



ONE DECK DUNGEON



Adventure Guide



Asmadi
GAMES

ONE DECK DUNGEON RULES V1.5

Adventure Calls! Dungeons have appeared, with monstrous fiends deep within. As heroes, your duty is clear: conquer every dungeon, every foe, and overcome every peril. As is tradition, you'll enter each dungeon with only the simplest equipment and set of skills.

A deck of **encounter cards** contains all the dangerous foes and perilous obstacles you'll come across. Each card also shows the loot and experience you can gain by surviving your encounter. You'll need every advantage, because every time the deck is reshuffled you'll descend one floor deeper. Each time you do, all the monsters and traps will get stronger and more perilous. If any hero runs out of health, the game will end. If you make it through three floors, the dungeon's boss awaits you at the bottom. Defeat it to claim victory!

This rulebook is divided into two sections: The Illustrated Guide (p4-23), and the Reference Guide (p24-37). The Illustrated Guide walks you through the rules of the game with examples and diagrams. The Reference Guide is a text-only explanation of every part of the game. We find that most players learn best from the Illustrated Guide, and use the Reference Guide to answer rules questions, but use it however works best for you!

OBJECTIVE

Clear all three floors of the dungeon, and then defeat the boss! If any hero in your party runs out of health, the game is over. In Campaign Mode, each game will earn you checkmarks on your **campaign sheet**, making your hero stronger for your next adventure.

CONTENTS

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

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HOW TO RAID A DUNGEON

CHOOSE A HERO AND A DUNGEON

HERO



DUNGEON/BOSS

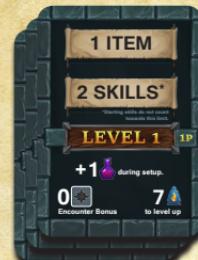


Dots next to a dungeon's name represent its difficulty. One dot is easiest, three dots is hardest. The boss is on the back of the card.

Each player chooses a **hero card**, and together your party chooses a dungeon to face. Multiplayer games are fully cooperative. Use the 1P sides of hero and level cards if playing solo, use the 2P sides if playing with two or four players.

Your hero has stat icons for strength (, agility (, magic (, and also icons representing health (.

ASSEMBLE THE PLAY AREA



- Stack the experience **level cards** (level 1 on top, level 4 on the bottom).
- Shuffle all the **encounter cards** together into a deck. Place the **stairs card** underneath the deck.
- Slide the **dungeon card** under the Turn Reference, so that only the first floor of the dungeon is showing.
- Place one **potion cube** on the Turn Reference.
- Return the unused dungeons to the box.
- Assemble all the rest of the dice and tokens in a common supply.
- After your first game, you may wish to play a **campaign**. The rules for playing in Campaign Mode are on pages 22-23.

ENTER THE DUNGEON!

On each game turn, your party will advance further into the dungeon. Your entire party shares each turn. Every turn has two steps.

STEP 1: TIME PASSES

You must spend two time at the start of each turn.

The  icon represents time spent in the dungeon. For each time that you are required to spend, discard the top card of the deck into a face-up discard pile.



STEP 2: EXPLORE OR ENTER A ROOM

Explore: Add face-down **encounter cards** from the deck to the play area as **closed doors**, until there are four total doors in play.

Enter a Room: Open a **closed door** (face-down). You may choose to either encounter it or flee, ending the party's turn. If you flee, leave the card in play as an **open door**, taking up one of the four available door spaces.

Instead of opening a closed door, you may choose to enter an **open door** (face-up) and have an encounter. You cannot flee in this case.

Below is a walkthrough of your party's first turns. If you're in the Dragon's Cave, spend the time for its first floor effect before the first turn.

TURN 1: EXPLORE



After spending  on your first turn, **explore** by placing four cards from the deck face-down as closed doors.

TURN 2: ENTER A ROOM



After spending  on your second turn, **enter a room**. Open one of the doors by flipping it face-up. You must either have an encounter or flee.

 Combat Encounters are explained on page 8.

 Peril Encounters are explained on page 14.

TURN 3 AND BEYOND:

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

COMBAT ENCOUNTERS

Combat Encounters pit you against foes in the dungeon. A combat card has many **challenge boxes** that you must try to fill. After the encounter, symbols in unfilled boxes represent the **consequences** of combat. If you survive them, you'll get to claim loot! The dungeon card also has challenge boxes, and both it and the foe may have a special ability to make things more difficult. A Combat Encounter has five steps, shown on the following pages.



Special abilities (such as Split) come into effect as soon as the encounter begins, before Step 1. If you flee the encounter, they are ignored.

STEP 1: HEROIC FEAT

Each hero may choose to use their **heroic feat**. Heroic feats allow you to roll black **heroic dice** (★), which can be used as any color during the encounter.

STEP 2: ROLL YOUR DICE!

Each of the icons on your hero card grants you a die of its color during a combat encounter. Each player assembles and rolls dice for their own hero. These dice, along with any you rolled in Step 1, form your hero's available **dice pool**.

Note: If you are experience level 2 or higher, the level card will give you bonus heroic dice.



STEP 3: USE SKILLS AND PLACE DICE

In a combat encounter, you must try and cover every challenge box on your foe's card, plus all challenge boxes on the **right side** of the dungeon card. To do so, you may take any number of the following actions in any order:

- Cover a challenge box with dice from your pool. See the chart on the next page for details on what dice can cover what boxes. If there are any uncovered boxes with armor (🛡), you cannot place a die in any non-armor box.
- Use one of your skills (p14), first spending dice to fulfill its cost, if it has one. Spent dice are discarded, and then the skill's effect occurs. This will often grant you additional dice. Each skill can only be used once per encounter.
- Spend a potion token to use the effects of one potion type you've identified.
- Discard two dice to gain a **heroic die** to your pool, with value equal to the lower of the two.

STEP 4: SUFFER CONSEQUENCES

If you are unable to cover every challenge box, the remaining boxes represent the **consequences** of completing the encounter:

For each visible , place one damage token on your **hero card**. In a 2P encounter, damage must be split 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.

If any hero has at least as many damage tokens as health, then the game is over unless they drink a healing potion to immediately heal two damage.

PLACING AND USING DICE



A single die can fill a box matching its color if it is 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.



Any two dice (even from two heroes) can be discarded to gain a black **heroic die** of value equal to the lower of the two dice.



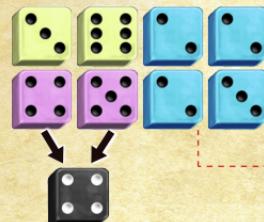
Heroic dice can be used as if they were any color, including to contribute to a wide box or activate a skill.

STEP 5: CLAIM LOOT

After suffering consequences and surviving an encounter, one hero claims the card as loot: as **XP**, an **item**, a **skill**, or a **potion**. XP is tucked under the experience level card. Items and skills are tucked under your hero card. Identified potions are tucked under the Turn Reference. (see Loot, page 16)

COMBAT EXAMPLE

The Mage rolls her dice in combat:



The armor boxes are filled first. Then, two dice are spent to add 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 



PERIL ENCOUNTERS

Perils represent obstacles in the dungeon you must overcome. There are always two ways to tackle a peril. You must choose which way to proceed, weighing the choices' difficulty and how dangerous each is. As with Combat Encounters, the dungeon card will make each encounter more difficult. A Peril Encounter has six steps, shown to the right. Most are similar to the steps for a Combat Encounter.



STEP 1: CHOOSE

The party must choose which of the two options on the peril card to pursue, before rolling dice. If that choice has a time cost, spend it now. Once the choice is made, the other option on the card is completely ignored for the rest of the encounter.

STEP 2: HEROIC FEAT

Each hero may now choose to use their **heroic feat**.

STEP 3: ROLL YOUR DICE!

In a peril check, only gather dice matching the color of the challenge box for the chosen option. In this example, the party has chosen the "Pick the Lock" option on Locked Door. Only agility dice (and heroic dice from your feat or level bonus) would be used in the encounter.



STEP 4: USE SKILLS AND PLACE DICE

The party must try and fill both the challenge box for the chosen option and those on the **left side** of the dungeon card. Dungeon challenge boxes are grey, and are considered to match the color of the chosen option. Any skill or potion with the peril icon () can be used.

STEP 5: SUFFER CONSEQUENCES

Suffer consequences from any uncovered boxes. The box beneath the unchosen option is ignored.

STEP 6: CLAIM LOOT

If the heroes survived the encounter, claim the encounter card as loot.

FEATS, SKILLS AND POTIONS

HEROIC FEATS

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

Each hero has a special ability called a **heroic feat** that grants them access to black **heroic dice**. During the “Heroic Feat” step of an encounter, each hero can choose to use their feat.

Feats for the Warrior, Mage, and Paladin store heroic dice based on various conditions. These dice are placed on the hero card until spent.

Note that heroic feats cannot be used during the boss battle, as there is no “Heroic Feat” step. Any stored heroic dice are lost when the battle begins.

SKILLS AND POTIONS

Every skill or potion has icons next to its title indicating whether it can be used in combat encounters or peril encounters. **Each skill can only be used once during each encounter or boss round.** Potions can be used multiple times in an encounter or boss round, as long as the party has enough cubes.

The left side of a skill is its cost. Each skill will cost one or more of the dice that you’ve rolled for an encounter. Spent dice are discarded, and the skill’s effect will usually grant you new dice that you can use to fill challenge boxes. The right side of a skill is its effect. Most effects grant you one or more dice to help you overcome an encounter.



Strength / Agility Skills: Discard one or more strength or agility dice (matching the cost) from your pool.



Magic Skills (Spells): Discard one or more magic dice from your pool, with a total value of at least the mana cost indicated on the spell. Ex: a blue 1 and blue 2 would pay for this spell.



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



Potions: Discard one potion token from the Turn Reference. A potion token can be used to activate any one potion ability you have identified.

After paying the cost for the skill or potion, perform its effects. Effects use the following keywords:

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

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

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.

Reroll/Change: Alter dice already in your pool.

Prevent: Ignore symbols in challenge boxes during Suffer Consequences.

Healing and Invisibility potions can be used during times other than encounters. As with other potions, pay a potion token and then perform the effect at the appropriate time.

LOOT!

When you claim a card as loot after an encounter, you choose how to use it to best benefit your hero. There are four ways to take a card as loot:

- 1) **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.
- 2) **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.
- 3) **Identified Potions** give you more options on how to spend your potion tokens. Each token the party has can be used as any one of your known potion types. 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**.
- 4) **XP** (Experience) helps the party level up. To take a card as XP, tuck it under the level card, with the experience lanterns showing.

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

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.

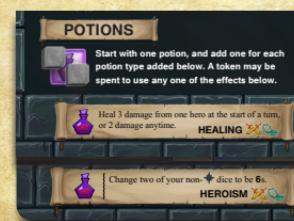
1



2



3



4



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!

Remove the level card and cards with enough XP to achieve the new experience level. **Place them in the game box.** Unused XP cards remain.

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 in **every encounter and boss fight round**. The party chooses which hero rolls the bonus heroic dice each time.

Level 4 is the maximum level. The party may spend 5 XP to gain a potion after reaching 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 where 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 in effect.



BOSS FIGHT

When you descend from the third floor of the dungeon, flip over the dungeon card. It's time to fight the **boss**! A boss fight consists of multiple **rounds**, each of which works similarly to a Combat Encounter. The boss has a health value and a special ability along the bottom of its card, where a skill would normally be.

Heroic skills are marked with  and cannot be used in the boss fight. If you have any heroic dice stored on your hero card, discard them before the fight begins. There is no "Heroic Feat" step in a boss battle round, and so they cannot be used. The following steps occur each round:

- 1) Roll Dice:** Roll one die for each icon on your hero card, items. Also roll heroic dice for the encounter bonus from your experience level card.
- 2) Place Dice / Use Skills:** Note that any effects or boxes from the dungeon card do not apply during the boss fight.
- 3) Consequences:** For each  left uncovered, take damage. If this damage causes the game to end, stop before moving on to step 4.
- 4) Strike the Boss:** For each  covered, place one damage token on the boss. If the boss has at least as many damage as health, you defeat it!
- 5) New Round:** Clear all dice off the boss's challenge boxes, and begin a new round. Each skill can be used once per round, and the bonus heroic dice from the Level Card are added each round.

BOSS EXAMPLE



After rolling dice and using skills (and removing all 1s due to the Yeti's special ability), 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 MODE

Campaign Mode allows you to build up a hero's power over multiple plays. Each sheet represents one player's adventures with one of the five heroes. At the end of each game you'll earn checkmarks that you can apply toward earning **talents**. They will help you in future games.

You earn one checkmark 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 earned the use of that talent for all future games.

There are four groups of talents, called **focuses**. You can always learn talents from any group. **Basic talents** can be used in every game. At the start of each game, though, each hero must pick one other focus. You may not use talents from the other two focus groups during that game.

Talents that have a , , or icon are treated like free skills that you can use once per appropriate encounter. 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.

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 five in as few plays as possible!

CHALLENGE TIERS

When playing in campaign mode, choose from four difficulty levels. Playing on more difficult challenge tiers will give you more checkmarks for the campaign sheet at the end of the game.

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 checkmark at the end of each game.

Veteran: No rules changes. Gain two extra checkmarks at the end of each game.

Fearless: Start without a potion. Gain three extra checkmarks at the end of each game.

FOUR PLAYER RULES

With two sets of One Deck Dungeon (or with the base set and an expansion), you can play as a four hero party. With four heroes, two Encounter Decks are shuffled together, and most things in the game are doubled. Closed doors have two face-down cards, and when the party chooses to Enter a Room, they split up into two groups of two to face the two encounters. Each is resolved separately, as it would be in a 2P game. For a complete list of rules, see page 36-37.

RULES REFERENCE SECTION

This part of the rulebook is a distilled text-only description of gameplay. If you want a straight-up text explanation of any part of the game, this section is for you!

Page 26: Setup

Page 27: Turn Structure

Page 27: Explore

Page 27: Enter a Room

Page 28-30: Encounters

Page 30-31: Placing Dice

Page 31: Using Potions

Page 32: Using Skills

Page 33: Claim Loot

Page 34: Level Up

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Page 35: Descend

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Page 36-37: Four Player Rules



OBJECTIVE

Clear all three floors of the dungeon, and defeat the boss! If any hero runs out of health, the game is over.

CONTENTS

- 5 Hero Cards
 - 8 Magenta/Agility
 - 8 Yellow/Strength,
 - 8 Blue/Magic
 - 6 Black/Heroic
- 1 Turn Reference Card
- 56 Card Deck
 - 44 Encounter Cards
 - 4 Level Cards
 - 5 Dungeon/Boss Cards
 - 2 Basic Skill Cards
 - 1 Stairs Card
- 15 Red Damage Tokens
- 6 White Potion Tokens
- 1 Campaign Sheet Pad



SETUP

Perform the following steps to set up for a game of One Deck Dungeon:

1. Each player chooses a hero. Place unused hero cards in the box.
2. Choose a dungeon. Place the unused dungeon cards in the box. Dungeons have dots next to their name to represent difficulty: one, two, or three dots for Easy, Medium, and Hard.
3. Tuck the dungeon card under the Turn Reference, then slide it to reveal only the first floor.
4. Place one potion token on the potion area of the Turn Reference.
5. Stack the four level cards, with level 1 on top and 4 on the bottom.
6. Use the 1P side of the hero and level cards for a solo game, and the 2P side for a two or four player game. Multiplayer games are purely co-operative.
7. Shuffle all the encounter cards, and place them face-down on top of the stairs card as the Encounter Deck.
8. If playing with two sets combined for four players, see **Four Player Rules** for more details.

If you are playing **Campaign Mode**, also do the following:

1. Take out (or create) your hero's character sheet.
2. Take a **basic skill card** if your hero is entitled to it, otherwise place the basic skill cards in the box.
3. Choose a Challenge Tier (Novice, Standard, Veteran, Fearless) and gain its benefits or penalties (see p40??).

TURNS

The party takes one shared turn. There are two steps in each turn:

1. Time Passes: Spend  (Place the top two cards of the Encounter Deck into a face-up discard pile)
2. Choose to either **Explore** or **Enter a Room**.

EXPLORE

Place face-down cards from the Encounter Deck in the center of the play area as **closed doors** until there are four total doors in play.

- You cannot explore if the encounter deck is empty.
- You cannot explore if there are already four doors (open or closed) in play.
- 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, in this case.
- Existing doors (both closed and open) count against the limit of four.
- The Minotaur's Maze has a door limit of three, instead of four.

ENTER A ROOM

1. Choose an open door or closed door in play.
 - If there are no doors in play, you cannot choose to Enter a Room.
2. If it is a closed door, open it by flipping it face-up. You may choose to flee immediately, ending the turn and ignoring the encounter entirely. The card remains in play face-up as an **open door**. You cannot flee if you chose an open door.
3. Have either a **Combat Encounter** or **Peril Encounter**, depending on the card.

ENCOUNTERS

For either a Combat or Peril Encounter, do all of the following steps. Ignore the skill/potion, item, and experience on the card until after the encounter is resolved.

1. **Before the Encounter:** Certain dungeon and combat foe special abilities come into effect now.
2. **Make a Choice** ( Peril only): Select one of the two options on the card representing how to tackle the obstacle. If there is a time cost next to the named choice, spend that time now.
3. **Heroic Feat:** Each hero may use their heroic feat once.
 - In a 2P game, either hero can use their feat first.
 - Heroic feats cannot be used during the boss battle.
 - Dice gained from feats are added to the rest of the hero's dice in the next step, to form their dice pool.
4. **Roll Dice:** Each hero rolls dice to form their **dice pool**.
 - In a Combat Encounter () , each hero takes one die matching each of the stat icons (of each of the three types) on their hero card, including any items they have acquired.
 - In a Peril Encounter () , each hero takes one die for each of the stat icons (only of the color matching the chosen option's **challenge box**) on their hero card, and on any items they have.
 - Roll the heroic dice for your party's **encounter bonus** on the current experience level card (one die at level 2/3, two at level 4). In a 2P game, the party can choose which hero rolls these dice. The bonus is gained in both types of encounter, and also in each boss fight round.
 - If there are not enough dice of a color available in the game, excess dice are lost. In a 2P game, the players can choose which hero takes dice first.

ENCOUNTERS (PART II)

5. **Active Boxes:** Determine which challenge boxes are active for the encounter.

- In a **Combat Encounter** () , all boxes on the encounter card are active, along with all visible boxes on the *right side* of the dungeon card.
- In a **Peril Encounter** () , the large box underneath your choice from step 1 is active, along with all visible boxes on the *left side* of the dungeon card. The box underneath the other choice is ignored entirely. The boxes on the left side of the dungeon card are grey, but are considered to be the same color as the box of your chosen option.

6. **Use Skills and Place Dice:** Do any of the following, in any order, any number of times.

- **Cover a challenge box:** See Placing Dice, p30.
- **Use a skill:** See p33. Each skill can only be used once per encounter.
- **Use a potion:** See p31. Potions can be used any number of times during an encounter.
- **Convert two dice:** Discard any two dice, and gain one black heroic die with value equal to the lower of the two. If two heroes each discard a die, choose who gains the heroic die.
- **Discard a die:** A hero can always discard a die from their pool to the supply. This can be beneficial if all dice are in use.
- **Invalid dice:** During a Peril Encounter, you can only gain heroic dice, and dice matching the chosen option. If any effect would let you gain or roll dice of the other colors, ignore that part of the effect.
- Immediate effects from Split, Ethereal, Poison Aura, and Weakness Curse happen as soon as a die is rolled or rerolled, before it can be used. They do not affect **gained** or **increased** dice.

ENCOUNTERS (PART III)

7. Suffer Consequences: Count every symbol in a challenge box that was not covered by dice during the encounter.

- For each , place a damage token on a hero. Damage must be split as evenly as possible in a 2P game.
- For each , spend one time by discarding the top card of the deck into a face-up discard pile.
-  have no consequence effect. Remember that if an  is visible, challenge boxes without  could not have been covered.
- If any hero has at least as many damage tokens as health, the game is over. A healing potion can be used immediately to prevent this.

8. Claim Loot: If the party survived the encounter, claim the card as loot. See p33.

PLACING DICE

Challenge boxes come in two sizes, normal and wide.

- **Normal Challenge Box:** To cover a normal box, you need a die of its color with value at least as high as the number in the box. Place the die on the box, covering it up.
- **Wide Challenge Box:** To cover a wide box, you need one or more dice of its color, with total value at least as high as the number in the box. Place the dice on the box, covering it up. Two heroes can contribute dice together to fill a wide box.

PLACING DICE (CONTINUED)

- **Armor Boxes:** Boxes with  must be filled before any others. If any visible challenge box has a , then no die can be placed in a box without a .
- **Heroic Dice:** Black () dice can be placed as any color.
- Any dice currently covering boxes are not part of the pool or supply, and cannot be rolled, changed, or affected.
- Peril challenge boxes on the left side of a dungeon card are grey. During a Peril Encounter, they are considered to be the same color as the chosen option.

USING POTIONS AND SKILLS: COSTS

Each skill and potion has a cost on its left side, and an effect on its right side. When using a potion or skill, pay the cost and then execute the effect. There are four types of costs:

- **Strength / Agility Skill:** Discard one, two, or three yellow or magenta dice from your pool, as depicted on the skill.
- **Magic Skill (Spell):** Discard one or more blue dice from your pool, with total value at least as high as the mana cost for the spell.
- **Free Skill:** No cost is required.
- **Potion:** Discard one potion token from the Turn Reference. Heroic dice can be discarded as if they were any color.

USING POTIONS AND SKILLS: TIMING

The icons next to a skill or potion's name determine when it can be used:

- () potions or skills can be used in a Combat Encounter and also during the boss fight.
- () potions or skills can be used in a Peril Encounter.
- **Healing and Invisibility Potions** can also be used outside of an encounter, as explained by their effects.
- Each skill can only be used once per encounter or round of the boss fight. Potions can be used any number of times.

Dice used to pay for a skill's cost are discarded before the effect takes place.

USING POTIONS AND SKILLS: EFFECTS

After paying the cost, a skill or potion will have an effect:

- **Gain:** Take a die of the given color from the supply and add it to your pool, showing the number indicated.
- **Roll:** Take a die of the specified color, roll it, and add it to your pool.
- **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.
- **Reroll/Change:** Alter dice already in your pool. In a 2P game, you only affect dice in your own pool unless stated otherwise.
- **Prevent:** Ignore symbols in challenge boxes during Suffer Consequences.

CLAIM LOOT

An encounter card can be claimed as one of four different types of Loot:

- An **item** provides one stat icon and possibly one health icon. It is tucked under the left edge of your hero card, to line up with existing icons.
- A **skill** gives you a new way to use dice in an encounter. It is tucked under the bottom edge of your hero card.
- **XP** helps the party level up. It is depicted by lanterns () in the top right of an encounter card. To claim a card for XP, tuck it under the current level card.
- Identifying **potions** gives the party a new way to use potion tokens, and also one potion token which is gained immediately. An identified potion is tucked under the bottom edge of the Turn Reference.

Loot is claimed as the final step of an encounter. The following rules apply to claiming loot:

- In a 2P game, the players must decide which hero gets the card as loot if taken as an item or skill.
- A hero cannot claim the same skill twice, and the party cannot identify the same potion twice.
- When you take an item or skill, you may replace an existing item or skill. The replaced card is immediately claimed as XP.
- A hero cannot have more items or skills than the limit shown on the current level card. Basic skills and skills on your Hero Card do not count against the limit.
- After the **Claim Loot** step, the party may choose to gain a level if they have enough XP.

LEVELING UP

The party can **level up** at the end of an encounter if they have cards tucked under the level card showing at least enough XP () to satisfy its level up requirement. To level up:

1. **Remove** (send to the game box) the current level card, and cards underneath it showing enough XP to level up. Excess XP on discarded cards is lost. Any cards not used at all are tucked under the new level card.

Example: 6XP are needed to level up. The party has XP cards with 2, 2, and 4 lanterns. A 4 and 2 are removed, and the other 2 remains.

2. Gain one potion token.

If the party is already level 4, instead of removing the level card, gain a potion token and remove 5XP worth of cards.

STAIRS

The **stairs card** is at the bottom of the encounter deck. When all the cards are gone, and it becomes visible, the party can **descend** at the end of any turn.

- If the stairs are revealed while spending time to begin a turn, the party may descend immediately.
- If the stairs are revealed while exploring, the turn is over and the party may either descend or take another turn to enter a room.
- If any time is spent while the stairs are visible (including time spent to begin a turn), place one damage token on the stairs for each card that cannot be discarded because the deck is empty. When there are three damage tokens on the stairs, immediately remove them and place one damage token on any hero.
- If the stairs are revealed during an encounter or while spending time for its consequences, damage caused by the stairs is not considered to be part of the consequences of the encounter.

DESCEND

To **descend** to a new floor of the dungeon:

1. Remove any remaining tokens on the stairs card.
2. Use any skills or talents that are triggered by descending.
3. Slide the dungeon card to reveal an additional floor, or proceed to the **boss fight** by flipping the dungeon card if descending from floor 3.
4. Shuffle together the discard pile and any doors in play (but not cards **removed** to the game box) and place it on top of the stairs card to create a new encounter deck.
5. Begin a new turn on the new floor.

BOSS FIGHT

The dungeon's boss awaits you beyond the third floor of the dungeon. The **boss fight** consists of multiple **rounds**, each of which operates like a Combat Encounter. Before the boss fight, discard any heroic dice stored on heroes. Heroic feats cannot be used during the boss fight. During each round:

1. **Roll Dice:** Roll one die for each icon on your hero card, items. Also roll heroic dice for the encounter bonus from your experience level card.
 2. **Place Dice / Use Skills:** Like a normal Combat Encounter.
 3. **Suffer Consequences:** The heroes take damage for all visible  .
 4. **Strike the Boss:** Place one damage token on the boss for each  that is covered.
 5. **New Round:** Clear all dice off the boss card, and start a new round.
- Since Suffer Consequences happens before damage is dealt to the boss, the game can end before the heroes win, even if they covered enough  . Each skill can be used once per round. Since the dungeon card is no longer visible, its effects do not apply to the boss fight. The back of the Turn Reference contains a Boss Reference with all of this information.

CAMPAIN MODE

When playing Campaign Mode, choose a challenge tier before starting:

- **Novice:** Start at level 2 (2 potions total)
- **Standard:** Start with one random card as XP. +1 checkmark at game end.
- **Veteran:** No special rules. +2 checkmarks at game end.
- **Fearless:** Start without a potion. +3 checkmarks at game end.

At the end of the game, check off boxes on your hero's campaign sheet. One checkmark per level-up or descent, and three for killing the boss. After an Easy dungeon, you can only check off green circles; after a Medium dungeon, green circles or yellow squares; after a Hard dungeon, any colored spaces.

Talents on the campaign sheet, once fully checked off, can be used as if they were free skills during an encounter, as long as they have an icon matching the encounter type. Combat talents can be used both in Combat Encounters and the boss fight. Before the start of a game, each hero must choose one focus group to use talents from. Heroes can also always use basic talents.

FOUR PLAYER RULES

A four player game requires two sets of One Deck Dungeon, and the following changes to rules:

- **Setup:** Each of the four players chooses a hero. Flip hero and experience level cards to the 2P side, and the stairs card to the 4P side. Place two potions on the Turn Reference, or four if on the **novice** challenge tier. Shuffle both decks together to form one encounter deck.
- **Time Passes:** Spend four time instead of two, each turn.
- **Explore:** Each closed door is two face-down cards in a stack.
- **Enter a Room:** Flip both cards in the stack face-up to become one open door. The party must choose to flee or have two encounters.

FOUR PLAYER RULES (CONTINUED)

- **Encounters:** The party must split up into two pairs to have the two encounters. They may be resolved in either order. Damage from consequences and effects from an encounter must be assigned to a hero in that encounter. Each encounter requires all dungeon boxes to be filled, and all dice are cleared before the second encounter.
- **Loot:** After both encounters are complete, the party chooses how to assign the two cards as loot. One hero can claim both cards, if desired.
- **Level Up:** XP required to level up is doubled. The entire party levels up together, and gains two potions instead of one when doing so.
- **Stairs:** The 4P stairs card is used. Every time six tokens are placed on the stairs, two heroes each take one damage token.
- **Boss:** The boss has double health. During each boss round, the party splits up into two pairs. Each pair, in turn, has a normal 2P round against the boss (roll dice, use skills, suffer consequences, deal damage, clear dice). If the first pair kills the boss, the game ends before the second pair has to fight. The party can split up differently in each round.

Some other minor differences:

- **Minotaur:** X = 2 times damage, instead of 4 times damage.
- **Stairs:** Damage caused by stairs can go to any two of the four heroes, regardless of who is in the current encounter.
- **Explore:** If you would create a door with only one card, discard it instead.
- **Time Passes:** The dungeon effects Sticky Surrounding, Hall of Statues, and Crumbling Walls all have their time costs doubled.
- **Invisibility Potion:** An invisibility potion skips an encounter for one pair of heroes. The other encounter is unaffected.

FAQ

Q: How do Healing Potions work?

A: At the start of a turn, any hero can drink a healing potion to remove three damage tokens. Right after taking damage (to avoid losing), any hero can drink a healing potion to remove two damage tokens.

Q: Are dice/potions/damage tokens limited?

A: Dice are limited. There are only 8 each of Agility, Strength, and Magic dice, and 6 Heroic dice. Remember that discarded or spent dice are returned to the supply and available for use immediately. Potion tokens and Damage tokens are unlimited -- if you run out, use substitutes.

Q: How do Armor Boxes work?

A: Imagine all the challenge boxes are divided into two groups. One group is all the boxes with the armor symbol. The other group is the rest of the boxes. Until all boxes in the armor group are full, no dice can be placed in the other group.

Q: Can I use Heroic Dice to pay for skills?

A: Yes. They can be used as if they were any of the three other colors.

Q: If the boss dies in the same round as the game ends, do we win?

A: To win the boss fight, you must survive damage in the final round. The boss takes damage in a step after the heroes do.

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