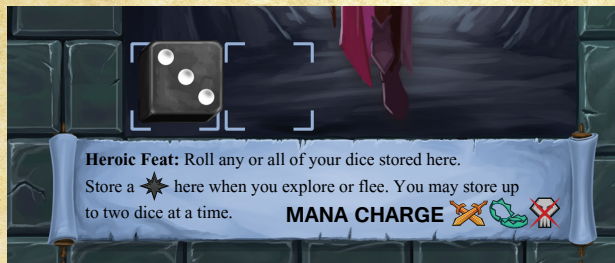
tokens are limited. If they run out,  are used instead. (p36)



 ,  , and  tokens are not intended to be limited. If you run out, use a substitute.

STORED COMPONENTS

Many Heroic Feats use the keyword **store** to place dice or tokens on their hero card. For example, the Mage's Heroic Feat, Mana Charge:



At the end of an encounter, **stored** dice or tokens are not returned to the General Supply as usual. You may, however, choose to return stored dice or tokens to the General Supply at any time.

LOCKED OR FORGED COMPONENTS



Some Heroic Feats use the keyword **lock** instead of **store** to place dice or tokens on the hero card. A locked die is the same as a stored die, except that you **may not** voluntarily return it to the supply.

Any component in a slot on the Forge is considered **forged**. You may not voluntarily return them to the supply.

Dice and tokens that are forged or locked do not return to the supply at the end of an encounter. They may only be moved by effects that specifically use the keywords forged or locked.

TURNS: OVERVIEW

Every game turn in One Deck Dungeon is shared by the entire party. You will act together to face encounters and overcome them, which will of course result in wondrous loot! On the following pages are detailed descriptions of each part of the game turn. Here's a list of everything that will happen in a turn:

PHASE 1: TIME PASSES ⌛ ⌛

PHASE 2: EXPLORE OR ENTER A ROOM

OPTION 1: EXPLORE

END OF TURN

OPTION 2: ENTER A ROOM

CHANCE TO FLEE (AND IMMEDIATELY END TURN)

STEP 1: SPECIAL ABILITY (🗡️ ONLY)

STEP 1: PERIL CHOICE (👤 ONLY)

STEP 2: USE HEROIC FEAT

STEP 3: GATHER + ROLL DICE

STEP 4: TAKE ACTIONS

STEP 5: SUFFER CONSEQUENCES

STEP 6: CLAIM LOOT

END OF TURN

PHASE 1: TIME PASSES ⌛ ⌛

Your party must spend two time at the start of each turn.

The passage of time in One Deck Dungeon is represented by discarding cards off the top of the encounter deck. For each time (⌛) spent, discard one card face-up into a discard pile next to the encounter deck.



PHASE 2: EXPLORE OR ENTER A ROOM

There is no map or board in One Deck Dungeon. Instead, the dungeon's layout is represented by face-down cards called **closed doors**, as the art on the back of each encounter card depicts a large wooden door. By default, there are four available slots for doors. Some dungeons may change that.

The **explore** option lets the party search through the dungeon to discover new doorways to open. On later turns, you can **enter a room**, flipping over a closed door to reveal both an encounter and the loot you could claim!



In the example to the left, the dungeon currently has two closed doors and one open door. One of the door slots is empty.

TURN OPTION 1: EXPLORE

To **explore**, add face-down doors from the encounter deck to the table until there are four total doors in play. Existing open doors (face-up cards that you fled from) and closed doors count toward the limit of four.

- You cannot explore if there are four doors (whether open or closed) in play.
- You cannot explore if the deck is empty and the stairs card is visible.
- You can explore if there is at least one card in the encounter deck, but not enough to make four doors. Place as many as you can, and then the turn ends. The party may choose to immediately descend.
- Some dungeons adjust the door limit of four.



After exploring, the party must attempt to **Resist Poison** if they have any poison tokens. (p36)



After exploring, the party must **Forge one Fuel** if using a Relic. (p34)

EXAMPLE TURN #1: EXPLORE



After spending  to begin the first turn of the game, **explore** by placing four cards from the deck face-down as closed doors.

TURN OPTION 2: ENTER A ROOM

All the action in One Deck Dungeon lies behind doors. When the party uses their turn to **enter a room**, you must select one of the doors in play.

If the door is closed (face-down), first **open** the door by flipping it face-up. Then, the party must choose to either **start an encounter** or **flee**. If you flee, the turn ends immediately and the face-up card remains in play as an open door. Otherwise, start an encounter using that card.

If the door was already open (face-up), start an encounter. You cannot choose to spend your turn to enter an already open door and then flee from it.

The steps involved in resolving an encounter are described in detail on the following pages. After the encounter is complete, the turn is over.

EXAMPLE TURN #2: ENTER A ROOM



After spending  on your second turn, **enter a room**. Open one of the doors by flipping it face-up. It's a Force Wall peril.

You must choose:

- (1) Start the encounter on the card (rolling dice, suffering consequences, and then claiming loot)
- (2) Flee and end the turn.

TURN #3 AND BEYOND:

On future turns, you'll always spend  and then have to choose whether to **explore** or **enter a room** based on the current situation. Good luck!

ENCOUNTERS

Each card in the encounter deck shows something standing between you and conquering the dungeon. In addition to the center of the card showing the obstacle the party must overcome, the edges of the card display the loot you'll claim if you make it. Encounters consist of two types: **combats** and **perils**.

COMBAT



PERIL



*The set icon is on half of the encounter cards. It is used by expansions.

An encounter consists of several steps, done in order. In any encounter, your ultimate goal is to cover as many challenge boxes as possible. Each box you don't cover will result in **consequences**. Those consequences represent the damage taken and time spent overcoming the encounter. After suffering them, you'll claim the card as loot, even if you didn't cover everything - there's only one "round" per encounter. All dice (except those stored or exiled) will return to the General Supply after an encounter.

Combat and peril encounters have a few small differences, but the general encounter structure is the same. You'll roll dice, cover boxes, maybe take some damage, and get loot!

STEP 1: ENCOUNTER ABILITY (X ONLY)

Most foes in combat encounters have a special ability. Some specify when during the encounter to perform their effect - "Before the Encounter" effects happen now. Otherwise, the effect is active throughout the entire encounter.



STEP 1: PERIL CHOICE (P ONLY)

Peril encounters offer you two choices on how to overcome the obstacle they represent. You'll only roll dice of the color matching your choice during the encounter. The party must choose one of the two options now.

Some choices have an associated cost, which is suffered now (ex: spend time by discarding cards off the top of the encounter deck). The other choice's cost and challenge box are ignored for the encounter.

STEP 2: USE HEROIC FEAT

Each hero may choose to use their **heroic feat**, the ability on the blue scroll on your Hero card. Many will store dice or use previously stored dice, with storage slots indicated above the feat.



Most heroic feats allow you to roll black **heroic dice** (★), which can be used as any color during the encounter. Some will require you to store the dice first, based on a condition, as with Frenzy above. As with all dice rolled during an encounter, they are added to your **dice pool**. In a 2P encounter, one hero chooses to use their feat and resolves it completely before the other hero decides whether to use theirs.

Many heroic feats have an icon (☒) indicating that they cannot be used during the boss fight.



Some heroes **lock** dice on your hero card instead of storing them. Locked dice cannot be removed voluntarily.



Your party's Relic also has a feat with a blue background. It is used during Step 2. You may use it and your Heroic Feats in any order. (see Relics, p35)

STEP 3: GATHER + ROLL DICE

Each icon on your hero card lets you roll a die of its color during an encounter. Items tucked under your hero will add to this total.

In a **combat encounter**, you will roll all of these dice. In the example to the right, you would roll seven dice.



In a **peril encounter**, you will roll only the dice matching the color of the option you chose in step 1. In this example, if you chose a magic-based option on a peril you would roll only the four blue magic dice.

If your party is XP level 2 or higher, choose a hero to roll the **encounter bonus** shown on the XP Level card, for either type of encounter.



All dice you roll are placed in an area called your **dice pool**. Your dice pool is where all dice you use to cover boxes and pay for skills are spent from.

- In a 2P game, each hero's dice pool is kept separate.
- If there are not enough dice of a color available in the general supply, you lose the excess. In a 2P game, choose which hero claims dice to roll first.
- If, during a peril encounter, your dice pool ever contains a die that doesn't match its color (or is wild), return it immediately.
- Encounter/dungeon effects that trigger from die rolls, such as "Immediately discard all 1s and 3s rolled," happen before proceeding to Step 4.
- Dice in your pool will return to the general supply after each encounter.

STEP 4: TAKE ACTIONS

In an encounter, the party must try and cover as many **active** challenge boxes as possible. In a combat encounter, all challenge boxes on the encounter card are active. In a peril encounter, only the boxes directly beneath the chosen option are active. The other box is ignored entirely.

There are challenge boxes on the dungeon card as well. Depending on the type of encounter, all boxes from all visible floors on the appropriate side of the dungeon card are **active**. The other side is ignored.



During a **peril encounter**, if there is ever a die in your **dice pool** that does not match the color of the peril option, return it to the supply immediately. Heroic dice are always allowed, since they match any option color. The dungeon challenge boxes for peril encounters are grey, and can be filled with any die.

During any encounter, if there are uncovered active challenge boxes that have **armor** (), you cannot cover any non-armor box.

Remember: *Leftover dice in each hero's dice pool at the end of an encounter will return to the supply. Dice pools are rebuilt from scratch every turn!*

During Step 4, the party may take the actions listed below in any order, as many times as desired, freely switching between heroes.

Cover a challenge box: Move a die or dice from your pool to cover an active challenge box. See p7: Placing Dice for more information on dice placement rules.

Use a skill: Choose a skill, and pay its cost (if it has one) by return any required dice from your pool to the supply, and then use its effect. Each skill can only be used once per encounter. Skills and potions are explained in detail on 24-28.

Drink a potion: Return a potion token from the Turn Reference to the supply, and use the effects of any one potion type you've identified. (See p26)

Create a Heroic Die: Return two dice from your pool to the supply. Gain a heroic die, and set its value equal to the lower of the two spent dice.

Return a die: Return a die from your pool to the supply. This is occasionally beneficial if the supply is missing a color of die you need to gain from a skill.

Once the party is done taking actions, proceed to **Step 5: Suffer Consequences**.



Additional action types are available:

Create a Boost Token: Return any three dice from your pool to the supply. Gain a boost token.

Use a Relic Ability: Your party's Relic has an ability with a beige background. It can be used once per encounter, like a Skill.

Flare: If the Forge is full, you must resolve your Relic's flare effect as a mandatory action, before taking any other action.

STEP 5: SUFFER CONSEQUENCES

If you are unable to cover every **active** challenge box, the icons in the remaining active boxes show the **consequences** of completing the encounter:

For each visible , place one damage token on your **hero card**. In a 2P encounter, damage must be divided as evenly as possible. For example, 3 damage would be split as 1 to one hero, and 2 to the other.

For each visible , spend one time by discarding the top card of the deck.

For each visible , place one poison token on your hero. In a 2P game, they are split using the same rules as damage.

For each visible , forge one fuel. If this fills the forge, there will be a flare during the next encounter (or boss fight round).

If a skill or effect causes some number of icons to be **ignored**, they never become part of the consequences for the encounter.

Some effects will add to consequences. If multiple effects would affect consequences, choose the order in which they apply.

Once the consequences of the encounter are tallied, all dice from your pool, the dungeon card, and the encounter card are returned to the supply. Then the consequences are suffered. If any hero has at least as many damage tokens as health, then **the game is over** unless they immediately use a potion or other effect to heal. (see p26: Potions).

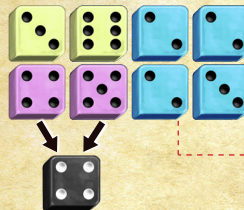
If the game is not over, proceed to Step 6: Claim Loot!

Boost and Crit tokens are also returned to the General Supply.

COMBAT ENCOUNTER EXAMPLE

Oh no! A Glooping Ooze has appeared. Here's how an encounter with this fierce and purple enemy might proceed.

The Mage rolls her dice:



The armor boxes are filled first. Then, two dice are spent to gain a heroic die, since the agility dice were otherwise useless. Finally, other dice are placed in challenge boxes, including the dungeon card's box. No 1s were rolled, so Split has no effect.

The consequences of the combat are .



STEP 6: CLAIM LOOT

After suffering consequences (and surviving), the encounter card is claimed as loot. The party chooses to take it either as an **item**, a **skill**, a **potion**, or **XP**. In the case of an item or a skill, the party chooses which hero claims the card as loot. Potions and XP are shared by the entire party.

Your current **experience level card** restricts the number of items and skills each hero can have. It also provides you with bonus heroic dice for all encounters once you reach level 2.

- Items** represent new equipment your hero picks up in the dungeon, raising stats so you can roll more dice in each encounter. To take a card as an item, tuck it under the left edge of your hero card.
- Skills** give your hero various ways to use dice for greater effect. To take a card as a skill, tuck it under the bottom edge of your hero card.
- Identified Potions** give you more options on how to spend your potion tokens. To identify a potion, tuck the card under the bottom edge of the Turn Reference. When you identify a potion, **add a potion token to the Turn Reference**. Each token there can be used for any one potion effect.
- XP** (Experience) helps the party level up. To take a card as XP, tuck it under the level card, with the experience lanterns showing.

When taking an item or skill as loot, you can replace an existing item or skill with your new loot. The replaced card becomes XP, and is immediately tucked under the level card. A hero cannot have duplicate skills, and the party cannot identify the same potion type twice.



- 5) Some peril encounter cards have arrows associated with their two choices. One points left to an item as loot, and the other points down to a skill. You must either take it as the loot pointed to by your peril choice, or as XP.



FEATS, SKILLS AND POTIONS

HEROIC FEATS

Heroic feats are abilities used before dice are gathered during an encounter, and are represented as scrolls with a blue background on each hero card.

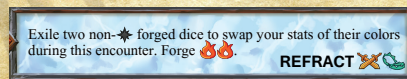


Most heroic feats grant access to black heroic dice. A heroic feat can be used **once per encounter**, and only during the Use Heroic Feat step. A feat **does not count as a skill**. Next to its title are icons matching encounter types, combat () or peril (), indicating when it can be used. Most heroic feats cannot be used during the boss fight ().

Some feats (such as Mana Charge) are only useful after you store up heroic dice based on various conditions. These dice are placed on the hero card.



Each Relic also has a feat, which can be used once during the Use Heroic Feat step. Heroic and Relic feats can be used in any order during that step. Many relic feats **can be used** in the boss fight.



SKILLS

Skills are abilities that are used during the Take Actions step of an encounter, and are represented as scrolls on hero and encounter cards.



Skills can be used during encounters matching the icons next to their title for combat () or peril (). **Each skill can only be used once during each encounter or boss round.** To use a skill, pay its cost, then use its effect.

Each skill has a dice cost, displayed on the left edge of the scroll. You will return dice from your pool to the supply to pay for the skill's use. These dice must come from your pool, not your partner's.



Strength / Agility Skills: Discard from your pool the number of strength or agility dice that matches the cost of the skill.



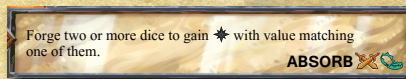
Magic Skills (Spells): Discard from your pool one or more magic dice. Their values must add up to at least the mana cost indicated on the spell. *Ex: A 1 and 2 would pay for this skill.*



Free Skills: There is no cost to use a free skill. It may still only be used once per encounter.



Each Relic has a skill which can be used once per encounter, for free.



POTIONS AND HEALING

Your party's supply of potions is represented by tokens on the Turn Reference Card. As you identify potions, you tuck them below it.

Any hero can return one potion token from the Turn Reference and perform any one potion's effect. Potions have icons by their title to indicate whether they can be used during combat (⚔️) or peril (🌀) encounters. **Potions can be used multiple times during an encounter or boss round**, as long as you can spend a potion token each time you use one.

The Turn Reference card has a Healing potion on it. It can be used to heal 3 at the start of a turn or boss round, or heal 2 anytime (such as when suffering consequences, to avoid losing the game). Using your healing and other potions wisely is an important key to success!



Expansion sets have variations on the Healing potion on their Turn Reference card, and also instruct you to select a Basic Potion during setup to start with.

The **Cure** potion from Forest of Shadows allows you to heal 1 anytime, or heal 1 any time you gain or spend a potion token.

The **Vigor** potion from Relics of the Forge allows you to Heal 1 anytime. After that, you may to forge fuel to heal 2 more, or you may use a second potion effect, or choose to do neither.



KEYWORDS

Feats, skills, spells, and potions use the following keywords:

Gain: Take a die of the specified color from the supply and add it to your pool, showing the number indicated.

Heal #: Remove that many total  and/or  tokens from one hero.

Increase: Change the value of one of the dice in your pool by the indicated amount. A die's value cannot go above 6 or below 1.

Lock: Place the die or token on the Hero card in the storage slot.

Prevent: Ignore symbols in challenge boxes during Suffer Consequences.

Reroll: Take a die from your pool, roll it, and put it back in your pool.

Return: Place the die or token back in the supply.

Roll: Take a die of the specified color, roll it, and add it to your pool.

Set (a die to #): Change a die's value, as specified.

Spend : Discard a card from the top of the deck.

Store: Place the die or token on the Hero card in a storage slot.

To: "Do X to do Y" means that doing X is required to do Y.

Transmute a die: Return it to the supply. Gain a die of any color with its value.

THE GOLDEN RULE

If part of an effect isn't possible, always follow the Golden Rule: Do as much as you can, ignore the rest. The lone exception is the "to" keyword (ex: "Do X to do Y"). If X isn't fully possible, you do not get to do Y at all.

LEVELING UP

At the end of an encounter, if the party has enough experience tucked under the **level card**, the heroes all level up together!

Exile the level card and cards with enough XP to achieve the new experience level. **Place them in the game box.** Any unused XP cards are not exiled.

Each level-up will grant one free potion token. Also, your heroes' capacity for holding items and learning skills will increase. Finally, the level card indicates how many free heroic dice the party gains for **each encounter and Boss Fight round**. The party chooses which hero rolls the bonus heroic dice each time.

Level 4 is the maximum level. Instead of leveling up, the party may spend 5 XP to gain a potion while at experience level 4.



DESCENDING

The **stairs card** is placed at the bottom of the dungeon deck at the start of each floor of the dungeon. When it's revealed, the path deeper into the dungeon opens. If you dawdle too long, though, the various fiends of the dungeon will catch up to you.

While the stairs card is visible, place a damage token on it for each time spent for any reason. Each time three tokens are on the card, a hero takes one damage and three tokens are removed from the stairs card. This can happen multiple times.

The party can descend at the end of any turn when the stairs card is visible, or immediately if the stairs are revealed while spending time to start a turn. To descend, discard all doors currently in play and shuffle the discard pile to form a new deck. Place the stairs card on the bottom, again. Slide the dungeon card up, to reveal the new floor's effects and challenge boxes. **All** visible effects and challenge boxes, including ones from previous floors, are now active.



BOSS FIGHT

When you descend from the third floor of the dungeon, flip over the dungeon card. It's time to fight the **boss**! The Boss Fight consists of multiple **rounds**, each of which uses most of the same steps as a  Combat Encounter. The boss has a health value and a special ability along the bottom of its card. Any ability marked with  cannot be used in the Boss Fight.

- 1) **Use Feat:** If you have a feat without a , you can use it now.
- 2) **Gather and Roll Dice:** Same as a Combat Encounter.
- 3) **Take Actions:** Same as a Combat Encounter. Anything that can be used once per encounter can be used once per boss fight round.
- 4) **Consequences:** If the damage causes the game to end, it ends immediately before Strike the Boss.
- 5) **Strike the Boss:** For each  that was covered up, place one damage token on the boss. If the boss has at least as many damage as health, the party has defeated it and the heroes win the game!
- 6) **New Round:** All dice and tokens in the pool and on the boss are returned to the General Supply. If the boss has not been defeated, a new round begins.



Before Step 1 during each round, the party must attempt to Resist Poison if they have any poison tokens. (see p36: Poison)

BOSS EXAMPLE



After rolling dice (and removing all 1s due to the Yeti's special ability), then using skills, the Warrior is lucky enough to fill most of the boxes on the Yeti, starting with the Armor box.



The Warrior takes three damage, but the Yeti also takes three damage, thanks to the three covered  boxes. All dice are cleared, and a new round begins. If the warrior can survive, she might overcome the Yeti on the next round!

CAMPAIGN SHEETS

Campaign mode allows you to build up a hero's power over multiple plays. Each campaign sheet represents one player's adventures with one of the five heroes. At the end of each game (win or lose!) you'll earn check-marks that you can apply toward earning **talents**. They will help you in future games.

You earn one check-mark for each time you descended or leveled up, and an additional three if you defeated the boss. After an easy (one dot) dungeon, you can only check off green circles, after a medium (two dot) dungeon, green circles or yellow squares, after a hard (three dot) dungeon, any colored spaces. Once all spaces next to a talent have been checked off, you have unlocked that talent for future games. You can apply checkmarks to any talent, and fill the boxes in any order you choose.

There are four groups of talents, called **focuses**. **Basic talents** can be used in every game. At the start of each game, choose one other focus to be active. Talents from the two inactive focuses cannot be used during that game.

Talents that have a , , or  icon work just like skills that you can use once per appropriate encounter (just like combat skills, combat talents can also be used in the boss fight). Other talents are in effect all the time. Your basic skill from the Veteran talent does not count against the skill limit on the level card. Using a talent does not cost any dice.

Use the boxes at the bottom of the campaign sheet to track how many games you've played, and which bosses you've defeated. Try to defeat all of them in as few plays as possible!

CHALLENGE TIERS

Challenge Tiers allow you to adjust your dungeon experience. More difficult tiers will give you more check-marks for the campaign sheet if you reach the boss, whether or not you defeat it. "Veteran" is the original.

Novice: Before the game begins, advance to experience level 2. This includes gaining a second potion.

Standard: Before the game begins, draw one card and claim it as experience. Gain one extra check-mark if you reach the boss.

Veteran: No setup changes. Gain two extra check-marks if you reach the boss.

Fearless: Start without a potion. Gain three extra check-marks if you reach the boss.

CAMPAIGN SHEET EXAMPLE

Previously, Lyra the Archer has earned a number of check-marks (shown in black), including enough to gain the Veteran talent.

BASIC	  	Veteran: Start each game with any one Bas
	    	Durability: You have one extra health.
	    	

In her latest adventure, she went into the Yeti's Cavern, a medium-difficulty dungeon. She made it to the third floor, and reached experience level 4, at the Standard challenge tier. Two checks for clearing floors 1 and 2, and three checks for reaching experience levels 2, 3 and 4. Since she didn't reach the boss fight, she does not receive the 1 bonus check for Standard. The five new checks (shown in red) are enough to earn the Durability talent!

RELICS OF THE FORGE EXPANSION RULES

THE FORGE

At the center of all of this expansion's mechanics is The Forge, which accumulates fuel over the course of play, providing power to your Relic, but also occasionally flaring up and causing trouble for your party. During setup, your party will choose a relic, and place it above the Forge as shown below.

The forge has nine slots on it, which can be filled with dice or tokens. Effects will use the **forge** keyword to do so. When **forging a die**, it comes from your pool, and retains its value when placed in the Forge. When **forging a token**, take it from the General Supply. When you return a forged die or token, it goes to the general supply.



TOKENS

Relics of the Forge introduces three new token types:



Fuel is forged by effects and relics, or suffered as consequences, and fuel tokens take up slots in the forge. They have no other effect.



Boost tokens can be gained to your pool, and stacked with a die to make its value 2 higher (even increasing to 7 or 8!).



Crit tokens can be gained to your pool, and are treated for all purposes as if they were a black die with value 7.

RELICS

Your party's relic has three abilities on it: a feat, a skill, and a flare effect. The relic's feat can be used during the Feat Step, and the skill can be used during the Action Step. If the forge's nine slots are full during an encounter, the party must take a mandatory Flare action, triggering the relic's flare effect and then the forge's flare penalty.

Your relic feat and skill may each only be used once per encounter. The flare effect has no such limit.

Each relic is unique, and understanding how to use its abilities in the most effective moments to manage the forge's nine slots is important strategy. Be sure to take a long look at all three abilities on your relic and understand them before you start your adventure.

In particular, pay attention to how your relic forges and removes fuel. Fuel is the economy of relic use, and can also be generated by encounter consequences, dungeon effects, and even your non-relic skills! Managing the forge's nine spaces is critical to your dungeon success. Good luck!

FOREST OF SHADOWS EXPANSION RULES

POISON

In addition to damage and time, Forest of Shadows challenge boxes contain poison () icons. If not covered, a poison icon causes a green poison token to be placed on a hero.

Poison tokens are limited. If one must be placed on a hero for any reason and there are none in the supply, place a damage () instead.

Poison is not damage, and does not contribute to losing the game. It builds up slowly, and can become very dangerous if not dealt with. Each time the party takes an **explore** turn (and at the start of every boss round), they must Resist Poison, by rolling any one die. If its value is higher than the number of poison tokens in the party, they are successful, and one poison token is removed. Otherwise they fail. One poison token is still removed from a hero, but two damage () tokens are added to the same hero.

Half of the encounter cards in Forest of Shadows have a leaf icon () next to the card title. For each leaf on an open door when the party resists poison, add 1 to the roll. These represent antidote herbs scattered around the forest.

- If there are no poison tokens in the general supply, place a damage token instead, for each poison token that would be placed.
- Any effect that heals a damage token can instead remove a poison token.
- The Resist Poison roll is only affected by skills, abilities, or effects that directly mention it.

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