



## Relics of the Forge - v0.9 Print and Play

© 2025 Asmadi Games, LLC

Game Design - Chris Cieslik

Art Director - Robert Simmons

Illustration Artwork - Sam "Crowbar" Henry

Legacy Artwork - Will Pitzer

## Print and Play Instructions

This 18 page document includes the 44-card deck, 5 boss/dungeon cards, 5 Relics, the Turn Reference Card, the Forge, and 6 Heroes. These are laid out on pages 3-14 (small cards) and 15-18 (large cards). Card fronts are on odd pages, and card backs are on even pages. This document is designed to be printed double-sided, **flipping on the long edge**. Cut lines are provided on all pages. Given the high ink coverage, we recommend visiting your local print shop. We printed ours at a FedEx and it looks great! Because of the way the files are designed, there is no feasible way for us to design a "low ink" or printer friendly version of these cards.



**Required Components:** This is *\*not\** a complete game. To play, you will need the dice, damage, and potion tokens from a normal One Deck Dungeon set. You will also need the Stairs card, the XP Level cards, and tokens or cubes to represent the 6 Crit Tokens, 10 Boost Tokens, and 12 Fuel Tokens that will come with the game. We recommend black cubes/discs for Crits, blue for Boosts, and orange for Fuel.

**Feedback:** Playtesting discussion and feedback will take place on the Asmadi Games Discord in the #playtest-relics channel. You can join at <https://discord.gg/RwRbKZ9>. You can also send feedback directly to [onedekkdungeon@asmadigames.com](mailto:onedekkdungeon@asmadigames.com). We're looking for feedback on typos, balance, fun level, and understandability, and anything related to your experience with the game. We are explicitly not looking for suggestions for new game mechanics, new cards, heroes. Thanks for trying out the game and helping us make it better!

**Rules:** Page 2 summarizes the new mechanics and rules in Relics of the Forge. It is by no means a "complete" document, nor representative of what the final rulebook will look like. You do need to know how to play One Deck Dungeon already, we're only listing new rules in this document.

**Temporary Art:** Visual Design on the Forge and Relics is not done yet. Illustrations for cards and heroes is nearly complete! Text layout and icon alignment on cards is not finalized at all yet. So if something is askew, don't worry! It'll look much better at print time.

## New Tokens

Let's start out with the easy stuff! Relics introduces three new types of tokens, which start off in the general supply.



**Crit:** A Crit token is a black square with a 7 on it. Treat it as a black die showing the value 7. If you reroll, increase, or decrease it, nothing happens. It can be placed in a small or large box, or spent to use a skill or spell, just like any die.



**Boost:** A Boost token is a teal triangle with a +2 on it. It is placed atop any die in your pool, causing that die to count as if it were 2 higher, including exceeding the normal limit of 6. That die can then be used or placed in a box, as if it were the higher value.



**Fuel:** A Fuel token is placed in one of the slots on the Forge when you are directed to **forg** it, or when suffering a consequence matching its icon. Fuel tokens cannot be in your pool and have no other purpose.

## The Forge

As you may expect, the Forge is the central new mechanic in this expansion. It is a large card that is placed on the table, with 9 slots on it. Any text that directs you to forge a die or token will move that die or token to one of those slots. Once in one of those slots, a die or token there is “forged”, as many effects refer to forged dice, forged fuel, and so forth. If you would forge something and all slots are full, place it next to the slots. The Forge has infinite capacity. When the Forge is full, a **flare** will occur. This is explained below.

## Relics

During setup, your party will choose a Relic to take with you into the dungeon, flipping it to the 1P or 2P side as appropriate. Each Relic has three abilities on it. The top ability is on a standard scroll. It can be used as an Action once per encounter or boss round. The second ability is on a blue scroll. It can be used during the Heroic Feat step of an encounter (before or after your Heroic Feat, if you choose to use it), or before a boss round. The third ability is on a red scroll. It is a **flare effect**, which is explained below.



## Flares

If the forge is full, a dangerous flare will occur, sending heat and flames throughout the dungeon! If you are in the Actions phase of an encounter or boss round (after rolling dice), you **must** take a flare action if the Forge is full. To take a flare action, first perform the Forge's flare effect as indicated on the Forge card, which depends on what type of encounter you are in. Then, perform your Relic's flare effect. Relic flare effects are a mixture of good and bad, depending on the relic, and will result in many forged dice or tokens being returned to the supply.

In the rare situation that the Forge is still full after your flare action, you must continue taking flare actions until the Forge is not full.

## Other New Things

Fuel is a new type of consequence in boxes- if you leave a fuel icon uncovered, forge one fuel.

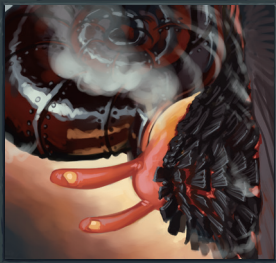



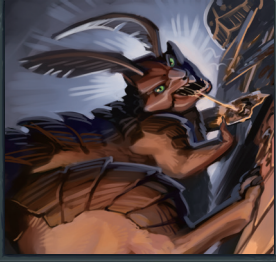










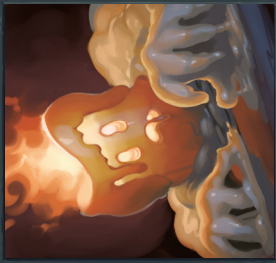











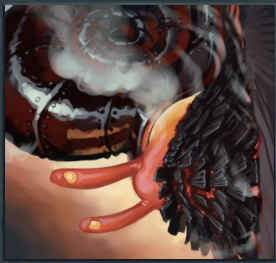




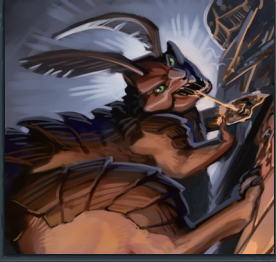









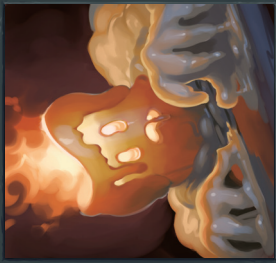








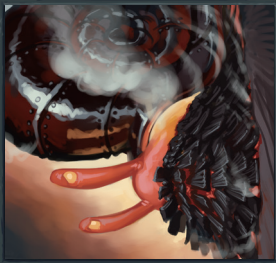






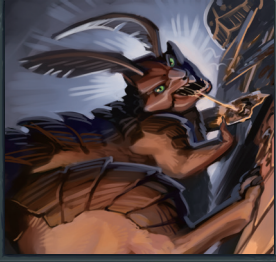






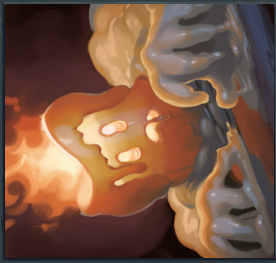











Transmute is a new keyword used by a few skills and effects. It means to exchange the die with one from the supply of different color, with the same value.

Top Discard means the top card of the discard pile.

Lock is a keyword used by some heroes' feats. A locked die is like a stored die, except that you cannot remove it voluntarily.

Some Perils now have multiple small boxes for an option, instead of a large box. These work as you would expect.

Grey boxes are used on some bosses and dungeons. A grey box can be filled with any color or colors (for large boxes) of dice.

<div>IRON SNAIL</div> <div></div> <div><div>SHELL</div><div>Spend  if a box's value is exceeded by 3+.</div><div><div><div><div>0</div><div>0</div><div>0</div></div><div><div>6</div><div>4</div><div>4</div></div></div></div><div><div>Gain   7.</div><div>OVERPOWER</div></div></div>	<div>RUST MONSTER</div> <div></div> <div><div>DECAY</div><div>Exile an item or forge 2 .</div><div><div><div><div> 5</div><div> 4</div></div><div><div> 2</div><div> 4</div></div><div><div> 6</div><div> 3</div></div></div></div><div><div>Gain  4  3. You may forge  to repeat (including cost).</div><div>QUICK STRIKE</div></div></div>	<div>CANDLE SLIME</div> <div></div> <div><div>WICKED HOT</div><div>Forge .</div><div><div><div><div> 2</div><div> 4</div><div> 6</div></div><div><div> 8</div><div> 6</div></div></div></div><div><div>Gain  3  5 OR Forge  to gain  6  4.</div><div>GALVANIZE</div></div></div>
<div>IRON SNAIL</div> <div></div> <div><div>SHELL</div><div>Spend  if a box's value is exceeded by 3+.</div><div><div><div><div>0</div><div>0</div><div>0</div></div><div><div>6</div><div>4</div><div>4</div></div></div></div><div><div>Gain   for each forged  (max 4).</div><div>KINDLEPOT</div></div></div>	<div>MOLTEN OOZE</div> <div></div> <div><div>ABSORB</div><div>Discard all other doors.</div><div><div><div><div> 3</div><div> 4</div><div> 2</div></div><div><div> 3</div><div> 3</div><div> 3</div></div></div></div><div><div>Gain  2  3  4.</div><div>TRIPLE STRIKE</div></div></div>	<div>CANDLE SLIME</div> <div></div> <div><div>WICKED HOT</div><div>Forge .</div><div><div><div><div> 2</div><div> 4</div><div> 6</div></div><div><div> 8</div><div> 6</div></div></div></div><div><div>Roll . Gain .</div><div>NIMBLENESS</div></div></div>
<div>DEEP SHELL</div> <div></div> <div><div>CHILL IT OUT:</div><div> 8</div><div>CRACK IT OPEN:</div><div> 9</div></div> <div><div>Roll  . Roll  or .</div><div>DAZZLE</div></div>	<div>MOLTEN OOZE</div> <div></div> <div><div>ABSORB</div><div>Discard all other doors.</div><div><div><div><div> 3</div><div> 4</div><div> 2</div></div><div><div> 3</div><div> 3</div><div> 3</div></div></div></div><div><div>Increase each die below 5 in your pool by 1.</div><div>PREPARATION</div></div></div>	<div>RUST MONSTER</div> <div></div> <div><div>DECAY</div><div>Exile an item or forge 2 .</div><div><div><div><div> 5</div><div> 4</div></div><div><div> 2</div><div> 4</div></div><div><div> 6</div><div> 3</div></div></div></div><div><div>Roll  . Roll  or .</div><div>DAZZLE</div></div></div>







<div>DRAGON EGGS</div> <div><div>DESTROY: XXX</div><div>8</div><div>AVOID:</div><div>4</div><div>4</div><div>4</div></div> <div><div>Gain  for each forged  (max 4).</div><div>KINDLEPOT</div></div>	<div>MOLTEN MAIDEN</div> <div><div>SUFFER:</div><div>6</div><div>6</div><div>DISARM:</div><div>10</div></div> <div><div>Gain  2  3  4.</div><div>TRIPLE STRIKE</div></div>	<div>DEEP SHELL</div> <div><div>CHILL IT OUT:</div><div>8</div><div>CRACK IT OPEN:</div><div>9</div></div> <div><div>Gain    7.</div><div>OVERPOWER</div></div>
<div>HOOKS! HOT!</div> <div><div>CAREFUL TIMING: XX</div><div>10</div><div>CUT THEM DOWN:</div><div>12</div></div> <div><div>Roll . Gain  2.</div><div>NIMBLENESS</div></div>	<div>MOLTEN MAIDEN</div> <div><div>SUFFER:</div><div>6</div><div>6</div><div>DISARM:</div><div>10</div></div> <div><div>Gain  2  3  4.</div><div>TRIPLE STRIKE</div></div>	<div>THE GAUNTLET</div> <div><div>TIME IT OUT:</div><div>9</div><div>FLY OVERHEAD:</div><div>11</div></div> <div><div>Gain  3  5 OR Forge  to gain  6  4.</div><div>GALVANIZE</div></div>
<div>HOOKS! HOT!</div> <div><div>CAREFUL TIMING: XX</div><div>10</div><div>CUT THEM DOWN:</div><div>12</div></div> <div><div>Roll . Gain  2.</div><div>NIMBLENESS</div></div>	<div>DRAGON EGGS</div> <div><div>DESTROY: XXX</div><div>8</div><div>AVOID:</div><div>4</div><div>4</div><div>4</div></div> <div><div>Gain  4  3. You may forge  to repeat (including cost).</div><div>QUICK STRIKE</div></div>	<div>THE GAUNTLET</div> <div><div>TIME IT OUT:</div><div>9</div><div>FLY OVERHEAD:</div><div>11</div></div> <div><div>Gain  7  2.</div><div>TRUESHOT</div></div>

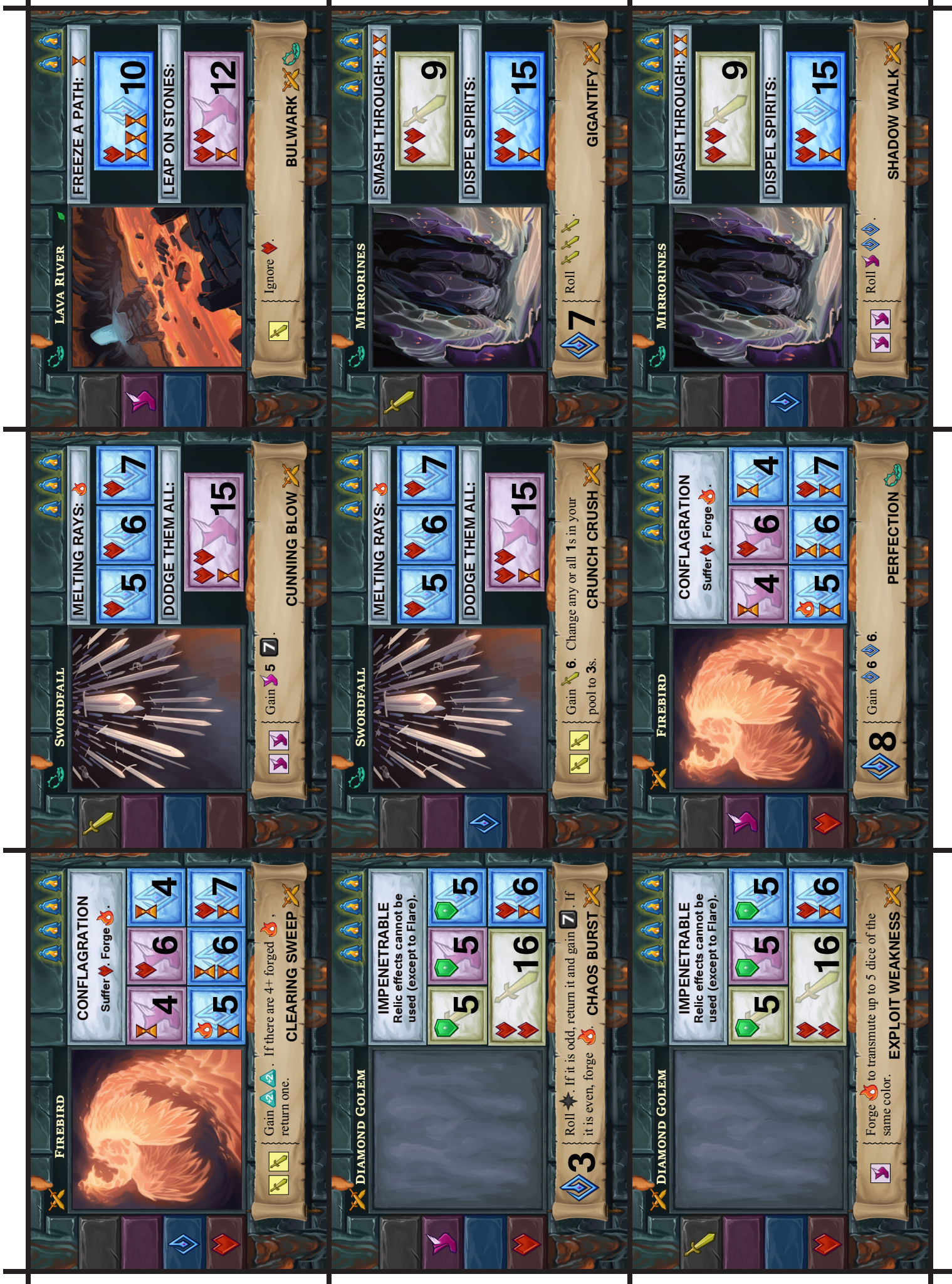




<div><div>RHINOBLADE</div><div></div><div><div>SPIKES</div><div>Suffer ♠ if you place 3+ dice in a large box.</div><div><div>10</div><div>4</div><div>6</div></div></div><div><div>Gain ♣ 6. Change any or all 1s in your pool to 3s.</div><div>CRUNCH CRUSH</div></div></div>	<div><div>FORGEWISP</div><div></div><div><div>HAUNT</div><div>5X = 5 per total item you have (min 5).</div><div><div>5X</div><div>3</div><div>6</div></div></div><div><div>Gain ♣ 5</div><div>7</div></div><div>CUNNING BLOW</div></div>	<div><div>SMOLDERPAW</div><div></div><div><div>SMOKE WALL</div><div>No two dice here can be identical (color + number)</div><div><div>12</div><div>3</div><div>7</div></div></div><div><div>Roll ♣</div><div>SHADOW WALK</div></div></div>
<div><div>RHINOBLADE</div><div></div><div><div>SPIKES</div><div>Suffer ♠ if you place 3+ dice in a large box.</div><div><div>10</div><div>4</div><div>6</div></div></div><div><div>Gain ♣ 4. Transmute up to three dice.</div><div>RAINBOW</div></div></div>	<div><div>HAMMERHEAD</div><div></div><div><div>TAIL SWIPE</div><div>Reroll (once) each rolled 4 or 5.</div><div><div>5</div><div>2</div><div>4</div><div>4</div><div>5</div><div>6</div></div></div><div><div>Gain ♣ 4 OR Forge ♠ to gain ♣ 4.</div><div>POWER TRANSFER</div></div></div>	<div><div>SMOLDERPAW</div><div></div><div><div>SMOKE WALL</div><div>No two dice here can be identical (color + number)</div><div><div>12</div><div>3</div><div>7</div></div></div><div><div>Ignore ♠</div><div>BULWARK</div></div></div>
<div><div>LAVA RIVER</div><div></div><div><div>FREEZE A PATH:</div><div>10</div><div>LEAP ON STONES:</div><div>12</div></div><div><div>Gain ♣ 4 OR Forge ♠ to gain ♣ 4.</div><div>POWER TRANSFER</div></div></div>	<div><div>HAMMERHEAD</div><div></div><div><div>TAIL SWIPE</div><div>Reroll (once) each rolled 4 or 5.</div><div><div>5</div><div>2</div><div>4</div><div>4</div><div>5</div><div>6</div></div></div><div><div>Gain ♣ 4. Transmute up to three dice.</div><div>RAINBOW</div></div></div>	<div><div>FORGEWISP</div><div></div><div><div>HAUNT</div><div>5X = 5 per total item you have (min 5).</div><div><div>5X</div><div>3</div><div>6</div></div></div><div><div>Roll ♣</div><div>GIGANTIFY</div></div></div>













<div><div>THE GRASP</div><div><div>DISSSIPATE: 12</div><div>SPRINT THROUGH: 16</div></div><div><div>Forge . When claiming loot this turn, you can exceed limits. <b>FINISHER</b></div></div></div>	<div><div>INCINERATOAD</div><div><div>BLAST</div><div>You may not place dice lower than the floor number.</div><div>25</div></div><div><div>Gain  6. Increase all your dice of one color by 1. <b>LEAP</b></div></div></div>	<div><div>LAVACLAW</div><div><div>PERSISTENCE</div><div>Encounter this twice before claiming loot.</div><div>5 4 4 5</div></div><div><div>CERTAINTY</div></div></div>
<div><div>THE GRASP</div><div><div>DISSSIPATE: 12</div><div>SPRINT THROUGH: 16</div></div><div><div>Roll . Forge  if their total is 10 or higher. <b>LAVA SMASH</b></div></div></div>	<div><div>ERUPTION</div><div><div>DASH THROUGH: 13</div><div>DEFLECT BARRAGE: 5 5 5 5</div></div><div><div>Gain five 2s in any combination of     . <b>SCATTERWISPS</b></div></div></div>	<div><div>LAVACLAW</div><div><div>PERSISTENCE</div><div>Encounter this twice before claiming loot.</div><div>5 4 4 5</div></div><div><div>Roll . Spend X  to increase X+1 dice by 1 each. <b>INFUSION</b></div></div></div>
<div><div>FIRE DRAKE</div><div><div>40 40 20</div><div>7 7 7</div></div><div><div>If either  is filled, the other one is considered filled as well.</div></div></div>	<div><div>ERUPTION</div><div><div>DASH THROUGH: 13</div><div>DEFLECT BARRAGE: 5 5 5 5</div></div><div><div>Return a die of value 5+ to gain    . <b>DESPERATION</b></div></div></div>	<div><div>INCINERATOAD</div><div><div>BLAST</div><div>You may not place dice lower than the floor number.</div><div>25</div></div><div><div>Roll   . Gain . <b>INFUSION</b></div></div></div>



FLOOR 3	FLOOR 2	FLOOR 1
4	3	5
COLISEUM Odd dice cannot be placed on this card.	SEATING AREA Dice of value 5+ cannot be placed on this card.	PAVILION No additional effect.
2	2	2
4	8	4

ARENA OF FIRE



## ANCIENT TOME 1P

Return a forged to forge a die from your pool.

### STUDY

Spend and forge . For every two XP on the top discard, gain .

### FORBIDDEN LORE

Suffer and return . You may return 5 forged dice of different values to gain the top discard as XP.

### FLASH OF INSIGHT

## MOON BLADE 1P

Forge two equal dice to roll or forge two dice totalling 7 and to gain .

### WAX

Choose a color. If you have 3+ exiled dice of that color, gain two forged dice of that color. Otherwise, roll Forge .

### WANE

Exile all forged dice. Spend for every two dice exiled. Suffer and return .

### ECLIPSE

## CAPE OF CHAOS 1P

Invert up to two dice. Forge for each.

### FLIP

Spend Twice: Roll a die from the supply. Forge it, forge to keep it, or return it.

### SHIMMER

Return all forged dice, and for every 8 value returned. Suffer for each remaining , then return them all.

### SWOOSH

## VALIFOSS



40	X	X
40	X	X
40	X	X

8

X = 1 + the number of damage on Valifoss.  
Consequences cannot be modified or prevented.

## ARM HORROR

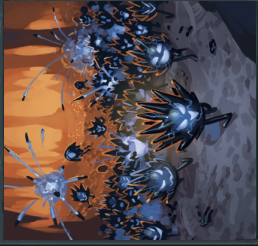


28	7	6
15	6	6
4	5	6

6

A die in a large box only counts if it matches another die's value there.

## THE OBSIDIARMY

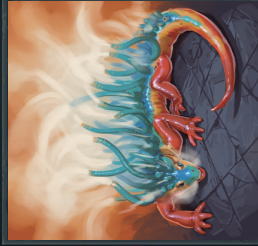


4	5	7	7
4	5	7	7
4	5	7	7
4	5	7	7

7

40

## FOGUANA







25	7	7
25	7	7
25	7	7

6





Each large box is not considered filled unless it has five different values in it.




### THE ARMORY


FLOOR 3	FLOOR 2	FLOOR 1
ALL  4	ALL  7	HEAT OF THE FORGE No additional effect.
4	BLACKSMITH GUILD When you claim an item, forge  .	2 3
AXE SPRAY X = 2 per total item you have.	ALL  X	4




### HEART OF THE FORGE


FLOOR 3	FLOOR 2	FLOOR 1
ALL  5	ALL  4	7
5	LOOMING FEAR When you explore, suffer  or forge  per open door.	2 4
	7	10



### ANCIENT TOME 2P

Return a forged  to forge a die from your pool.

**STUDY** 



Spend  and forge . For every two XP on the top discard, gain .

**FORBIDDEN LORE** 


Suffer  and return . You may return 5 forged dice of different values to gain the top discard as XP.


**FLASH OF INSIGHT**


### CHASM OF SOOT


FLOOR 3	FLOOR 2	FLOOR 1
ALL  5	ALL  4	3
5	ESCALATING NUISANCE No additional effect.	2 3
4	NUANCED NUISANCE All dice placed on this card be within one of the box value.	4 5
ELEVATED NUISANCE No additional effect.	6	


### PRISM TALISMAN 2P

Forge two dice (one each) to gain a  equal to the higher of the two.

**ABSORB** 




Set two non-6 forged dice to 6 to have one hero swap their stats of those colors for this encounter and the other roll .


**REFRACT** 


Roll any or all dice in the Forge. Exile all 6s, then move one die to your pool. Return all forged .


**RAINBOW BURST**




### MOON BLADE 2P

Forge two equal dice (one each) to roll  or forge two dice (one each) totalling 7 and  to gain .

**WAX** 




Choose a color. If you have 3+ exiled dice of that color, you each gain a forged die of that color. Otherwise, roll .

**WANE** 




Exile all forged dice. Spend  for every two dice exiled. Suffer  and return .


**ECLIPSE**





### TROPIC OF LAVA


FLOOR 3	FLOOR 2	FLOOR 1
ALL  5	ALL  4	3
5	UNRELENTING HEAT Armor boxes must be filled exactly.	4
4	FIRELINGS No additional effect.	4
HIGH PRESSURE Dice with  cannot be placed in wide boxes.	8	







### BLOODSTONE 2P

Roll  (one each). If the total rolled is 6+, forge . Otherwise, forge .

**CULL** 


Forge  to roll  OR Forge  to gain  OR spend T to forge .


**INFUSE** 



Roll . Return that many forged  and . Take the remaining  here as damage. For each remaining  forge .


**RECKONING**




### CAPE OF CHAOS 2P

You may each forge  to invert a die.

**FLIP** 

Spend  You may each roll a die from the supply and either forge it, forge  to keep it, or return it.

**SHIMMER** 

Return all forged dice, and  for every 8 value returned. Suffer  for each remaining .

**SWOOSH**







### FLAMBERGE 2P

<<< ITEMS

Two yellow swords, three blue diamonds, three red hearts



**Heroic Feat:** Roll one or more ★ and lock them here.  
If the total rolled was 2+, gain +2; 9+, also gain 5 or 5.

**IMBUE** ⚔️ ⚙️

⌛ Your partner may reroll a die for each die locked here.  
Return a die locked here. **FIERY AURA** ⚔️

### THRASHER 2P

<<< ITEMS

Three pink wings, one blue diamond, three red hearts



**Heroic Feat:** Spend ⚡ to roll ⚡. Lock one here (Max 3), return the other. If they were equal, suffer ♥, 1-3 apart, gain +2, 4-5 apart, gain 7.

**WILD STRIKE** ⚔️ ⚙️

⌛ Roll one or more dice stored here. For each 1-2, your partner gains a +2. **AZURE AURA** ⚔️

### SMITH 2P

<<< ITEMS

Two yellow swords, one pink wing, one blue diamond, three red hearts



**Heroic Feat:** Store +2 here (Max 4). You may return four here to either gain 7 or return a forged 🔥.

**TINKER** ⚔️ ⚙️

⌛ You and your partner may each move a +2 stored here to your pools. **SHARING SPIRIT** ⚔️

### SHADE 2P

<<< ITEMS

One pink wing, three blue diamonds, three red hearts



**Heroic Feat:** Open a closed door. Store a ★ here (Max 1). Or, roll the die stored here.

**SMOKESCREEN** ⚔️ ⚙️

⌛ Your partner may reroll exactly three dice. **REVITALIZING AURA** ⚔️ ⚙️



## TURN REFERENCE

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

### EXPLORE

Forge Ahead. Then, draw and add face-down doors to the dungeon until there are four total doors in play.

OR

### 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 / Relics
- 3) Gather and Roll Dice
- 4) Use Skills / Potions / Place Dice
- 5) Suffer Consequences
- 6) Claim Loot

: All : Matching

## POTIONS



Start with a basic potion and one token. A token may be spent to use any one effect, plus the Cure effect. An extra token is gained for each potion identified.



Heal 1. Then you may use another potion effect, or you may forge to Heal 2.

**VIGOR**

## FOXFIRE 1P

<<< ITEMS



**Heroic Feat:** If you have no dice here, store here. Then, roll one die stored here.

**CHANGE FORM**



Reroll up to 4 dice totalling exactly 9. If their new total is 9, gain **7**.

**NINE TAILS**

## SPINNER 1P

<<< ITEMS



**Heroic Feat:** Spend to roll a die of a color not stored here, and store it here. OR Increase a stored die here by 1.

**METEORIC RISE**



Gain a stored die. Increase all dice in your pool of its value by 1.

**ORBITAL STRIKE**

## THE FORGE

The Forge is fueled by various tokens and dice via game effects on cards. A "Forged" object is placed in one of the slots below. Forged dice or tokens cannot be removed voluntarily. If the capacity is exceeded, place additional tokens or dice on the Forge card until a Flare is resolved.

### FLARE

Flare is a Mandatory Action. If the Forge is full during an encounter or boss fight round, the next action you take must be a Flare Action. First, perform the Flare effect on your Relic. Then, perform the Forge's Flare:



Each Icon on the Encounter (not Dungeon) Card counts an additional time this turn.



Spend . Exile the top discard.



Suffer .

**FUEL**



<<< ITEMS

## FOXFIRE 2P



**Heroic Feat:** If you have no dice here, store here. Then, roll one die stored here.

**CHANGE FORM**

You may each reroll a die higher than 1. If their new total is 9, gain . **AURA OF NINE**

## TURN REFERENCE

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

### EXPLORE

Forge Ahead. Then, draw and add face-down doors to the dungeon until there are four total doors in play.

### OR 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 / Relics
- 3) Gather and Roll Dice  
 : All : Matching
- 4) Use Skills / Potions / Place Dice
- 5) Suffer Consequences
- 6) Claim Loot

### POTIONS



Start with a basic potion and one token. A token may be spent to use any one effect, plus the Cure effect. An extra token is gained for each potion identified.



Heal 1. Then you may use another potion effect, or you may forge to Heal 2.

**VIGOR**

## THE FORGE

The Forge is fueled by various tokens and dice via game effects on cards. A "Forged" object is placed in one of the slots below. Forged dice or tokens cannot be removed voluntarily. If the capacity is exceeded, place additional tokens or dice on the Forge card until a Flare is resolved.

### FLARE

Flare is a Mandatory Action. If the Forge is full during an encounter or boss fight round, the next action you take must be a Flare Action. First, perform the Flare effect on your Relic. Then, perform the Forge's Flare:

- Each Icon on the Encounter (not Dungeon) Card counts an additional time this turn.
- Spend . Exile the top discard.
- Suffer .

### FUEL



<<< ITEMS



## SPINNER 2P



**Heroic Feat:** Spend to roll a die of a color not stored here, and store it here. OR Increase a stored die here by 1.

**METEORIC RISE**



Gain a stored die. Your partner may reroll or forge up to two dice of its color.

**ORBITAL AURA**