



ONE DECK DUNGEON



Adventure Guide



Asmadi
GAMES

ONE DECK DUNGEON RULES V1.1

Adventure Calls! Dungeons have appeared, with monstrous fiends deep within. As heroes, your duty is clear: conquer every dungeon, every foe, every peril! As is tradition, you'll enter each dungeon with only the simplest equipment and set of skills.

A deck of Encounter Cards contains all the foes and perilous obstacles you'll come across. Each card also shows the loot and experience you can gain 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!

This rulebook is divided into two sections: The Illustrated Guide (p4-23), and the Reference Guide (p24-37). The Illustrated Guide walks you through a game with examples and diagrams. The Reference Guide is a text-only explanation of every part of the game. We find that most players learn best from the Illustrated Guide, and use the Reference Guide to answer rules questions, but use it however works best for you!

OBJECTIVE

Clear all three floors of the dungeon, and defeat the boss! If any hero runs out of health, the game is over.

CONTENTS

- 5 Hero Cards
- 30 Dice (8 Magenta/Agility, 8 Yellow/Strength, 8 Blue/Magic, 6 Black/Heroic)
- 1 Turn Reference Card
- 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
- 1 Campaign Sheet Pad

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HOW TO RAID A DUNGEON

CHOOSE A HERO AND A DUNGEON

HERO



DUNGEON/BOSS

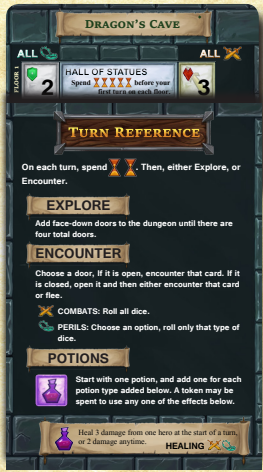
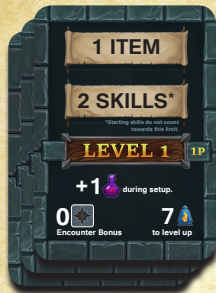


Dots next to a dungeon's name represent its difficulty. One dot is easiest, three dots is hardest. The boss is on the back of the card.

Each player chooses a Hero Card, and together your party chooses a dungeon to face. Multiplayer games are fully cooperative. Use the 1P sides of Hero and Level cards if solo, use the 2P sides if playing with two or four players.

Your Hero has stat icons for Strength (), Agility (), Magic (), and also icons representing Health ().

ASSEMBLE THE PLAY AREA



- Stack the Level cards (Level 1 on top, Level 4 on the bottom).
- Shuffle all the Encounter Cards together into a deck. Place the Stairs card underneath the deck.
- Slide the Dungeon Card under the Turn Reference, with just the first floor showing.
- Place one Potion cube on the Turn Reference.
- Return the unused dungeons and the Basic Skill Cards to the box.
- Assemble all the rest of the dice and tokens in a common supply.
- (Optional) Choose a tier: Expert, Standard, or Novice. (see p23)


ENTER THE DUNGEON!

On each game turn, your party will advance further into the dungeon.
Your entire party shares each turn.

STEP 1: TIME PASSES

You must spend two time at the start of each turn.



The  icon represents time spent in the dungeon. For each time that you are required to spend, discard the top card of the deck into a face-up discard pile.



STEP 2: EXPLORE OR ENTER A ROOM

Explore: Add face-down Encounter Cards to the play area as **closed doors**, until there are four total doors in play.

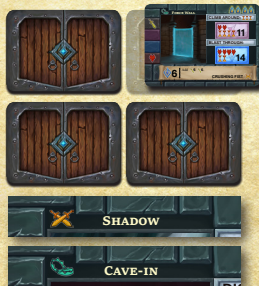
Enter a Room: Open a closed door (face-down) or choose an **open door** (face-up). Either encounter it or flee. If you flee, leave the card in play as an open door. Until you deal with it, it will take up one of the four available door spaces.



TURN 1: EXPLORE



After spending   on your first turn, Explore by placing four cards from the deck face-down as doors.

TURN 2: ENTER A ROOM



After spending   on your second turn, Enter a Room. Open one of the doors by flipping it face-up. You must either face it or flee.



Combat Encounters are explained on page 8.



Peril Encounters are explained on page 12.

TURN 3 AND BEYOND:

On future turns, you'll spend   and then have to choose whether to Explore or Enter a Room.

COMBAT ENCOUNTERS

Combat Encounters pit you against foes in the dungeon. A foe has many challenge boxes that you must try to fill. After fighting, each unfilled box will cause you to suffer consequences. If you survive, you'll claim loot! The dungeon also has challenge boxes, and both it and the foe may have a special ability that could make things more difficult.

Loot (Item) - Points to a loot box containing a blue diamond icon.

Loot (Skill) - Points to a loot box containing a skill icon and the text: "Place a ★ in an armor box. ARMOR CRUSH".

Special Ability - Points to the "SPLIT" ability: "Spend X for each 1 rolled." with a grid of challenge boxes containing numbers 2, 3, 4, 4, 5, 6.

Challenge Boxes - Points to the grid of challenge boxes.

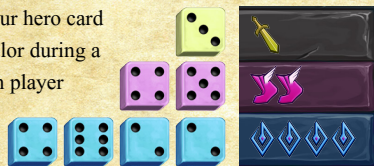
Dungeon Special Ability - Points to the "ALL" ability with a green shield icon and the number 2.

Dungeon Challenge Boxes (Combat) - Points to the "HALL OF STATUES" challenge box: "Spend XXXXX before your first turn on each floor." with a red diamond icon and the number 3.

TURN REFERENCE - Points to the "TURN REFERENCE" button at the bottom.

STEP 1: ASSEMBLE YOUR DICE!

Each of the icons on your hero card grant you a die of its color during a combat encounter. Each player assembles dice for their hero.



Your Heroic Skill might also let you add heroic (★) black dice now, before rolling. Heroic dice can be used as if they were any color.

PLACING AND USING DICE

A die can fill a box of its color if it is equal to or higher than the number in the box.

You may use any number of matching dice to fill a wide box, as long as their total is equal to or higher than the box's number. Two heroes can place dice in a wide box together.

Heroic dice can be placed as any color, including to contribute to a wide box.


Any two dice (even from two heroes) can be discarded to make a Heroic die, equal to the lower of the two dice.

STEP 2: ROLL ALL YOUR DICE!

Each player rolls all of their dice. If the dungeon or foe's abilities affect your rolled dice, apply those effects immediately after rolling.



STEP 3: USE SKILLS AND PLACE DICE



Place your dice on the challenge boxes (for both the foe and dungeon), as described on page 9. You may also use each of your skills once (see page 12), drink any number of potions, convert pairs of dice into a heroic die, and discard dice you don't want to the supply. These may be done in any order.

If there are any armor () boxes, they must be filled before any other boxes. If they cannot be filled, you cannot place any other dice.

STEP 4: SUFFER CONSEQUENCES

The boxes you were unable to fill represent the costs of doing battle:

 : Each visible  deals one damage. Take a damage counter and place it on your Hero Card. If any hero as many damage tokens as health, the game is over. In a two-player encounter, damage must be split as evenly as possible. (ex. 3 damage is split 1 and 2)

 : Each visible  requires one time to be spent. Discard the top card of the deck for each time spent.

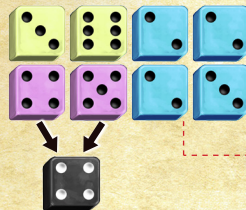
If you filled all the boxes, you effortlessly dispatched the foe! Even if you suffered consequences from fighting, though, you still defeat the enemy and will claim loot as long as you survived.

STEP 5: CLAIM LOOT




After surviving an encounter, one hero claims the card as loot: either as XP, an Item, a Skill, or a Potion. XP is tucked under the Level card. Items and Skills are tucked under your Hero card. Identified Potions are tucked under the Turn Reference. (see Loot, page 16)

COMBAT EXAMPLE

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



The armor boxes are filled first. Then, two dice are spent to add a heroic die, since the agility dice were otherwise useless. Finally, other dice are placed in challenge boxes, including the Dungeon Card's box.

The consequences of the combat are .




SKILLS AND POTIONS

When you explore or flee, place a  here (max 2). You may roll them before any encounter.

MANA CHARGE   

Heroic Skill: Each hero's first skill grants them access to black Heroic dice. The Warrior, Mage, and Paladin store heroic dice based on various conditions. These dice are placed on the Hero Card, and you can roll them before the start of an encounter.

The Rogue and Archer can roll heroic dice before the start of any encounter, but have to pay or potentially pay a cost.


 : Heroic skills cannot be used on boss fights.

Rolled heroic dice are discarded after each encounter.

Place a  6 in an armor box.



ARMOR CRUSH 


Strength Skills: Cost - 1 to 3 Strength Dice. To use the skill, discard Strength (or Heroic) dice that you've rolled.

Add two  dice.

BACKSTAB 



Agility Skills: Cost - 1 to 3 Agility Dice. To use the skill, discard Agility (or Heroic) dice that you've rolled.

 3 Add a .


SHIMMERBLAST 


Magic Skills (Spells): Cost - 1 to 6 Mana. To use the spell, discard one or more Magic (or Heroic) dice with total value at least as high as the mana cost.

If you would take two or more damage, reduce it by one.

THICK SKIN  

Free skills: Cost - none. These skills can be used once per encounter.

Change two of your non- dice to be 6s.

HEROISM  

Potions: Cost - one potion token. To drink a potion, discard a potion cube from the Turn Reference, and use the effects of any one potion type you have identified.

Every skill or potion has icons 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 cubes.

Healing and Invisibility potions are special, and can be used outside of an encounter. Healing potions can even be used after a hero takes damage, to prevent the game from ending.



PERIL ENCOUNTERS

Perils represent obstacles in the dungeon you must overcome. There are always two ways to tackle a peril. You must choose how to proceed, weighing their difficulty and how dangerous each is. Some options will cost time just to attempt, regardless of success or failure. As with Combat Encounters, the Dungeon Card will make each encounter more difficult.

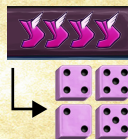


STEP 1: CHOOSE

The party must choose which of the two options on the peril card to pursue, before rolling dice. If that choice has a time cost, spend it now. In a 2P game, you choose together.

STEP 2: ROLL YOUR DICE!

In a peril check, each hero only rolls dice matching the color of the chosen option. Each hero can still use her Heroic Skill to add black Heroic dice before rolling.



STEP 3: USE SKILLS AND PLACE DICE

STEP 4: SUFFER CONSEQUENCES

STEP 5: CLAIM LOOT

These steps work the same as they do in a Combat Encounter (page 10).

- In a Peril Encounter, the Dungeon Card adds challenge boxes from the left side instead of the right.
- When using skills or potions, check to make sure they have a Peril Icon ().
- Even if you suffer consequences, you still get Loot.

LEVELING UP

When the party has enough experience tucked under the Level Card, the heroes all level up together!

Remove the previous Level Card, and any XP spent to achieve the new level. **Place them in the game box.**

Each level-up will grant one free potion token. Your heroes' capacity for items and skills will also increase. Finally, the Level Card indicates how many free heroic dice you gain in **every encounter**. The party chooses which hero rolls the bonus heroic dice each time.

Level 4 is the maximum level. The party may spend 5 XP to gain a potion after reaching Level 4.



Gained 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.



At the end of any turn where the stairs card is visible, you can descend. Discard all doors currently in play, shuffle the discard pile to form a new deck, and place it on top of the Stairs Card. Slide the Dungeon Card up, to reveal the new floor's effects and challenge boxes. All visible effects and challenge boxes are in effect on the new floor.



BOSS FIGHT

When you descend from the third floor of the dungeon, flip over the Dungeon Card. It's time to fight the boss! A boss fight works the same as a Combat Encounter, but it lasts multiple rounds. The Boss Card has a health value, and a special ability, where a Skill would normally be on an Encounter Card.

Heroic skills are marked with  and cannot be used in the boss fight. If you have any heroic dice stored on your Hero Card, discard them before the fight begins.


- 1) Assemble and Roll Dice:** As a normal Combat Encounter.
- 2) Place Dice / Use Skills:** Note that any effects or boxes from the Dungeon Card do not apply during the boss fight.
- 3) Consequences:** For each  uncovered, take damage.
- 4) Strike the Boss:** For each  covered, deal one damage to the boss by placing a damage token on it. If the boss has damage equal to its health, you have defeated it!
- 5) New Round:** Clear all dice off the boss's challenge boxes, and begin a new round. Skills can be used each round, and the bonus heroic dice from the Level Card are added each round.

BOSS EXAMPLE



After rolling dice (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

The pad of Campaign Sheets allow you to build up a hero's power over multiple plays. Each sheet represents one player's adventures with one of the five heroes. At the end of each game, you'll earn checkmarks that you can apply toward earning Talents.

You earn one checkmark for each time you descended or leveled up, and an additional three if you defeated the boss. After an Easy dungeon, you can only check off green circles, after a Medium dungeon, green circles or yellow squares, after a Hard dungeon, any colored spaces. Once all the 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. All heroes can learn Basic Talents, but must choose only one of the three other groups. Before learning any of the Talents in a group, the hero must unlock the Focus Talent at the top of the group.

Talents that have a , , or  icon are free skills that you can use once per appropriate encounter. 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.

FOUR PLAYER RULES

With two sets of One Deck Dungeon (or with the base set and a future expansion), you can form 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 it would be in a 2P game. For a complete list of rules, see page 36-37.

CHALLENGE TIERS

One Deck Dungeon is a challenging game, in keeping with the traditions of the roguelike genre. The following tiers (independent of the dungeon you choose) may be more forgiving.

Expert: No rules changes. Gain two extra checkmarks at the end of each game for Campaign Mode.

Standard: Before the game begins, draw one card and claim it as experience. Gain one extra checkmark at the end of each game for Campaign Mode.

Novice: Before the game begins, advance to experience Level 2.

RULES REFERENCE SECTION

This part of the rulebook is a distilled text-only description of gameplay. If you want a straight-up text explanation of any part of the game, this section is for you!

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Page 27: Turn Structure

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Page 27: Enter a Room

Page 28-30: Encounters

Page 30-31: Placing Dice

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Page 32: Using Skills

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Page 34: Stairs

Page 35: Descend

Page 35: Boss Battle

Page 36: Campaign mode

Page 36-37: Four Player Rules

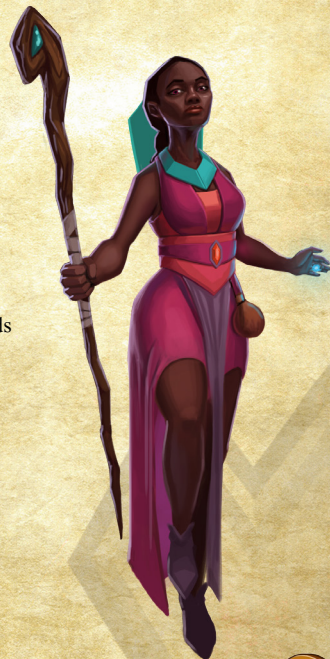


OBJECTIVE

Clear all three floors of the dungeon, and defeat the boss! If any hero runs out of health, the game is over.

CONTENTS

- 5 Hero Cards
 - 8 Magenta/Agility
 - 8 Yellow/Strength,
 - 8 Blue/Magic
 - 6 Black/Heroic
- 1 Turn Reference Card
- 56 Card Deck
 - 44 Encounter Cards
 - 4 Level Cards
 - 5 Dungeon/Boss Cards
 - 2 Basic Skill Cards
 - 1 Stairs Card
- 15 Red Damage Tokens
- 8 White Potion Tokens
- 1 Campaign Sheet Pad




SETUP

1. Each player chooses a hero. Place unused Hero Cards in the box.
2. If you are playing **Campaign Mode**, take out (or create) your hero's character sheet. Take a Basic Skill Card if your hero is entitled to it, otherwise place the Basic Skill Cards in the box.
3. Choose a dungeon to explore. Place unused Dungeon Cards in the box.
 - Dungeons have dots next to their name to represent difficulty: one, two, or three dots for Easy, Medium, or Hard.
4. Tuck the Dungeon Card under the Turn Reference Card, then slide it to reveal only the first floor.
5. Place one potion token on the potion area of the Turn Reference Card.
6. Stack the four Level Cards, with Level 1 on top and 4 on the bottom.
7. Use the 1P side of the Hero and Level Cards for a solo game, and the 2P side for a two or four player game. Multiplayer games are purely co-operative.
8. Shuffle all the Encounter Cards, and place them face-down on top of the Stairs card as the Encounter Deck.
9. If playing with two sets combined for four players, see **Four Player Rules** for more details.
10. (Optional) Choose a challenge tier. (see p23)

URNS

All players take one shared turn. There are two steps in each turn:

1. Time Passes: Spend  (Place the top two cards of the Encounter Deck into a face-up discard pile)
2. Choose to either **Explore** or **Enter a Room**.

EXPLORE

Place face-down cards from the Encounter Deck in the center of the play area as closed doors until there are four total doors in play.


- You cannot explore if the Encounter Deck is empty.
- You cannot explore if there are already four doors (open or closed) in play.
- 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, in this case.
- Existing doors (both closed and open) count against the limit of four.
- The Minotaur's Maze has a door limit of three, instead of four.

ENTER A ROOM



1. Choose an open door or closed door in play.
 - If there are no doors in play, you cannot choose to Enter a Room.
2. If it is a closed door, open it by flipping it face-up.
3. You may choose to **flee**. If you flee, do not encounter the card, and do not **Claim Loot**. The card remains in play face-up as an **open door**.
4. Have either a **Combat Encounter** or **Peril Encounter**, depending on the card.
5. If you survived, **Claim Loot**.

ENCOUNTERS

For either a Combat or Peril Encounter, do all of the following steps. Ignore the skill/potion, item, and experience on the card until the encounter is resolved.

1. Make a Choice: in a Peril Encounter (), choose one of the two options on the card, representing how to tackle the obstacle. If there is a time cost next to the named choice, spend that many time now.

2. Claim Dice:

- In a Combat Encounter (), each hero takes one die matching each of the stat icons (of each of the three types) on their Hero Card, including any items they have acquired.
- In a Peril Encounter (), each hero takes one die for each of the stat icons (only of the color matching the chosen option's **challenge box**) on their Hero Card, and on any items they have acquired.
- If Level 2 or higher, add Heroic Dice as noted on the Level Card. You gain these Heroic Dice for all types of encounters: Peril, Combat, and Boss Fights. In a 2P game, these dice are gained by the party for each encounter, not by each hero. The players can choose how to divide them up.
- If there are not enough dice of a color available in the game, excess dice are lost. In a 2P game, the players can choose which hero takes dice first.

ENCOUNTERS (PART II)

3. Heroic Skill: each hero's first skill can only be used before rolling the rest of your dice.

- Both players choose to use or not use their Heroic Skills at the same time.
- Roll any dice granted by your Heroic Skill before the rest of your dice.
- The Rogue's penalty for rolling a 1 happens before any dungeon or monster abilities.



4. Roll Dice: each player rolls all the dice they claimed in step 2.





- Immediate effects from dungeon and monsters' abilities happen now, between rolling dice and using skills/placing dice.

5. Use Skills and Place Dice: each player can place dice, use each of their hero's skills once, use potions, convert dice to heroic dice, or discard dice. These can be done in any order, any number of times (with the exception that each individual skill can be used only once).



- Place Dice: see **Placing Dice**.
- Use a Skill: see **Using Skills**.
- Use a Potion: see **Using Potions**.
- Convert a Die: use any two dice. They are discarded, and you add one black **heroic die** with value equal to the lower of the two discarded dice. If two heroes each contribute a die, choose which one gets the heroic die.
- Discard a Die: any number of dice can be discarded back to the supply. If all of the dice of a color are in use, this can allow you to use a skill that lets you add or roll dice of that color. You may also discard stored-up heroic dice from your Heroic Skill.

ENCOUNTERS (PART III)





6. Suffer Consequences: each unfilled box with  or  in it causes damage or spent time.

- For each , place a damage token on a hero. If any hero has damage tokens equal to their health, the game is over. Remember that a Healing Potion can be used anytime, even right after taking damage to prevent losing.
- When taking two or more damage in a 2P encounter, damage must be split as evenly as possible.
- For each , spend one time (Discard a card off the top of the Encounter Deck).
-  icons have no further effect. If there are any uncovered , remember that no other boxes could have been filled.

PLACING DICE

- **Active Boxes:** in a **Combat Encounter** (), all boxes on the Encounter Card are active, along with all visible boxes on the *right* side of the Dungeon Card.
- **Active Boxes:** in a **Peril Encounter** (), the large box underneath your choice is active, along with all visible boxes on the left side of the Dungeon Card. The box underneath the other choice does not need to be filled. Grey boxes can be filled by any color of die.
- **Small Challenge Box:** to place a die in a small box, it must match the box's color and be at least as high as the number in the box. Only one die can be placed in a small box.

PLACING DICE (CONTINUED)

- **Large Challenge Box:** any number of dice can be placed in a large box. They must all match the box's color, and their total must be at least as high as the number in the box. Two heroes can fill a large box together, each contributing dice.
- **Heroic Dice:** Black  dice can be placed as if they were any color.
- **Armor Boxes:** if there are any boxes with , they must be filled before any boxes without . This means that if you cannot fill all  boxes, no other boxes can be filled.











USING POTIONS

To use one of your potions, spend one potion token and then gain the benefits of any one of the potion types you have identified. Unlike skills, you can use any number of potions during an encounter. You can even use the same type multiple times by spending multiple potion tokens.


- **Clarity, Heroism, and Mana** potions are used during encounters.
- **Healing** potions are used at start of turn for 3 health or immediately after taking damage for 2 health to prevent losing. In a two player game, a healing potion is used on one hero, not split up.
- **Invisibility** potions are used after deciding to flee. Skip the entire encounter, and take the card as loot instead. When used against a Fire or Ice Elemental, their abilities are not triggered.

USING SKILLS


To use one of your skills, pay its cost and then perform its effect. Each skill can only be used once per encounter, or once per round against a boss.

- To use a skill in a **Combat Encounter**, it must have a  icon to the right of the skill's name.
- To use a skill in a **Peril Encounter**, it must have a  icon to the right of the skill's name.
- Skills with a  icon may not be used against the boss. To use a skill during the boss fight, it must have a  icon.
- The cost of the skill is to the left of the vertical line, and the effect is to the right. There are three different types of costs for a skill:
 - 1-3  dice. Discard that many already-rolled  dice.
 - 1-3  dice. Discard that many already-rolled  dice.
 - A number with a  icon, representing the mana cost of a spell. Discard already-rolled  dice with total value at least as high as the mana cost. Any excess mana is lost.
 - A purple circular arrow, representing a free skill. It has no cost, but still can only be used once per encounter or boss round.
- Spent dice are returned to the supply immediately, before resolving the skill or spell.
- Heroic dice can be used as any type to help pay the cost of a skill.
- Skills may **Add** dice of a specific value, **Roll** new dice, or **Increase** dice you've already rolled. **Added** or **Rolled** dice come from the supply. If there aren't enough available, you take as many dice as you can. Remember that you can discard dice before using the skill.
- Dungeon and monster abilities apply to dice that are rolled due to a skill immediately after they are rolled.

CLAIM LOOT

- Each card can be used as one of four different types of Loot.
 - An Item gives one stat icon, and sometimes increases maximum health by one. It is tucked under the left edge of your Hero Card, lining up with your existing stat icons.
 - Experience is depicted by lanterns () in the top right of a card. Each lantern counts as 1XP. Tuck cards claimed as experience under the Level Card.
 - A Skill gives a new way to use dice in an encounter. Skills are tucked under the bottom edge of your Hero Card.
 - Identifying a new potion type gives you both one potion token, and a new way to spend your potion tokens. Identified potions are tucked under the bottom edge of the Turn Reference Card.
- When you claim a card as loot, tuck it in the appropriate place. In a 2P game, the players decide who claims the card as loot.
- You cannot have the same skill twice, nor identify a potion type you already have access to.
- When claiming an item or skill, you may replace one of your existing skills. If you do, the replaced item or skill is claimed as XP instead.
- You cannot have more items or skills than the limit shown on the current Level Card. Skills on your Hero Card do not count against the limit.
- After you **Claim Loot**, you may choose to gain a level if you have enough XP.

LEVELING UP

1. To level up, remove (send to the game box) cards showing at least enough XP () to meet the cost of leveling up. Also remove the previous Level Card from play.
 - Excess XP on discarded cards is lost. Any extra cards are tucked under the new Level Card (ex. 7XP to level up. If you have cards showing 3, 4, and 2 XP, the 2XP card is saved)
 - If you are already Level 4, you may remove 5 XP to gain a potion instead of leveling up.
 - Leveling up is optional. You may choose to level up after any **Claim Loot** step once you have enough XP, even if you didn't take XP that turn.
2. After you level up, gain one potion token.



STAIRS

- At the end of any turn when the Stairs Card is visible, you may Descend.
- Each time spent while the Stairs Card is visible results in one damage token being placed on the Stairs Card. If there are three damage tokens on the Stairs Card, one Hero takes one damage, and the three tokens are removed.
 - If a third token is placed and there is still more time to be spent, take one damage, remove three tokens, and then continue placing tokens.
 - In two player games, damage from the Stairs Card does not need to be split evenly, even if it happens after an encounter.
- If the Stairs Card is revealed while spending multiple time, the remainder of the time spent is placed as damage tokens.
- If the Stairs Card is revealed during an Explore action, no time damage is taken, and no further doors are added to the play area.




DESCEND

1. Remove any remaining damage tokens on the Stairs Card.
2. Use any special abilities that are triggered by descending.
3. Slide the Dungeon Card to reveal an additional level, or if descending from level 3, proceed to the Boss by flipping the Dungeon Card
4. Shuffle the discard pile and any doors in play, and place it on top of the Stairs Card as a new Encounter Deck.
 - Remember: this does not include cards used as XP to level up, which have been removed from play.
5. Begin a new turn on the new floor of the dungeon.





BOSS BATTLE

1. Reveal the Boss Card after descending from the bottom floor of a dungeon.
2. Flip over the Turn Reference Card to show the Boss Reference.
3. Discard any Heroic Dice stored on Hero Cards and disregard all Heroic Skills, as neither can be used during the Boss Battle.
4. Resolve a round of combat against the boss. One round is resolved in the same way as a Combat Encounter, with the following exceptions:
 - Heroic Skills cannot be used, nor any skills with .
 - If the heroes survive the damage taken at the end of a round, the boss takes damage for each  that is covered up. Place a damage token on the boss card for each.
 - Clear all dice off the Boss Card after the round ends.
 - Skills can be used once per round.
 - Boxes and effects on the Dungeon Card do not affect the Boss Battle.
5. If the boss has damage equal to its health, the heroes win! Otherwise, proceed to another round of combat against the boss. Damage tokens remain on the Boss Card.

CAMPAIGN MODE

- At the end of each game, win or lose, check off boxes on your hero's Campaign Sheet. You earn one checkmark for each time you descended or leveled up, and an additional three if you defeated the boss.
- After an Easy dungeon, you can only check off green circles; after a Medium dungeon, green circles or yellow squares; after a Hard dungeon, any colored spaces.
- Once all the spaces next to a Talent have been checked off, you have earned the use of that Talent for all future games.
- **Focuses:** there are four groups of Talents. All heroes can learn Basic Talents, but must choose only one of the three other groups. Before learning any of the Talents in a group, the hero must unlock the Focus Talent at the top of the group.
- Talents that have a , , or  icon are free skills that you can use once per appropriate encounter. Other Talents are in effect all the time.
- Basic Skills do not count against the limit on the Level Card.

FOUR PLAYER RULES

- Setup Differences: all four players choose different heroes. Shuffle the Encounter Cards from two sets together to form one Encounter Deck. Place two potion tokens on the Turn Reference Card. Use the 2P side of Hero and Level Cards.
- Time Passes: during each **Time Passes** step, spend twice as much time (   ). For the Hydra's Reef, the cost increases to six time total.

FOUR PLAYER RULES (CONTINUED)

- Explore: when you place a closed door, place two cards face-down in a stack. If there is only one card left in the deck and a door still needs to be placed, discard it instead of placing a one-card door.
- Enter a Room: both cards in the stack are revealed. The heroes must split up into two groups of two. Each group of two faces one of the two cards, like a normal 2P encounter. The heroes can choose to have the two encounters in any order. Each encounter requires all dungeon boxes to be filled, and all dice are cleared before the second encounter. If any one of the four heroes has damage tokens equal to or greater than their health, the game is over.
- Loot: after both encounters are survived, the players choose how to assign the two loot cards among the entire party. One hero can claim both loot cards, if desired.
- Boss: the boss has twice as much health as normal. During each boss round, the party splits up into two groups of two. One group fights, takes damage, deals damage, and then the other group does the same. If the first group in a round deals enough damage to kill the boss, the second group does not need to fight. During the next boss round, the group can split up differently if desired.
- Stairs: every time six tokens are on the Stairs Card, two heroes each take one damage. If this happens during an encounter, the heroes do not necessarily need to be in that encounter. The players always choose which heroes take the damage.
- Level Up: the required experience for each level up is doubled. All four heroes level up together. Gain two potion tokens when the group levels up.

FAQ

Q: How do Healing Potions work?

A: At the start of a turn, any hero can drink a healing potion to remove three damage tokens. Right after taking damage (to avoid losing), any hero can drink a healing potion to remove two damage tokens.

Q: Are dice/potions/damage tokens limited?

A: Dice are limited. There are only 8 each of Agility, Strength, and Magic dice, and 6 Heroic dice. Remember that discarded or spent dice are returned to the supply and available for use immediately. Potion tokens and Damage tokens are unlimited -- if you run out, use substitutes.

Q: How do Armor Boxes work?

A: Imagine all the challenge boxes are divided into two groups. One group is all the boxes with the armor symbol. The other group is the rest of the boxes. Until all boxes in the armor group are full, no dice can be placed in the other group.

Q: Can I use Heroic Dice to pay for skills?

A: Yes. They can be used as if they were any of the three other colors.

Q: If the boss dies in the same round as the game ends, do we win?

A: To win the boss fight, you must survive damage in the final round. The boss takes damage in a step after the heroes do.

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Thank you to all our Kickstarter backers!

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