

# One Deck Dungeon, v1.5 Print and Play

WARNING: Web Browser PDF viewers will render this document poorly.

Printing Information: This document is laid out front/back/front/back. The top edges should align. Page 2 is left blank in case you have a duplex printer.

Rules are available at [OneDeckDungeon.com](http://OneDeckDungeon.com)

Other Components: You will need 30 six-sided dice. 8 each of magenta, blue, yellow, and 6 black. 12mm dice are what the challenge boxes on cards are designed for.

You will need 15 health tokens, and 5 potion tokens.



**PLAGUE RAT**

**SWARM**  
X = 4 per open door, including this one.

3	X	5	3	5
---	---	---	---	---

Gain a 5.

**FLAMEWEAVE**

**SPIKED LOG**

**CLOBBER LOGS:** XX

8
---

**DODGE LOGS:**

14
----

Gain 4 4 4. Then, increase one of your dice by 1.

**STATIC BURST**

**OGRE**

6	4
9	5
12	6

Pick a value. Change up to five of your dice of that value to 6s.

**CHAOTIC AURA**

**LOCKED DOOR**

**PICK THE LOCK:** X

8
---

**BASH IT OPEN:**

11
----

**SHADOW**

**FADE**  
Spend X for each skill you use.

10	5	
3	4	5

Gain 4 4 4. Then, increase one of your dice by 1.

**STATIC BURST**

**FLAME STATURES**

**DISENCHANT:** XXX

8
---

**DODGE THEM:**

14
----

**GOBLIN**

**SWARM**  
X = 4 per open door, including this one.

X	3	4	4	5
---	---	---	---	---

Roll 3.

**SHIMMERBLAST**

**CAVE-IN**

**DISMANTLE IT:** XX

6
---

**CLIMB OVER IT:**

11
----

Gain a 5.

**FLAMEWEAVE**

**WRAITH**

**DRAIN**  
Before the encounter, convert one item to XP.

9	5	
3	5	6

Roll 3.

**HASTE**

Roll 3.

**SHIMMERBLAST**

Gain a 5.

**FLAMEWEAVE**

Roll 3.

**HASTE**





**ICE ELEMENTAL**

Before the encounter, spend 11.

4	5	6
11	3	

Retroll one of your dice OR increase one of your dice by 1.

**LUCKY FAMILIAR**

**Goblin**

Prevent 1. In a boss fight, prevent 2.

**DODGE**

**SWARM**  
X = 4 per open door, including this one.

4	4	5
X	3	

**PIT OF SPIKES**

Gain a 6.

**DEXTERITY**

Climb Around: 8

Jump Over: 14

**FIRE ELEMENTAL**

Before the encounter, place 3 on a hero.

3	3	6
11	6	6

Gain a 6. You can only use it as mana for a spell.

**MANA FOUNTAIN**

**LOCKED DOOR**

Gain a 6.

**ACCURACY**

Pick the Lock: 8

Bash It Open: 11

**WRAITH**

Gain a 6.

**DEXTERITY**

Drain: Before the encounter, convert one item to XP.

3	5	6
9	5	

**FORCE WALL**

Gain 6

**CRUSHING FIST**

Climb Around: 11

Blast Through: 14

**BEEBLE**

Gain a 6.

**ACCURACY**

Survivor: If any armor boxes are empty, discard this instead of looting.

3	4	5
3	4	6

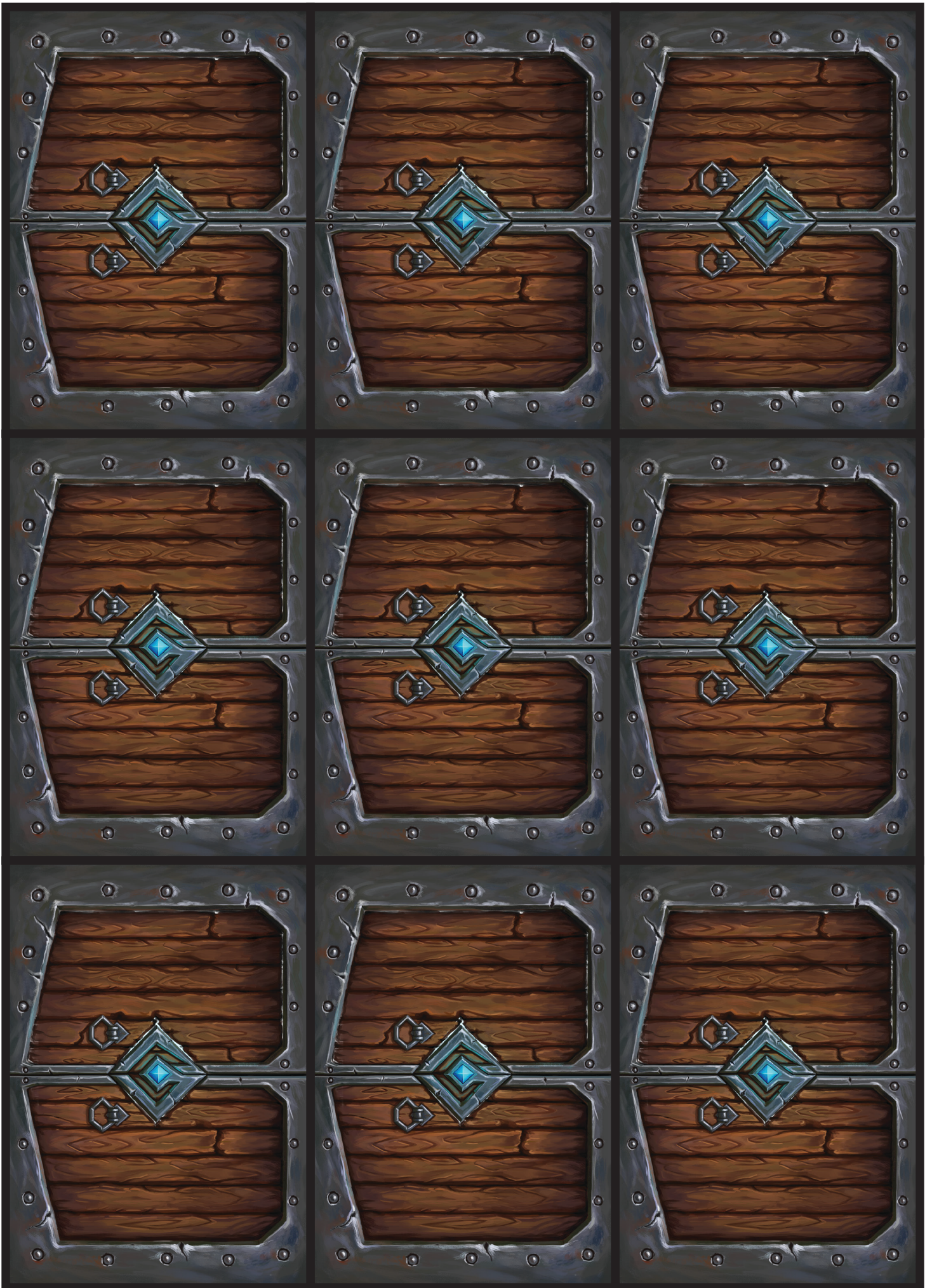
**ARROW WALL**

Prevent 1. In a boss fight, prevent 2.

**DODGE**

Magic Shield: 6

Rush Through: 11





**FORCE WALL**

**CLIMB AROUND:** XXX

**BLAST THROUGH:** 11

14

**POISON**

Prevent up to XX.

**PHANTOM**

**ETHERREAL**  
Immediately discard all 1s and 3s rolled.

4 4 5  
6 5 6

**STEADY HANDS**

Roll ★.

**BEETLE**

**SURVIVOR**  
If any armor boxes are empty, discard this instead of looting.

3 4 5  
3 4 6

**CRUSHING BLOW**

Gain a 6.

**FLAME STATUES**

**DISENCHANT:** XXX

8

**DODGE THEM:** 14

**BACKSTAB**

Roll

**BOULDER**

**SLOW TIME:** XXX

11

**RUN PAST IT:** 14

Change one or two dice into ★ of the same values.

**CRITICAL STRIKES**

**RUNE PUZZLE**

**DECIPHER IT:** XX

6

**DESTROY IT:** 11

**PERSISTENCE**

Roll ★.

**BANDIT**

**DODGE**  
Making a ★ die uses three dice, not two.

8 3  
4 5 5

**BACKSTAB**

Roll

**FIRE ELEMENTAL**

**FLAMES**  
Before the encounter, place ♦ on a hero.

3 3 6  
11 6

**CONSISTENCY**

Change any or all of your dice to 4s.

**PLAGUE RAT**

**SWARM**  
X = 4 per open door, including this one.

X 3  
3 5 5

**PERSISTENCE**

Roll ★.





**PIT OF SPIKES**

CLIMB AROUND:  $\heartsuit \heartsuit \heartsuit$   $\clubsuit \clubsuit \clubsuit$

JUMP OVER:  $\heartsuit \heartsuit \heartsuit$   $\clubsuit \clubsuit \clubsuit$  **8**

**14**

Gain a  $\star$  6. You can only use it to cover a box with  $\heartsuit$ .

**ARMOR CRUSH**

**PHANTOM**

**ETHEREAL**  
Immediately discard all 1s and 3s rolled.

Gain  $\heartsuit$  5,  $\spadesuit$  5, and  $\clubsuit$  5. Then, make one of them a 6.

**TRIPLE STRIKE**

$\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$   $\clubsuit \clubsuit \clubsuit$

**4** **4** **5**

**6** **5** **6**

**OGRE**

Discard any number of value 5 dice. Gain that many  $\heartsuit$  6.

**BRUTE FORCE**

$\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$

**6** **4**

$\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$

**9** **5**

$\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$

**12** **6**

**GLOOPING OOZE**

**SPLIT**  
Spend  $\heartsuit$  for each 1 rolled.

**2** **3** **4**

**4** **5** **6**

Gain a  $\star$  6. You can only use it to cover a box with  $\heartsuit$ .

**ARMOR CRUSH**

**SPIKED LOG**

**CLOBBER LOGS:**  $\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$

**8**

**DODGE LOGS:**  $\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$   $\clubsuit \clubsuit \clubsuit$

**14**

Increase up to four of your dice by 1 each.

**CLEAVE**

**BOULDER**

**SLOW TIME:**  $\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$   $\clubsuit \clubsuit \clubsuit$

**11**

**RUN PAST IT:**  $\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$   $\clubsuit \clubsuit \clubsuit$

**14**

Roll  $\star$ .

**VALOR**

**CAVE-IN**

**DISMANTLE IT:**  $\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$

**6**

**CLIMB OVER IT:**  $\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$   $\clubsuit \clubsuit \clubsuit$

**11**

Gain a  $\heartsuit$  6.

**CRUSHING BLOW**

**BANDIT**

**DODGE**  
Making a  $\star$  die uses three dice, not two.

$\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$   $\clubsuit \clubsuit \clubsuit$

**4** **5** **5**

$\heartsuit \heartsuit \heartsuit$   $\spadesuit \spadesuit \spadesuit$   $\clubsuit \clubsuit \clubsuit$

**8** **3**

Increase up to four of your dice by 1 each.

**CLEAVE**

**ICE ELEMENTAL**

**FROST**  
Before the encounter, spend  $\heartsuit \heartsuit \heartsuit$ .

$\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$

**11** **3**

$\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$   $\heartsuit$

**4** **5** **6**

Roll  $\spadesuit$   $\spadesuit$   $\spadesuit$ .

**FLURRY**





**DRAGON'S CAVE**

ALL 

FLOOR 3	FLOOR 2	FLOOR 1
 5	 6	 2
DRAGONSKIN	FLAME AURA	HALL OF STATUES Spend an extra      before your first turn on each floor.
 10	 5	 3

ALL 

**BEAR TRAPS**

DISARM THEM:      

RUN THROUGH:  6

Roll   

MANA  

**BEAR TRAPS**

DISARM THEM:      

RUN THROUGH:  6

Roll   

MANA  

**SHADOW**

FADE  
Spend  for each skill you use.

 3	 4	 5
 10	 5	 5

Change two of your non- dice to be 6s.

HEROISM  

**SKELETON**

UNDYING  
If any boxes are empty, spend      .

 2	 4	 3
 5	 5	 6

Spend   before an encounter. Skip to the Claim Loot phase.

INVISIBILITY

**RUNE PUZZLE**

DECIPHER IT:    

DESTROY IT:      

Roll all your 1s and 2s. Roll  CLARITY  

**GLOOPING OOZE**

SPLIT  
Spend  for each 1 rolled.

 2	 3	 4
 4	 5	 6

Change two of your non- dice to be 6s.

HEROISM  

**ARROW WALL**

MAGIC SHIELD:    

RUSH THROUGH:  11

Roll   

MANA  

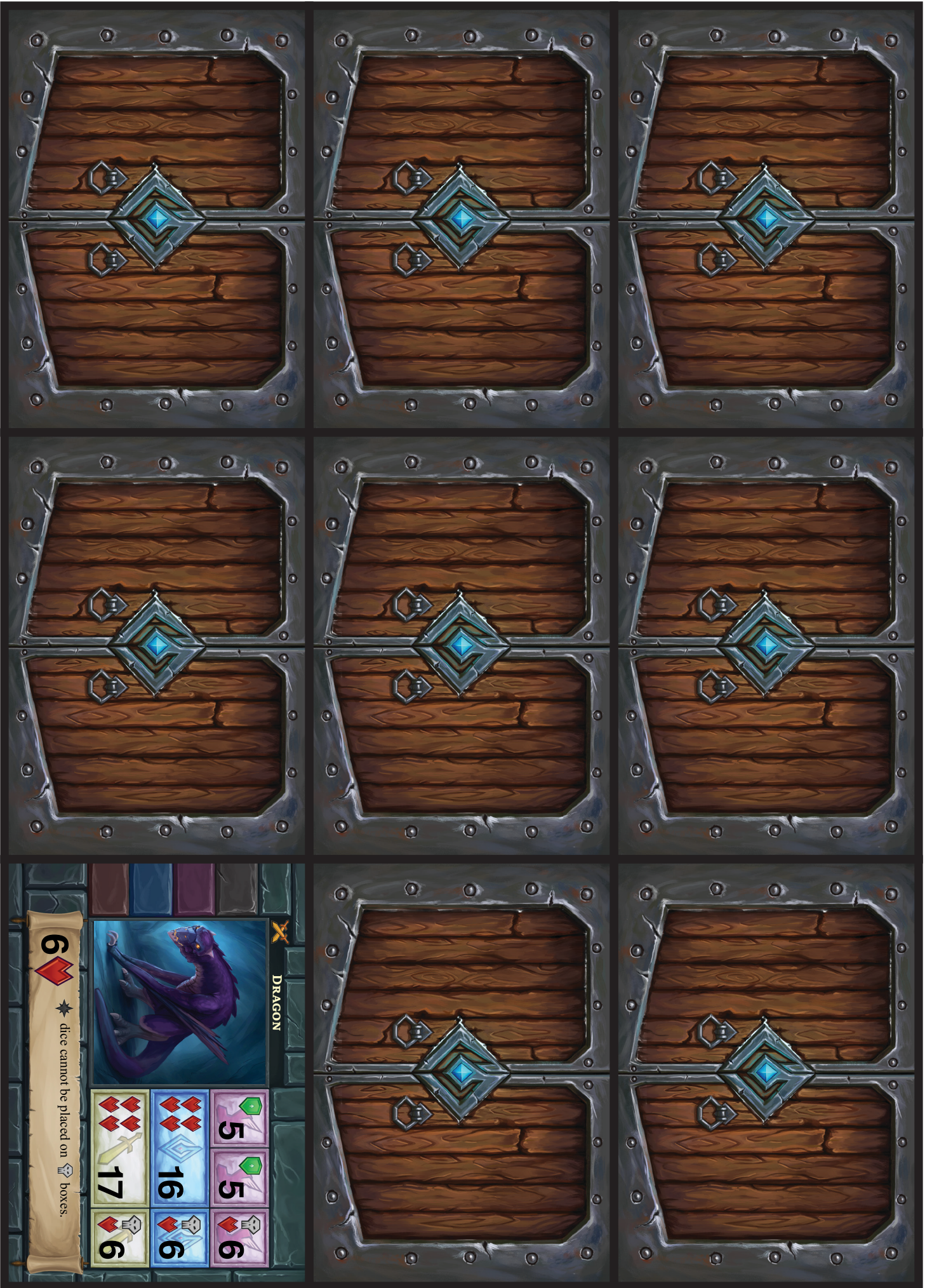
**SKELETON**

UNDYING  
If any boxes are empty, spend      .

 2	 4	 3
 5	 5	 6

Roll all your 1s and 2s. Roll  CLARITY  







FLOOR 3	FLOOR 2	FLOOR 1	ALL
4	5	4	
BITING COLD All boxes gain	BRUTAL STRENGTH	FREEZING WINDS If an encounter's consequences include   , add  to them.	YETI'S CAVERN
3	5	3	ALL
3		4	

FLOOR 3	FLOOR 2	FLOOR 1	ALL
5	3	5	
POISON AURA All  are decreased by 1 after rolling and checking other effects.	REGENERATION	STICKY SURROUNDING Spend one extra  at the start of each turn.	HYDRA'S REEF
5	5	3	ALL
	5	5	

FLOOR 3	FLOOR 2	FLOOR 1	ALL
4	6	4	
BLADE STORM If an encounter's consequences include  , add  to them.	WEAKNESS CURSE Any 2s rolled are immediately discarded.	UNDYING LEGIONS	LICH'S TOMB
10	3	2	ALL
		5	

FLOOR 3	FLOOR 2	FLOOR 1	ALL
6	3	5	
POISON DART TRAPS	CRUMBLING WALLS When you explore, spend an extra .	DEADLY MAZE Explore limit: 3 doors.	MINOTAUR'S MAZE
12	3	2	ALL
	3	2	



**STAIRS 1P/2P**

While visible, place a damage token here for each spent. Each time there are three tokens here, place one on a hero and remove the other two. At the end of any turn, the heroes may Descend. If this card is revealed while spending time to start a turn, the heroes may Descend immediately.

1 ITEM

2 SKILLS\*

\*Starting and basic skills do not count toward this limit

**LEVEL 1 1P**

1 during setup.

0 Encounter Bonus      6 to level up

3 ITEMS

3 SKILLS\*

\*Starting and basic skills do not count toward this limit

**LEVEL 2 1P**

+1 for reaching level 2.

1 Encounter Bonus      8 to level up

5 ITEMS

4 SKILLS\*

\*Starting and basic skills do not count toward this limit

**LEVEL 3 1P**

+1 for reaching level 3.

1 Encounter Bonus      10 to level up

7 ITEMS

5 SKILLS\*

\*Starting and basic skills do not count toward this limit

**LEVEL 4 1P**

+1 for reaching level 4.

2 Encounter Bonus      5 → 1





YETTI

6	5	6	24	4
5	5	5	5	6
5	5	6	6	6

6 All 1s rolled are immediately discarded.



HYDRA

13	13	13	6	6
13	19	13	6	6
6	6	6	6	6

5 Before placing damage, remove one damage from Hydra for each visible



LICH

3	3	3	17	15
3	3	3	16	15
3	3	3	17	15

5 The first time each box with a is covered during a round, discard the die.



MINOTAUR

5	5	5	X	6
5	5	5	5	6
5	5	6	6	6

10 X = 4 times the number of damage on the Minotaur (Minimum 12).



### STAIRS 4P

While visible, place a damage token here for each spent. Each time there are six tokens here, place one on each of two heroes, and remove the other four. At the end of any turn, the heroes may Descend. If this card is revealed while spending time to start a turn, the heroes may Descend immediately.

1 ITEM (EACH)

1 SKILL\* (EACH)

\*Starting and basic skills do not count toward this limit

### LEVEL 1 2P

1 during setup.

0 Encounter Bonus      6 to level up

4 ITEMS (EACH)

4 SKILLS\* (EACH)

\*Starting and basic skills do not count toward this limit

### LEVEL 4 2P

+1 for reaching level 4.

2 Encounter Bonus      5 → 1

3 ITEMS (EACH)

3 SKILLS\* (EACH)

\*Starting and basic skills do not count toward this limit

### LEVEL 3 2P

+1 for reaching level 3.

1 Encounter Bonus      10 to level up

2 ITEMS (EACH)

2 SKILLS\* (EACH)

\*Starting and basic skills do not count toward this limit

### LEVEL 2 2P

+1 for reaching level 2.

1 Encounter Bonus      8 to level up





Increase one of your dice by one.

**INGENUITY**



**BASIC SKILLS**



Gain a 4 of any type.

**TRUE STRIKE**



Increase one of your dice by one.

**INGENUITY**



**BASIC SKILLS**



Gain a 4 of any type.

**TRUE STRIKE**





**MAGE 1P**

<<< ITEMS



**Heroic Feat:** Roll any or all of your dice stored here. Store a ★ here when you explore or flee. You may store up to two dice at a time.

**MANA CHARGE** ⚔️ 🌿 ☠️

Prevent ♥️.

**SHIELD AURA** 🌿

**WARRIOR 1P**

<<< ITEMS



**Heroic Feat:** Roll any or all of your dice stored here. Store a ★ here for each damage you take. You may store up to two dice at a time.

**FRENZY** ⚔️ 🌿 ☠️

When you descend, heal two damage.

**SECOND WIND**

**ROGUE 1P**

<<< ITEMS



**Heroic Feat:** Roll ★ or ★★. If either is a 1, lose ♥️☠️☠️. Do this before checking any other effects.

**DARING GAMBLE** ⚔️ 🌿 ☠️

When you flee you may add one door to the dungeon, if under the door limit.

**STEALTH**

**ARCHER 1P**

<<< ITEMS



**Heroic Feat:** Spend ☠️☠️ to roll ★★ or ☠️☠️☠️ to roll ★★. Before checking any other effects, discard one of the dice rolled.

**EAGLE EYE** ⚔️ 🌿 ☠️

If you would lose only one ♥️, spend ☠️ instead. Prevent one ♥️ in each boss round.

**KITING** ⚔️

### WARRIOR 2P

<<< ITEMS

- 
- 
- 
-

**Heroic Feat:** Roll your stored die.  
 Store a here when you take damage. You may only store one die at a time.

**FRENZY**

Ignore one .

**FEARLESS CHARGE**

### MAGE 2P

<<< ITEMS

- 
- 
-

**Heroic Feat:** Roll your stored die.  
 Store a here when you explore or flee. You may only store one die at a time.

**MANA CHARGE**

Your partner gains either a 1 or 1.

**POWER TRANSFER**

### ARCHER 2P

<<< ITEMS

- 
- 
- 
-

**Heroic Feat:** Spend to roll . Before checking any other effects, discard one of the dice rolled.

**EAGLE EYE**

Increase one of your partner's dice by one.

**COMBINED SHOT**

### ROGUE 2P

<<< ITEMS

- 
- 
-

**Heroic Feat:** Roll . If it is a 1, lose . Do this before checking any other effects.

**DARING GAMBLE**

Your partner may reroll any or all of their 1s.

**DUNGEONEERING**



# PALADIN 1P

<<< ITEMS



**Heroic Feat:** Roll any or all of your dice stored here.  
Store a ★ here when you open a door with 4+ ⚡. You may store up to two dice at a time.

**VALIANT** ⚔️ 🍷 🛡️

For every ♥️♥️ you would lose, prevent ♥️. You cannot prevent damage otherwise.

**ARMOR** ⚔️ 🍷 🛡️

# TURN REFERENCE

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

## EXPLORE OR ENTER A ROOM

**EXPLORE**  
Draw and add face-down doors to the dungeon until there are four total doors in play.

**ENTER A ROOM**  
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
- 3) Gather and Roll Dice  
⚔️ : All 🍷 : Matching
- 4) Use Skills / Potions / Place Dice
- 5) Suffer Consequences
- 6) Claim Loot

## POTIONS



Start with one potion token, and add one for each potion type identified. A token may be spent to use any one of the effects below.



Heal 3 damage from one hero at the start of a turn, or 2 damage anytime.

**HEALING** ⚔️ 🍷 🛡️

Hero:

- Any Dungeon
- Medium/Hard
- ◇ Hard only
- Complete a Floor: ✓
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓

Name:

BASIC

○○○  
○○○□□  
○○○□□◇◇  
○○○□□◇◇

**Veteran:** Start each game with any one Basic Skill.

**Durability:** You have one extra health.

**Crafty:** You may have one extra skill or item.

HEALING

○○○  
○○○□  
○○○□□  
○○○□□◇◇  
○○○□□◇◇

**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

**Grit:** After each boss round, heal one damage.

COMBAT

○○○  
○○○□  
○○○□□  
○○○□□◇◇  
○○○□□◇◇

**Guile:** Use a 🍷 as an 🍷.

**Fortitude:** Reroll all your 🍷 1s and 🍷 2s.

**Planning:** Gain a ★ 3.

**Direct Hit:** Increase any die by one.

DUNGEON

○○○  
○○○□  
○○○□□  
○○○□□◇◇  
○○○□□◇◇

**Cunning:** Change a 5 into a 6.

**Speed:** Ignore one ⏳ (even a choice cost).

**Knowledge:** Gain ★ in each round.

**Foresight:** Reroll a die.

Bosses defeated: Dragon  Yeti  Hydra  Lich  Minotaur

Games played:

Hero:

- Any Dungeon
- Medium/Hard
- ◇ Hard only
- Complete a Floor: ✓
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓

Name:

BASIC

○○○  
○○○□□  
○○○□□◇◇  
○○○□□◇◇

**Veteran:** Start each game with any one Basic Skill.

**Durability:** You have one extra health.

**Crafty:** You may have one extra skill or item.

HEALING

○○○  
○○○□  
○○○□□  
○○○□□◇◇  
○○○□□◇◇

**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

**Grit:** After each boss round, heal one damage.

COMBAT

○○○  
○○○□  
○○○□□  
○○○□□◇◇  
○○○□□◇◇

**Guile:** Use a 🍷 as an 🍷.

**Fortitude:** Reroll all your 🍷 1s and 🍷 2s.

**Planning:** Gain a ★ 3.

**Direct Hit:** Increase any die by one.

DUNGEON

○○○  
○○○□  
○○○□□  
○○○□□◇◇  
○○○□□◇◇

**Cunning:** Change a 5 into a 6.

**Speed:** Ignore one ⏳ (even a choice cost).

**Knowledge:** Gain ★ in each round.


**Foresight:** Reroll a die.


Bosses defeated: Dragon  Yeti  Hydra  Lich  Minotaur

Games played:

## BOSS FIGHT

The boss fight is like a Combat Encounter, fought over multiple rounds. In each round:

- 1) Roll Dice
- 2) Use Skills, Potions, and Place Dice
- 3) Suffer Consequences
- 4) Strike the Boss (One damage per )
- 5) New Round

Heroic Feats cannot be used in the boss fight. Your experience level's encounter bonus provides  dice during each round.

### POTIONS



You can use your potions during each boss round. The start of a round is the same as the start of a turn for a Healing Potion.



Heal 3 damage from one hero at the start of a turn, or 2 damage anytime.

**HEALING**





## PALADIN 2P

<<< ITEMS



**Heroic Feat:** Roll your stored die.

Store a  here when you open a door with 4+ . You may only store one die at a time.

**VALIANT**



Your partner may reroll any or all of their 1s.

**SUPPORT AURA**

