

# ONE DECK DUNGEON

## ABYSSAL DEPTHS

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THE ABYSSAL DEPTHS add a new threat to your Dungeon adventures: **FIENDS** who hound you throughout your entire quest to reach the boss and complete the dungeon.


During setup, you can now select a Fiend in addition to **Heroes** and a **Dungeon**. The Fiend card will remain in play through all floors of the dungeon, only leaving when you reach the boss.



## THREAT/LEVEL



Each Fiend has four **Threat Levels** which make things more difficult, and a set of boxes at the bottom. You can **Confront** the Fiend by filling all the boxes over the span of several encounters, reducing the threat level and gaining a bonus for doing so.

Boxes on the Fiend card can be filled during any Encounter. Fiend boxes ignore any effects that would alter them or placement in them, including unfilled  boxes elsewhere. Grey boxes on the Fiend can be filled with dice of any color. Once a die (or dice, in a wide box) is on the Fiend card, it remains there until you Confront the Fiend, or Descend. This will limit the number of dice in the supply, so be careful!

During the Use Skills and Place Dice step of an Encounter, if

all the boxes on a Fiend are full, you can Confront it. All dice on the Fiend return to the supply, and the Threat Level is reduced by one. In addition, you gain the Confront Bonus for that fiend. If you're on the second floor, you gain the bonus twice, and if you're on the third floor, you gain it three times.

The Threat Level begins at 2 at the start of the game, resets to 3 at the start of the second floor, and resets to 4 at the start of the third floor. All effects at the level or lower are active - so if the Threat Level is 3, the effects for 1, 2, and 3 all impact the game. When descending, all dice on the Fiend are returned to the supply. When fighting the boss, the Fiend is removed from play and no longer affects you.

Mark the current Threat Level either by placing a damage token on the appropriate number, or by placing the XP Level card on the top-right of the Fiend card, obscuring all levels above the current threat level.

Reaching the boss with a Fiend in play is worth 1 bonus checkmark for the campaign (2 if on the Difficult side). When playing with a Fiend, you always gain a basic skill during setup, even if you're not playing with campaign progression. If not playing with campaign progression, you may want to use the Novice or Standard Challenge Tiers if playing a high-difficulty dungeon/boss. Fiends can be tough!



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