ONE DECK DUNGEON

Adventure Guide

Asmadi GAMES

One Deck Dungeon Rules v1.7

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.

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 gained 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!

Forest of Shadows: This rulebook also contains all the rules for the Forest of Shadows expansion in one unified rulebook. Expansion rules are contained in boxes like this one. If you are not playing with the expansion, ignore the expansion rules entirely.

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 (p24), each game will earn you check-marks on your **campaign sheet**, making your hero stronger for your next adventure.

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
- 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

Forest of Shadows, in addition to a different set of heroes, encounters, bosses, dungeons, turn reference, and campaign sheets, also contains:

- 8 Green Poison Tokens
- Poison Reference Card
- Basic Potion Card
- Hordes of the Shadows 4P Difficulty Enhancement Card

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AN ILLUSTRATED GUIDE

How to Raid a Dungeon

FIRST: CHOOSE A HERO & DUNGEON

HERO



DUNGEON/BOSS

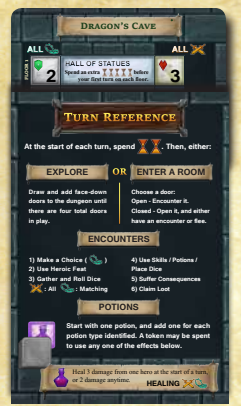


Dots next to a dungeon's name represent its difficulty. One dot is easiest, three dots is hardest. The boss is on the back of the card.

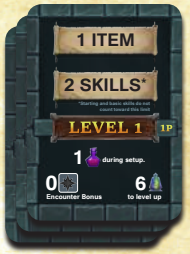
Each player chooses a **hero card**, and together your party chooses a dungeon to face. Multiplayer games are fully cooperative. Use the 1P side of hero and level cards if playing solo, use the 2P side if playing with two or four players.

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

NEXT: ASSEMBLE THE PLAY AREA







Forest of Shadows: Start with one **basic potion** identified and tucked under the Cure Potion on the Turn Reference. (see p29: Cure Potion)

Setup steps:

1. Stack the experience **level cards** (level 1 on top, level 4 on the bottom).
2. Shuffle all the **encounter cards** together into a deck. Place the **stairs card** underneath the deck.
3. Slide the **dungeon card** under the Turn Reference, so that only the first floor of the dungeon is showing.
4. Return the unused heroes and dungeons to the box.
5. Place one **potion token** on the Turn Reference.
6. Assemble all the rest of the dice and tokens to form the **general supply**.
7. **Start your adventure!**

After your first game, you're ready to start a **campaign** and select a **challenge tier** to help set the difficulty level (see p24-25: Campaign Mode / Challenge Tiers). **Basic skill** cards are only used when playing the campaign.

Using Dice

Before the adventure starts, you'll need to know about dice. The 30 dice in the box are your tools for conquering all the obstacles you'll encounter in the dungeon. There are four colors of dice. Yellow for strength ( ), pink for agility ( ), blue for magic ( ), and black **heroic** dice ( ) which can be used as if they were any color. Dice typically reside in one of three places: the **general supply**, your **dice pool**, or on an **encounter card**, where the party will place them to cover up **challenge boxes**.

THE GENERAL SUPPLY

The dice, along with the tokens for potions form the **general supply**. There are 8 each of strength, agility, and magic dice, 6 heroic dice, and 6 potion tokens. Dice return to the general supply immediately when spent to pay for a skill, potion tokens return when spent to use a potion effect, and all dice return to the supply at the end of an encounter. Dice and potion tokens are limited by what is in the general supply. Damage tokens are unlimited. Use substitutes if they run out.

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 dice pool. After an encounter, leftover dice go to the general supply.

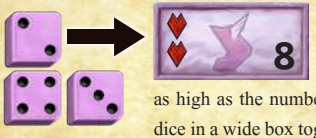
PLACING DICE

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 p15: Suffer Consequences)

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



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



Any two dice can be discarded to the general supply, in order to **gain** a black **heroic die** of value equal to the lower of the two dice. *Note: Two heroes can each contribute a die and choose which hero gains the black die.*



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.

The Game Turn

Every turn has two steps, and the turn is shared by the entire party.

STEP 1: TIME PASSES

You 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.



STEP 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. There are always four available slots for doors.

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 an encounter, and loot!

TURN OPTION: EXPLORE

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

- You cannot explore if there are already four doors (whether open or closed) in play.
- You cannot explore if the stairs card is visible, because that means the encounter deck is empty.
- 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 descend.
- Some dungeons adjust the door limit of four.

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

EXAMPLE TURN 1: EXPLORING



After spending 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: 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 have 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: ENTERING A ROOM



After spending ⚔⚔ on your second turn, **enter a room**. Open one of the doors by flipping it face-up.

You must choose: either have the encounter on the card, or flee and end the turn.

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.

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 survive. Encounters come in two types: **combats** and **perils**.

COMBAT



PERIL



**The set icon is on half of the 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

START: SPECIAL ABILITY (ONLY)

Most foes in combat encounters have a special ability. Its effect begins now. For abilities with an instruction such as Fire Elemental's "Place a damage on a hero", follow that instruction now. If you flee from an encounter, ignore the ability

STEP 1: PERIL CHOICE (ONLY)

Peril encounters offer you two choices on how to overcome the obstacle they represent. The party must choose one of the two options now. Some choices have an associated time cost, which is paid now 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**. 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.

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 2. 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, the level card grants black dice as an encounter bonus. While gathering dice, the party must choose which hero rolls each encounter bonus die. It will become part of their dice pool.
- 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 before any of your hero's skills can be used.

Forest of Shadows: **Exiled** dice and tokens are placed in the game box. They are unavailable for the remainder of the game.

STEP 4: USE SKILLS AND PLACE DICE

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)

You may take the following actions any number of times:

• Cover a challenge box with dice from your pool. (see p7: Placing Dice). Note: Until you have covered all the boxes with armor ( ), you cannot cover any non-armor box.

• Use one of your skills (see p18: Skills), first spending any dice required to fulfill its cost. 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. Many skills are only usable in one type of encounter (combat or peril), which is indicated by icons next to the skill's title.

• Spend a potion token to use the effects of any one potion type you've identified.

• Spend two dice to gain a **heroic die,** placing it in your pool. Set its value equal to the lower of the two spent dice.

• Discard a die to the general supply. This can be useful if you need to gain or roll a die and there are none of the correct color left in the general supply.

Dice spent for any of these actions are returned to the general supply, available for use by skills or effects later in the encounter.

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 match any option color. The dungeon challenge boxes for peril encounters are grey, and can be filled with any die.

> ***Combat Example:*** On page 30 we've provided a quick example of placing dice in a Combat Encounter against a Glooping Ooze.

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.

> *Forest of Shadows:* For each visible , place one poison token on your hero. In a 2P game, they must be split just like damage.

If any hero has at least as many damage tokens as health, then the game is over unless they use a potion or other effect to heal. (see p19: Potions)

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

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.

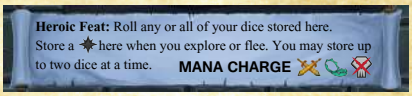
Forest of Shadows: Several peril encounter cards have arrows associated with their two choices, where one specifically leads to an item as loot, and the other to a skill. You can still take the card as XP, if you don't want the assigned type of loot.



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!

Remove 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 removed.

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. Instead of leveling up, the party may spend 5 XP to gain a potion while at experience 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 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**. The boss has a health value and a special ability along the bottom of its card. After each round, the party will deal damage to the boss.

Heroic feats marked with  cannot be used in the Boss Fight. If you have any heroic dice stored on your hero card for such a feat, return them to the general supply before the fight. The following steps occur each round:

1) Gather and Roll Dice: Just like a Combat Encounter.

2) Place Dice / Use Skills: Same as a Combat Encounter. Skills and potions usable during a Combat Encounter can be used in the boss fight. Each skill can be used once per round.

3) Consequences: Suffer consequences for uncovered challenge boxes. 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, the party has defeated it and the heroes win the game!

5) New Round: Return all dice in pools and on the boss to the general supply, and begin a new round.

Forest of Shadows: At the start of each round, the party must attempt to Resist Poison if they have any poison tokens. (see p28: 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 Mode

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 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 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 focus. **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 focuses 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.

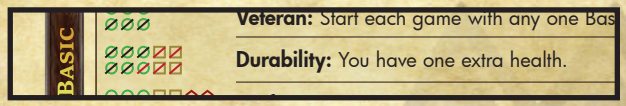
Standard: Before the game begins, draw one card and claim it as experience. Gain one extra check-mark if you reach the boss.

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.



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 3, at the Standard challenge tier. Two checks for clearing floors 1 and 2, two checks for reaching experience levels 2 and 3, and one bonus check for Standard. The five new checks (shown in red) are enough to earn the Durability talent!

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 a 2P encounter. The party chooses which order to resolve the encounters. A number of other changes are necessary, as well.

FOUR PLAYER CHANGES

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. If you would create a stack with only one card, discard it.
- **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.
- **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.
- **General Supply**: For each encounter (or boss round), the dice in the general supply are divided into two identical supplies, one for each pair of heroes. When some dice have been exiled, divide by color as evenly as possible. The general supply should have 12 potion tokens in a 4P game.
- **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, any two heroes each take one damage token (even if not the heroes currently in an encounter).
- **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. 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. A boss special ability that happens at the start of each boss round happens separately for each pair.
- **Minotaur:** X = 2 times damage, instead of 4 times damage.
- **Dungeon Abilities:** Effects that trigger each turn, each explore action, or when entering a floor have their impact doubled.
- **Invisibility Potion:** An invisibility potion skips an encounter for one pair of heroes. The other encounter is unaffected.

Poison: Split into two groups of two to each Resist Poison, any time the party is required to do so. The visible are split as evenly as possible between the two groups, before rolling.

Hordes of the Things: This optional card can be added to 4P games to make them more challenging. Good luck!

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.

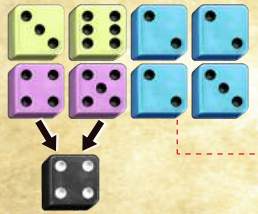
STORY MODE: ARTIFACT QUESTS

Thanks to a stretch goal from the Forest of Shadows Kickstarter, we've added an extra set of challenges with stories, called Artifact Quests. Carrying artifacts into the dungeons increases their difficulty, but is necessary to dispel their dark magic and reveal their secrets!

You can access it (for free!) at: **OneDeckDungeon.com/story**

COMBAT ENCOUNTER EXAMPLE

The **Mage** rolls her dice in combat:





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 .



Credits

Asmadi Games | 23 Windsor St #2 | Arlington MA, 02474 - USA

Created by Chris Cieslik

Art Directed by Alanna Cervenak

Core Artwork by Will Pitzer

Additional Art by Vicki Sarkeesian

Editing by Alys Dutton

Playtesting & Development: Eric Reuss, Julia Urquhart, Kat Dutton, Rob Seater, Mike Walsh, Marc Hartstein, Jacob Davenport, Evan Derrick, Kevin O'Brien, the many people who downloaded and tried our Print and Play, our Kickstarter backers, and all our Department of Fun visitors at Gen Con!

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