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

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

**Goblin**
- BASH IT OPEN:
- PICK THE LOCK:

**Plague Rat**
- BASH IT OPEN:
- PICK THE LOCK:

**Cave-in**
- DODGE LOGS:
- CLOBBER LOGS:

**Flame Statues**
- DODGE THEM:
- DISENCHANT:

**Wraith**
- HASTE:
- DRAIN:

Before the encounter, convert one item to XP.
Roll.

Dodge.

Change any or all of your dice to 4s.

Fire Elemental.

Before the encounter, place rolls on a hero.

Change one or two dice into of the same value.

Boulder.

CRITICAL STRIKES.

RUN PAST IT.

SLOW TIME.

POOL.

STEADY HANDS.

ETHEREAL.

Phantom.

Immediately discard all 1s and 3s rolled.

STEADY HANDS.

CRUSHING BLOW.

SWARM.

X = 4 per open door, including this one.

Plague Rat.

Gain a 6.

Survivor.

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

Beetle.

CRUSHING BLOW.

Persistence.

PERSISTENCE.

Plague Rat.

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Persistence.

Persisten...
Reroll all your 1s and 2s. Roll

Skeleton

24

UNDYING

If any boxes are empty, spend

35

CLARITY

Destroy it:

Decipher it:

Rune puzzle

Clarity

11

Reroll all your 1s and 2s. Roll

Bear Traps

6

MANA

Rush through:

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

Glooping Ooze

HEROISM

Split for each 1 rolled.

Shadow

HEROISM

3

10

4

5

5

6

24

UNDYING

If any boxes are empty, spend

Invisibility

Spend for each skill you use.

Dragon's Cave

ALL

Spend an extra before your first turn on each floor.

HALL OF STATUES

ALL

All

ARROW WALL

MAGIC SHIELD:

Mana

RUSH THROUGH:

INVISIBILITY

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

Bear Traps

6

MANA

Rush through:

INVISIBILITY

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

Bear Traps

6

MANA

Rush through:

Invisibility

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

Bear Traps

6

MANA

Rush through:

INVISIBILITY

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

Bear Traps

6

MANA

Rush through:

Invisibility

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

Bear Traps

6

MANA

Rush through:

INVISIBILITY

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

Bear Traps

6

MANA

Rush through:

Invisibility

Spend before an encounter. Skip to the Claim Loot phase.
dice cannot be placed on boxes.
All boxes gain.

If an encounter's consequences include, add to them.

All are decreased by 1 after rolling and checking other effects.

If an encounter's consequences include, add to them.

Any 2s rolled are immediately discarded.

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.

**LEVEL 1**

- **LEVEL 1**
  - 1 ITEM
  - 2 SKILLS*
  - Encounter Bonus: 1 during setup.
  - 0 to level up

**LEVEL 2**

- **LEVEL 2**
  - 3 ITEMS
  - 3 SKILLS*
  - +1 for reaching level 2.
  - 1 Encounter Bonus
  - 8 to level up

**LEVEL 3**

- **LEVEL 3**
  - 5 ITEMS
  - 4 SKILLS*
  - +1 for reaching level 3.
  - 1 Encounter Bonus
  - 10 to level up

**LEVEL 4**

- **LEVEL 4**
  - 7 ITEMS
  - 5 SKILLS*
  - +1 for reaching level 4.
  - 2 Encounter Bonus
  - 5 to level up
All 1s rolled are immediately discarded.

Yeti

Before dealing damage remove one damage from Hydra for each visible ✧.

19

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

Lich

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.

Stairs

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.

Minotaur

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

LEVEL 1

1 ITEM

1 SKILL*

LEVEL 2

3 ITEMS

3 SKILLS*

LEVEL 3

4 ITEMS

4 SKILLS*

LEVEL 4

2 ITEMS

2 SKILLS*

Encounter Bonus

0

6

1

6

Encounter Bonus

2

5

1

Encounter Bonus

1

10

Encounter Bonus

1

8

(Each)

(Each)

(Each)

(Each)

*Starting and basic skills do not count toward this limit

+1 for reaching level 4.

+1 for reaching level 3.

+1 for reaching level 2.
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<th>FORCE BOLT</th>
<th>BASIC SKILLS</th>
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<td><strong>Defeat a</strong></td>
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*Force Bolt*: Increase another of your dice by this die's value.

<table>
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<th>PRECISION</th>
<th>Gain a</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>X</strong></td>
<td><strong>value.</strong></td>
</tr>
</tbody>
</table>

*Precision*: Increase another of your dice by this die's value.

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**Hero:**
- **Name:**
- **Complete a Floor:** ✓
- **Level Up:** ✓
- **Defeat a Boss:** ✓

**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.

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

**Guile:** Use a as an .

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

**Planning:** Gain a .

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

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

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

**Knowledge:** Gain in each round.

**Foresight:** Roll a die.

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**Bosses defeated:**
- Dragon
- Yeti
- Hydra
- Lich
- Minotaur

**Games played:**
- Dragon
- Yeti
- Hydra
- Lich
- Minotaur
BASIC SKILLS
Gain a 4 of any type.

TRUE STRIKE
INGENUITY
Increase one of your dice by one.
MAGE 1p

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

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

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

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**

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

**FEARLESS CHARGE**

**MAGE 2P**

**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**

**ARCHER 2P**

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

**EAGLE EYE**

**ROGUE 2P**

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

**DARING GAMBLE**

**Increase one of your partner’s ⚔️ dice by one.**

**COMBINED SHOT**

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

**DUNGEONEERING**
For every ♠️ ♠️ you would lose, prevent ♠️. You cannot prevent damage otherwise.

ARMOR

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

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

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

EXPLORE

 или

ENTER A ROOM

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

Dungeons:

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.

HEALING

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

Character:

- Any Dungeon
- Medium/Hard
- Hard only
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓ ✓
- Complete a Floor: ✓
- Experience: 1
- Add a Potion: ✓
- Grit: 1
- Fortitude: 1
- Planning: 1
- Guile: 1
- Speed: 1
- Cunning: 1
- Knowledge: 1
- Foresight: 1
- Direct Hit: 1

- Any Dungeon
- Medium/Hard
- Hard only
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓ ✓
- Complete a Floor: ✓
- Experience: 1
- Add a Potion: ✓
- Grit: 1
- Fortitude: 1
- Planning: 1
- Guile: 1
- Speed: 1
- Cunning: 1
- Knowledge: 1
- Foresight: 1
- Direct Hit: 1

- Any Dungeon
- Medium/Hard
- Hard only
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓ ✓
- Complete a Floor: ✓
- Experience: 1
- Add a Potion: ✓
- Grit: 1
- Fortitude: 1
- Planning: 1
- Guile: 1
- Speed: 1
- Cunning: 1
- Knowledge: 1
- Foresight: 1
- Direct Hit: 1

- Any Dungeon
- Medium/Hard
- Hard only
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓ ✓
- Complete a Floor: ✓
- Experience: 1
- Add a Potion: ✓
- Grit: 1
- Fortitude: 1
- Planning: 1
- Guile: 1
- Speed: 1
- Cunning: 1
- Knowledge: 1
- Foresight: 1
- Direct Hit: 1

- Any Dungeon
- Medium/Hard
- Hard only
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓ ✓
- Complete a Floor: ✓
- Experience: 1
- Add a Potion: ✓
- Grit: 1
- Fortitude: 1
- Planning: 1
- Guile: 1
- Speed: 1
- Cunning: 1
- Knowledge: 1
- Foresight: 1
- Direct Hit: 1

- Any Dungeon
- Medium/Hard
- Hard only
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓ ✓
- Complete a Floor: ✓
- Experience: 1
- Add a Potion: ✓
- Grit: 1
- Fortitude: 1
- Planning: 1
- Guile: 1
- Speed: 1
- Cunning: 1
- Knowledge: 1
- Foresight: 1
- Direct Hit: 1

- Any Dungeon
- Medium/Hard
- Hard only
- Level Up: ✓
- Defeat a Boss: ✓ ✓ ✓ ✓
- Complete a Floor: ✓
- Experience: 1
- Add a Potion: ✓
- Grit: 1
- Fortitude: 1
- Planning: 1
- Guile: 1
- Speed: 1
- Cunning: 1
- Knowledge: 1
- Foresight: 1
- Direct Hit: 1
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.

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.