



ONE DECK DUNGEON



Adventure Guide



Asmadi
GAMES

ONE DECK DUNGEON RULES V2.0

Adventure calls! Lairs of monstrous enemies have sprung up all over the countryside. As heroes, your duty is clear: conquer every dungeon, defeat every foe, and overcome every peril. As is tradition, you'll enter each dungeon with only the simplest equipment, and gather better loot as you delve. Each game will earn you check-marks on your **campaign sheet**, making your hero stronger for your next adventure.

The deck of **encounter cards** does double duty. Each card shows both a dangerous foe or perilous obstacle, and also the loot you'll receive if you survive the encounter. Choose your loot wisely, because when the deck is reshuffled, you'll descend to a new floor. As you delve deeper, all the monsters and traps will get stronger and more perilous!

OBJECTIVE

Clear all three floors of the dungeon, and then **defeat the boss!**

During your journey, if any hero in your party runs out of health, the game is over. Whether you win or lose though, you will earn check-marks for your campaign sheet based on how far you made it.



Expansion Rules: This is a unified rulebook, and contains rules for the base game and the **Forest of Shadows** and **Relics of the Forge** expansions. Shaded boxes in the rules are color coded Green for Forest, Orange for Relics, or Grey for both. If you are not playing with an expansion, you can ignore its rules.



CONTENTS

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



Additional Components: 8 Green Poison Tokens, Poison Reference Card, Basic Potion Card, Hordes of the Shadows Card.



Additional Components: 12 Relic Cards, 1 Forge Card, Basic Potion Card, Tokens (8 Boost, 8 Crit, 12 Fuel)

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HOW TO RAID A DUNGEON

SETUP: CHOOSE A HERO & DUNGEON

One Deck Dungeon is a fully cooperative game for 1-2 players. Many cards have 1P/2P sides - your Hero, the XP Level cards, and Relics. Use the appropriate side of each based on the number of heroes in the game.

- 1 Each player chooses a Hero.
- 2 Together, the party chooses a dungeon to face. Dungeon difficulty is represented by dots next to its name. Tuck it under the Turn Reference.
- 3 Place a starting potion token on the Turn Reference, and tuck a Basic Potion under the Turn Reference if required.
- 4 RELICS - Choose a Relic, and place it above the Forge card.
- 5 Stack the XP Level cards with XP Level 1 on top.
- 6 Shuffle the Encounter Deck, and place it on top of the Stairs card.
- 7 Choose a Campaign Sheet Focus, and gain any benefits.

Finally, choose a **Challenge Tier**.

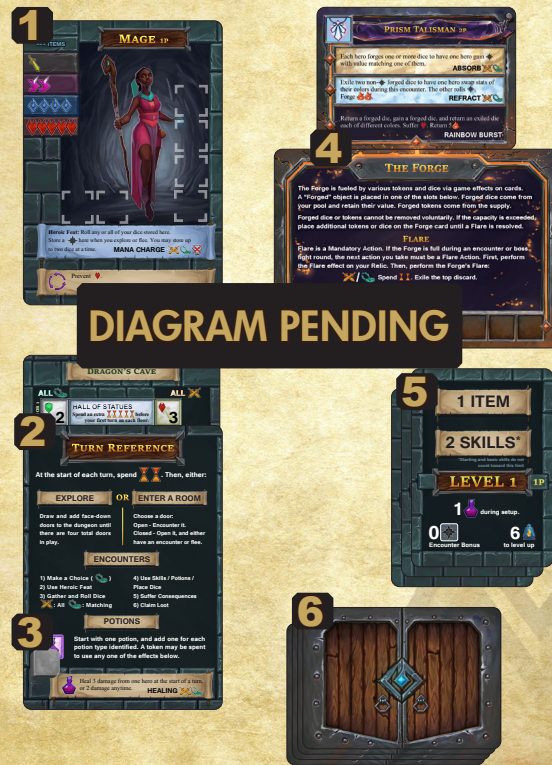
Novice: Start at XP Level 2, including gaining an extra potion token.

Standard: Gain the top card of the deck as XP. +1 check if you reach the boss.





Veteran: No setup changes. +2 checks if you reach the boss.

Fearless: Lose one potion token after setup. +3 checks if you reach the boss.

NEXT: ASSEMBLE THE PLAY AREA



USING DICE AND TOKENS

Before the adventure starts, you'll need to know about dice and tokens. The 30 dice in the box are your tools for conquering all the obstacles you'll encounter in the dungeon. There are Yellow dice for strength (), pink for agility (), blue for magic (), and black **heroic** dice () which can be used as if they were any color. Dice and tokens can be in the **general supply**, your **dice pool**, in **exile**, or on a **card**. Most dice on cards will be in **challenge boxes**, covered up to avoid consequences.

THE GENERAL SUPPLY

All dice and tokens start the game in the **general supply**. Dice and tokens return to the general supply immediately when spent to pay for a skill or potion effect, and all dice and tokens return to the supply at the end of an encounter unless **stored or locked** on a card.

YOUR DICE POOL

During an encounter, all the dice you've rolled form your **dice pool**. In a two player game, each hero's dice pool is kept separate. Dice there can be used to pay for activating that hero's skills or to place on challenge boxes on an encounter card. Dice gained or rolled from skills are always put into your pool. After an encounter, your pool is **returned** to the general supply.

 Gained  and  tokens are also kept in your dice pool.

PLACING DICE

Each encounter card in the game has many **challenge boxes** on it. Your success depends on covering up as many of them as you can. Every box you fail to cover will force you to take damage or cost you valuable time! (see p17: Suffer Consequences)

Here are the rules governing placement of dice in challenge boxes:



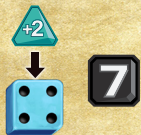
A small box can only be filled by a single die matching its color, and the die must be equal to or higher than the number in the box.




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. Stack all the dice up on top of the wide box, in multiple layers if necessary.

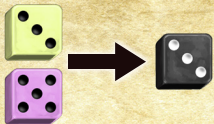


Heroic dice can be used as if they were any color, including to contribute to a wide box or to pay for activation of a skill.



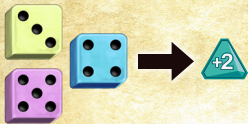
 A **boost token** on a die increases its value by 2 for all purposes. It can even count as a 7 or 8! A **crit token** is used like it were a Heroic 7.

TRANSFORMING DICE



You can **gain** a black **heroic die** by discarding any two dice. The gained heroic die is equal to the lower of those two dice.

Note: Two heroes can each contribute a die and choose which hero gains the black die.






You can gain a **boost token** by discarding any three dice. Their values and colors are irrelevant.





EXILE

Exiled components (dice, tokens, or cards) are placed in the game box. They are not part of the General Supply and cannot be used or impacted by any effect that doesn't specifically reference exile. In the base game, the only exiled components are XP cards spent to level up. Expansions use the exile keyword more frequently for other components.

COMPONENT LIMITS

Dice and potion tokens are limited by what is in the general supply. Damage tokens are unlimited - use substitutes if you run out.

  tokens are limited. If they run out,  are used instead. (see pXX)

  and  tokens are limited by the supply.  are unlimited, use substitutes if you run out.


STORED DICE

At the end of each encounter, all dice in play are returned to the General Supply, except for **stored** dice, which remain on cards. The heroes may voluntarily return stored dice to the General Supply at any time.

Many Heroic Feats allow you to store dice on their hero card. For example, the Mage's Heroic Feat, Mana Charge:



LOCKED OR FORGED DICE

 Some heroes have feats that **lock** dice. A locked die is just like a stored die, except the heroes **may not** voluntarily return it to the supply. A locked die may only be moved by an effect.

Forged dice and tokens follow the same rules as locked dice, they cannot be returned unless an effect.

TURNS: OVERVIEW

Every game turn in One Deck Dungeon is shared by the entire party. You will act together to face encounters and overcome them, which will of course result in wondrous loot! On the following pages are detailed descriptions of each part of the game turn. Here's a list of everything that will happen in a turn:

PHASE 1: TIME PASSES ⌄ ⌄

PHASE 2: EXPLORE OR ENTER A ROOM

OPTION 1: EXPLORE END OF TURN

OPTION 2: ENTER A ROOM

CHANCE TO FLEE (AND IMMEDIATELY END TURN)

STEP 1: SPECIAL ABILITY (⚔ ONLY)

STEP 1: PERIL CHOICE (👁 ONLY)

STEP 2: USE HEROIC FEAT

STEP 3: GATHER + ROLL DICE

STEP 4: TAKE ACTIONS

STEP 5: SUFFER CONSEQUENCES

STEP 6: CLAIM LOOT

END OF TURN

PHASE 1: TIME PASSES ⌄ ⌄

Your party must spend two time at the start of each turn.

The passage of time in One Deck Dungeon is represented by discarding cards off the top of the encounter deck. For each time (⌄) spent, discard one card face-up into a discard pile next to the encounter deck.



PHASE 2: EXPLORE OR ENTER A ROOM

There is no map or board in One Deck Dungeon. Instead, the dungeon's layout is represented by face-down cards called **closed doors**, as the art on the back of each encounter card depicts a large wooden door. By default, there are four available slots for doors. Some dungeons may change that.

The **explore** option lets the party search through the dungeon to discover new doorways to open. On later turns, you can **enter a room**, flipping over a closed door to reveal both an encounter and the loot you could claim!



In the example to the left, the dungeon currently has two closed doors and one open door. One of the door slots is empty.

TURN OPTION 1: EXPLORE

To **explore**, add face-down doors from the encounter deck to the table until there are four total doors in play. Existing open doors (face-up cards that you fled from) and closed doors count toward the limit of four.

- You cannot explore if there are four doors (whether open or closed) in play.
- You cannot explore if the deck is empty and the stairs card is visible.
- 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, and then the turn ends. The party may choose to immediately descend.
- Some dungeons adjust the door limit of four.



After exploring, the party must attempt to **Resist Poison** if they have any poison tokens. (see p28: Poison)



After exploring, the party must **Forge one Fuel** if using a Relic.

EXAMPLE TURN #1: EXPLORE



After spending X X to begin the first turn of the game, **explore** by placing four cards from the deck face-down as closed doors. On the next page, a second example turn shows the Enter a Room option.

TURN OPTION 2: ENTER A ROOM

All the action in One Deck Dungeon lies behind doors. When the party uses their turn to **enter a room**, you must select one of the doors in play.

If the door is closed (face-down), first **open** the door by flipping it face-up. Then, the party can choose to either **start an encounter** or **flee**. If you flee, the turn ends immediately and the face-up card remains in play as an open door. Otherwise, start an encounter using that card.

If the door was already open (face-up), start an encounter. You cannot choose to spend your turn to enter an already open door and then flee from it.

The steps involved in resolving an encounter are described on the following pages. After the encounter is complete, the turn is over. All dice are returned to the general supply, except for those stored on heroic feats or **exiled**.

EXAMPLE TURN #2: ENTER A ROOM



After spending X X on your second turn, **enter a room**. Open one of the doors by flipping it face-up. It's a Force Wall peril.

You must choose:

- (1) Start the encounter on the card (rolling dice, suffering consequences, and then claiming loot)
- (2) Flee and end the turn.

TURN #3 AND BEYOND:

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

ENCOUNTERS

Each card in the encounter deck shows something standing between you and conquering the dungeon. In addition to the center of the card showing the obstacle the party must overcome, the edges of the card display the loot you'll claim if you make it. Encounters come in two types: **combats** and **perils**.

COMBAT



PERIL



*The set icon is on half of the encounter cards. It is used by expansions.

An encounter consists of several steps, done in order. In any encounter, your ultimate goal is to cover as many challenge boxes as possible. Each box you don't cover will result in **consequences**. Combat and peril encounters have some differences, but the general encounter structure is the same.

FLEE THE ENCOUNTER?

Before the encounter begins, the party has the choice to flee. If you flee, the encounter card remains face-up as an **open door**. The encounter is immediately over, and the turn ends. None of the steps below happen.

You can return to it on a future turn, or ignore it - but if you do, it'll take up one of your four door slots for the rest of your time on this floor.

STEP 1: SPECIAL ABILITY (✂ ONLY)

Most foes in combat encounters have a special ability. Its effect begins or occurs now. For abilities with an instruction such as Fire Elemental's "Place a damage on a hero", follow that instruction now. For continuous abilities, the effect remains in place until the turn ends.

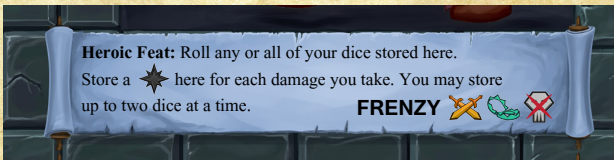
STEP 1: PERIL CHOICE (🏔 ONLY)

Peril encounters offer you two choices on how to overcome the obstacle they represent. You'll only roll dice of the color matching your choice during the encounter. The party must choose one of the two options now.

Some choices have an associated cost, which is suffered now (ex: spend time by discarding cards off the top of the encounter deck). The other choice's challenge box is ignored entirely.

STEP 2: USE HEROIC FEAT

Each hero may choose to use their **heroic feat**, the ability on the blue scroll on your Hero card.



Most heroic feats allow you to roll black **heroic dice** (★), which can be used as any color during the encounter. As with all dice rolled during an encounter, they are added to your **dice pool**. In a 2P encounter, one hero chooses to use their feat and resolves it completely before the other hero decides whether to use theirs.

Many heroic feats have an icon (🛡️) indicating that they cannot be used during the boss fight.

Some heroic feats store dice on your hero card. These are not part of the general supply nor the dice pool, until you use the heroic feat to roll them. You can choose to return them to the general supply at any time.



Some heroes **lock** dice on your hero card instead of storing them. Locked dice cannot be removed voluntarily.



Your party's Relic also has a feat with a blue background. It is used during Step 2. You may use it and your Heroic Feats in any order. See Relics, pXX, for more information.

STEP 3: GATHER + ROLL DICE

Each icon on your hero card (plus icons on your items) lets you roll a die of its color.



In a **combat encounter**, you will roll all of these dice. In the example to the right, you would roll seven dice.

In a **peril encounter**, you will roll only the dice you have access to that match the color of the option you chose in step 1. In this example, if you chose a magic-based option on a peril you would roll only the four blue magic dice.

All dice you roll are placed in an area called your **dice pool**. Your dice pool is where all dice you use to cover boxes and pay for skills are spent from. At the end of an encounter, leftover dice there are returned to the general supply.

- In a 2P encounter, each hero's dice pool is kept separate.
- If the party is experience level 2 or higher, you gain an encounter bonus, shown on the XP Level card. One hero gets to roll a the die or dice shown.
- If there are not enough dice of a color available in the general supply, your excess icons have no effect. In a 2P game, choose which hero claims dice to roll first.
- Some dungeon or combat encounter special abilities trigger off of die rolls, such as "Immediately discard all 1s and 3s rolled". These take effect immediately, before proceeding to Step 4 when any of your hero's skills could be used.

STEP 4: TAKE ACTIONS

In an encounter, the party must try and cover as many **active** challenge boxes as possible. In a combat encounter, all challenge boxes on the encounter card are active. In a peril encounter, only the box under the chosen option is active. The other box is ignored entirely.

There are challenge boxes on the dungeon card as well. Depending on the type of encounter, all boxes from all visible floors on the appropriate side of the dungeon card are **active**. The other side is ignored.

Dungeon
Challenge
Boxes
(Peril)



Dungeon
Challenge
Boxes
(Combat)

During a **peril encounter**, if there is ever a die in your **dice pool** that does not match the color of the peril option, discard it immediately. Heroic dice are always allowed, since they match any option color. The dungeon challenge boxes for peril encounters are grey, and can be filled with any die.

During any encounter, if there are uncovered active challenge boxes that have **armor** (🛡️), you cannot cover any non-armor box.

Remember: *Leftover dice in each hero's dice pool at the end of an encounter will return to the supply. Dice pools are rebuilt from scratch every turn!*

During Step 4, the party may take the actions listed below in any order, as many times as desired, freely switching between heroes.

Cover a challenge box: Move a die or dice from your pool to cover an active challenge box. See p7: Placing Dice for more information on dice placement rules.

Use a skill: Choose a skill, and pay its cost (if it has one) by return any required dice from your pool to the supply, and then use its effect. Each skill can only be used once per encounter. Skills are explained in detail on pXX-YY.

Drink a potion: Return a potion token from the Turn Reference to the supply, and use the effects of any one potion type you've identified.

Create a Heroic Die: Return two dice from your pool to the supply. Gain a heroic die, and set its value equal to the lower of the two spent dice.

Return a die: Return a die from your pool to the supply. This is occasionally beneficial if the supply is missing a color of die you need to gain from a skill.

Once the party is done taking actions, proceed to **Step 5: Suffer Consequences**.



Additional action types are available:


Create a Boost Token: Return any three dice from your pool to the supply. Gain a boost token.


Use a Relic Ability: Your party's Relic has an ability with a beige background. It can be used once per encounter, like a Skill.


Flare: If the Forge is full, you must resolve your Relic's flare effect as a mandatory action, before taking any other action.


STEP 5: SUFFER CONSEQUENCES

If you are unable to cover every **active** challenge box, the icons in the remaining active boxes show the **consequences** of completing the encounter:

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

For each visible , place one poison token on your hero. In a 2P game, they are split using the same rules as damage.

For each visible , forge one fuel. If this fills the forge, there will be a flare during the next encounter (or boss fight round).

If a skill or effect causes some number of icons to be **ignored**, they never become part of the consequences for the encounter.

Some effects will add to consequences. If multiple effects would affect consequences, choose the order in which they apply.

Once the consequences of the encounter are tallied, all dice from your pool, the dungeon card, and the encounter card are returned to the supply. Then the consequences are suffered. If any hero has at least as many damage tokens as health, then the game is over unless they immediately use a potion or other effect to heal. (see p21: Potions).

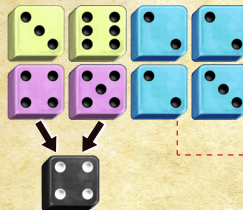
If the game is not over, proceed to Step 6: Claim Loot!

Boost and Crit tokens are also returned to the General Supply.



COMBAT ENCOUNTER EXAMPLE

Oh no! A Glooping Ooze has appeared. Here's how an encounter with this fierce and purple enemy might proceed.

The Mage rolls her dice:



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



STEP 6: CLAIM LOOT

After suffering consequences (and surviving), the encounter card is claimed as loot. The party chooses to take it either as an **item**, a **skill**, a **potion**, or **XP**. In the case of an item or a skill, the party chooses which hero claims the card as loot. Potions and XP are shared by the entire party.

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

- 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. 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**. Each token there can be used for any one potion effect.
- 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.

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.

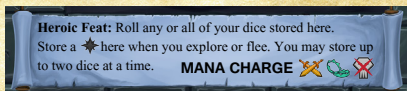
Some peril encounter cards have arrows associated with their two choices. One points left to an item as loot, and the other points down to a skill. You must take either XP or the item/skill pointed to as loot, depending on your peril option choice.




FEATS, SKILLS AND POTIONS

HEROIC FEATS

Each hero has a special ability called a **heroic feat**. Most feats grant access to black heroic dice. During the “Use Heroic Feat” step of an encounter, each hero can choose to use their feat. A heroic feat **does not count as a skill**.



Some feats (such as Mana Charge) can only be used after you store up heroic dice based on various conditions. These dice are placed on the hero card until spent.

Note that most heroic feats cannot be used during the boss fight (). Stored dice on these feats are returned to the general supply when you reach the boss.

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 potion tokens.

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. You can only spend dice from your pool, not your partner’s. Spent dice are discarded to the general supply. The right side of a skill is its effect, which will help you overcome the encounter.



Strength / Agility Skills: Discard from your pool the number of strength or agility dice that matches the cost of the skill.



Magic Skills (Spells): Discard from your pool one or more magic dice. Their values must add up to at least the mana cost indicated on the spell. *Ex: A 1 and 2 would pay for this skill.*



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 by a hero to gain the effects of any one potion ability the party has 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.

Discard: Place the die in the general supply.

Healing and Invisibility potions can be used during times other than encounters. In a 2P game, both heroes skip the encounter if an Invisibility potion is used. Only one hero heals when a Healing potion is used.

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!

Exile the level card and cards with enough XP to achieve the new experience level. **Place them in the game box.** Any unused XP cards are not exiled.

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 for **each encounter and Boss Fight round**. The party chooses which hero rolls the bonus heroic dice each time.

Level 4 is the maximum level. Instead of leveling up, the party may spend 5 XP to gain a potion while at experience level 4.



Have 7XP

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 when 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**! The Boss Fight consists of multiple **rounds**, each of which uses most of the same steps as a  Combat Encounter. The boss has a health value and a special ability along the bottom of its card. Any ability marked with  cannot be used in the Boss Fight.

- 1) **Use Feat:** If you have a feat without a , you can use it now.
- 2) **Gather and Roll Dice:** Same as a Combat Encounter.
- 3) **Take Actions:** Same as a Combat Encounter. Anything that can be used once per encounter can be used once per boss fight round.
- 4) **Consequences:** If the damage causes the game to end, it ends immediately before Strike the Boss.
- 5) **Strike the Boss:** For each  that was covered up, place one damage token on the boss. If the boss has at least as many damage as health, the party has defeated it and the heroes win the game!
- 6) **New Round:** All dice and tokens in the pool and on the boss are returned to the General Supply. If the boss has not been defeated, a new round begins.


 Before Step 1 during each round, the party must attempt to Resist Poison if they have any poison tokens. (see pXX: Poison)

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 SHEETS

Campaign mode allows you to build up a hero's power over multiple plays. Each campaign sheet represents one player's adventures with one of the five heroes. At the end of each game (win or lose!) you'll earn check-marks that you can apply toward earning **talents**. They will help you in future games.

You earn one check-mark 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 unlocked that talent for future games. You can apply checkmarks to any talent, and fill the boxes in any order you choose.

There are four groups of talents, called **focuses**. **Basic talents** can be used in every game. At the start of each game, choose one other focus to be active. Talents from the two inactive focuses cannot be used during that game.

Talents that have a , , or  icon work just like skills that you can use once per appropriate encounter (just like combat skills, combat talents can also be used in the boss fight). 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. Using a talent does not cost any dice.

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 of them 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 check-marks for the campaign sheet if you reach the boss, whether or not you defeat it.

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 check-mark if you reach the boss.

Veteran: No rules changes. Gain two extra check-marks if you reach the boss.

Fearless: Start without a potion. Gain three extra check-marks if you reach the boss.

CAMPAIGN SHEET EXAMPLE


Previously, Lyra the Archer has earned a number of check-marks (shown in black), including enough to gain the Veteran talent.

BASIC		Veteran: Start each game with any one Basic talent.
		Durability: You have one extra health.
		


In her latest adventure, she went into the Yeti's Cavern, a medium-difficulty dungeon. She made it to the third floor, and reached experience level 4, at the Standard challenge tier. Two checks for clearing floors 1 and 2, and three checks for reaching experience levels 2, 3 and 4. Since she didn't reach the boss fight, she does not receive the 1 bonus check for Standard. The five new checks (shown in red) are enough to earn the Durability talent!

FOREST OF SHADOWS EXPANSION RULES

POISON

In addition to damage and time, Forest of Shadows challenge boxes contain poison () icons. If not covered, a poison icon causes a green poison token to be placed on a hero.

Poison is not damage. It builds up slowly, and can become very dangerous if not dealt with. Each time the party takes an **explore** turn (and at the start of every boss round), they must Resist Poison, by rolling any one die. If its value is higher than the number of poison tokens in the party, they are successful, and one poison token is removed. Otherwise they fail. One poison token is still removed from a hero, but two damage tokens are added to the same hero.



Half of the encounter cards in Forest of Shadows have a leaf icon () next to the card title. For each leaf on an open door when the party resists poison, add 1 to the roll. These represent antidote herbs scattered around the forest.

- If there are no poison tokens in the general supply, place a damage token instead, for each poison token that would be placed.
- Any effect that heals a damage token can instead remove a poison token.
- The Resist Poison roll is only affected by skills, abilities, or effects that directly mention it.

EXILE

Several effects call for a die or token to be **exiled**. An exiled die or token is placed in the game box, unavailable for the remainder of the game.

HYBRID DUNGEON / MIXING SETS

You can mix cards from One Deck Dungeon with Forest of Shadows to create a hybrid encounter deck. Use 22 cards from each, specifically all the cards with a () or () next to the card's title. Use the Hybrid Dungeon side of the Resist Poison card, which changes success to no longer remove a poison token.

You can freely mix heroes from different sets. When selecting a dungeon, it should match the cards in the encounter deck. With a hybrid deck, you can use any dungeon. For a 4P hybrid deck, mix all 44 cards from each of the two different sets together. Note that there will be only 8 poison tokens available in a 4P hybrid game.

CURE POTION

The Forest of Shadows Turn Reference has a Cure potion instead of Healing. It passively adds healing to every potion you use, and to every potion token you gain. When using the Turn Reference with the Cure potion, the party begins the game with one Basic Potion type available. Choose any one of the four on the card, and tuck it under the Cure potion during setup.

- If you use a potion but have no damage to remove, the healing effect is lost
- You can choose to spend a potion token anytime to use the Cure potion to heal one damage, it just isn't as efficient.
- The party does not get an extra second potion token at the start of the game for the Basic Potion card.

SPLIT-LOOT PERILS

Some Peril encounters have an arrow next to each choice, one with 'Item' and one with 'Skill' inside, pointing at that edge of the card. The only way to take the item as loot is to make the item choice, likewise the only way to take the skill is to make the skill choice. You can take the card as XP with either choice.

RELICS OF THE FORGE EXPANSION RULES

THE FORGE

At the center of all of this expansion's mechanics is The Forge, which accumulates fuel over the course of play, providing power to your Relic, but also occasionally flaring up and causing trouble for your party. During setup, your party will choose a relic, and place it above the Forge as shown below.

The forge has nine slots on it, which can be filled with dice or tokens. Any time an ability or effect says to forge something, it is placed in the forge. Forged dice always have a value, so they come from your pool. Forged tokens always come from the general supply. Anything that is returned from the Forge goes to the general supply.

Relic Name
and Icon



Relic Feat
Relic Skill
Flare Effect

Forge Flare
Penalty



Forge Slots (9)

TOKENS

Relics of the Forge introduces three new token types:



Fuel is forged by effects and relics, and fuel tokens take up slots in the forge. They have no other effect.



Boost tokens can be gained to your pool, and stacked with a die to make its value 2 higher (even increasing to 7 or 8!).



Crit tokens can be gained to your pool, and are treated for all purposes as if they were a black die with value 7.

LOCKED DICE

Some heroes in Relics of the Forge have abilities that lock dice on them, instead of just storing. Locked dice cannot be removed unless an effect specifically allows you to remove them.

RELICS

Your party's relic has three abilities on it: a feat, a skill, and a flare effect. The relic's feat can be used during the Feat Step, and the skill can be used during the Action Step. If the forge's nine slots are full during an encounter, the party must take a mandatory Flare action, triggering the relic's flare effect and then the forge's flare penalty.

Your relic feat and skill may each only be used once per encounter. The flare effect has no such limit.

Each relic is unique, and understanding how to use its abilities in the most effective moments to manage the forge's nine slots is important strategy. Be sure to take a long look at all three abilities on your relic and understand them before you start your adventure. Good luck!

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