

One Deck Dungeon: Forest of Shadows

Print and Play

7/12/2017



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

Printing Information: This document is laid out front/back/front/back. The top edges should align. Page 2 is left blank in case you have a duplex printer.




Other Components: You will need 30 six-sided dice. 8 each of magenta, blue, yellow, and 6 black. 12mm dice are what the challenge boxes on cards are designed for.




You will need 15 health tokens, 6 potion tokens, and 8 poison tokens.




Warning: do not mix up potion and poison tokens. One is a tonic and the other's a toxic!
















































































































3 Prevent 

STONESKIN 

  **5**

  **4**

  **6**

 **3**

 **4**

 **5**

WEB

Spend   for each  in the party.

GIANT SPIDER 



The image shows a player's turn in the board game 'Wisp'. The player is represented by a yellow wisp icon. The board has a central area with a dark background and glowing blue wisps. The player's hand is on the left, showing a roll of 2 and a discard of one wisp. The player's deck is on the right, showing a roll of 2 and a discard of one wisp. The player's discard pile is on the right, showing a roll of 2 and a discard of one wisp. The player's score is 2.

EYESHROOM			
	GAZE Skip the Use Heroic Feats step.		
	3	4	4
	6	4	10
	FIREBALL		

Gain 5.

PANTHER

SNEAK BY:

CHARM IT:

Gain 4 or 4.

CHARMED PANTHER

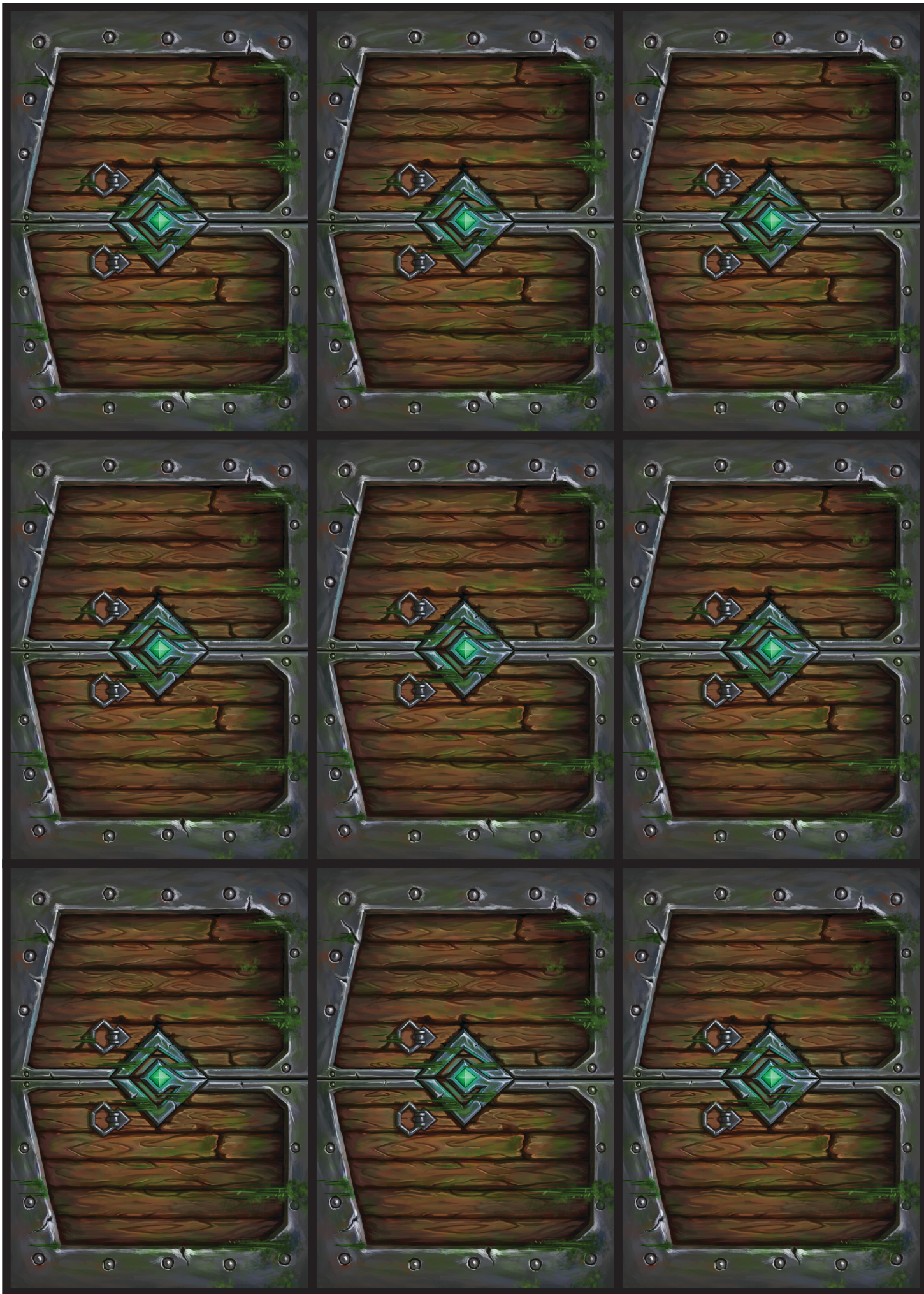
THORNSPITTER

STRIKE DOWN: X

EVADE THORNS: 9

FIREBALL 12

Gain 5 5.5.



ACID SPRAY

Place on a hero.

5	12
5	12

PACK HUNTER

For each closed door, spend .

4	3	3	4
5	3	4	6

GAZE

Skip the Use Heroic Feats step.

6	3	4	4
10	6	4	4

Ignore one and one .

IMMUNITY

Roll . Discard one of them.

BARRAGE

Gain a .

EXPLOIT WEAKNESS

DARK AURA

Spend for each 6 rolled.

4	4	5
6	4	6

Gain a .

DISARM:

8

ITEM

REMOVE CRYSTAL:

9

SKILL

CHARGE

Dice may not be rerolled or increased.

3	4	3
5	5	6

Use another skill without paying for it.

TRANSMUTE

Gain a .

SWIFTNESS AURA

Gain a .

EXPLOIT WEAKNESS

WOUND

Remove from play.

4	4	5
15	6	

Gain a .

DISARM:

8

ITEM

REMOVE CRYSTAL:

9

SKILL

BOLSTER:

SPRINT ACROSS:

7

10

Gain 5 6 4.

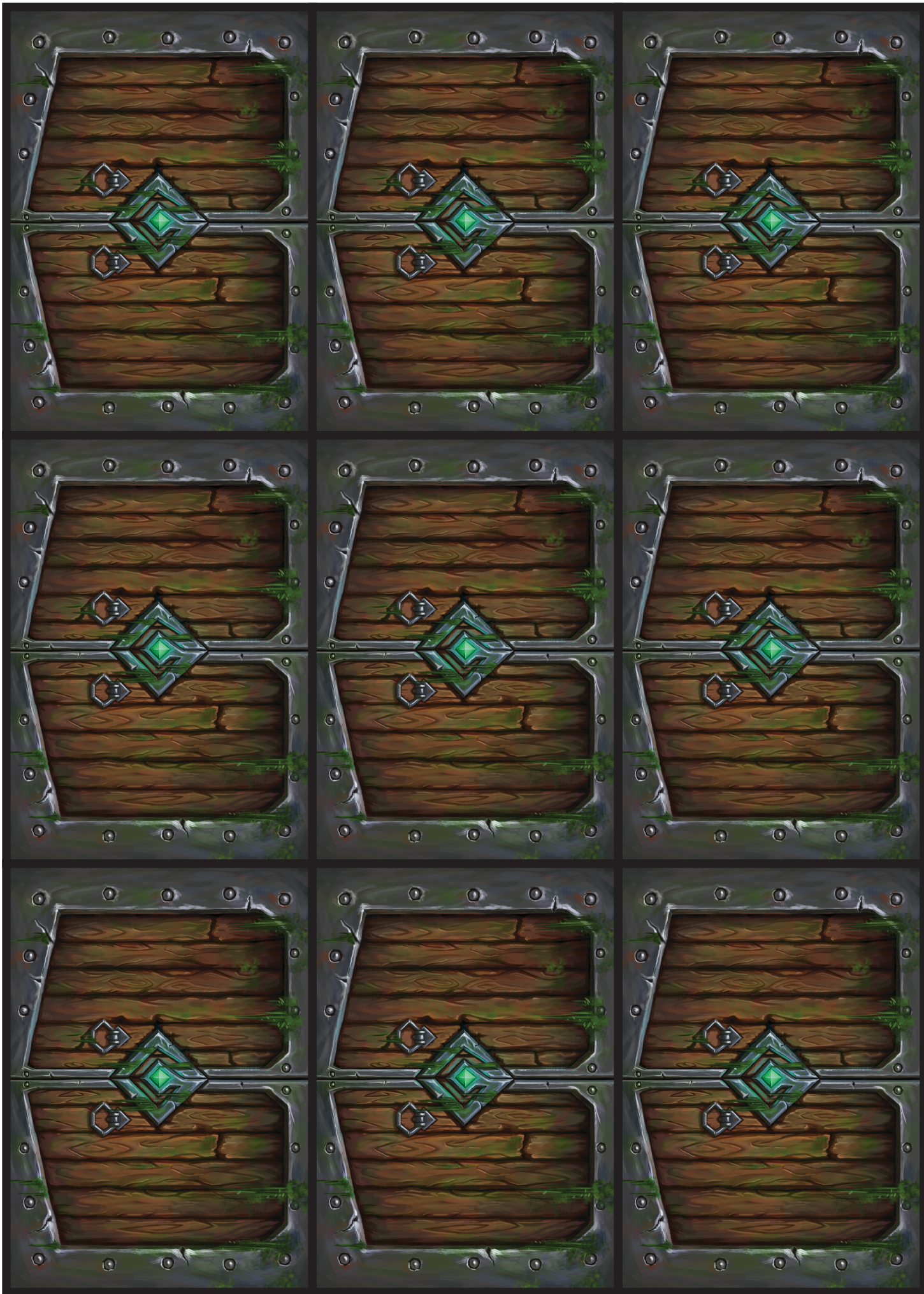
FLAMEWALK

Gain a .

SWIFTNESS AURA

Roll . Discard one of them.

BARRAGE



CLIMB UP: XX

FLY OVER:

10

14

Treat one challenge box as if it were any color.

THICK ARMOR

Spend XX when you place a ★ on this card.

5

10

6

4

6

Reduce the difficulty of each challenge box by 1.

PACK HUNTER

For each closed door, spend X.

3

3

4

4

5

6

Roll . Increase a die by 1.

CONTAIN: X

CRAWL UNDER:

9

12

Roll . Gain a 4.

ACID SPRAY

Place on a hero.

5

5

12

12

Prevent , and gain a 6.

DODGE VINES: X

BREAK THROUGH:

7

10

Roll . Increase one of them by 1.

SPIKES

Suffer when you place a 5 on this card.

3

4

5

3

5

Roll . Gain a 4.

WOUND

Remove ★ from play.

4

4

15

5

6

Increase a , , and each by 1.

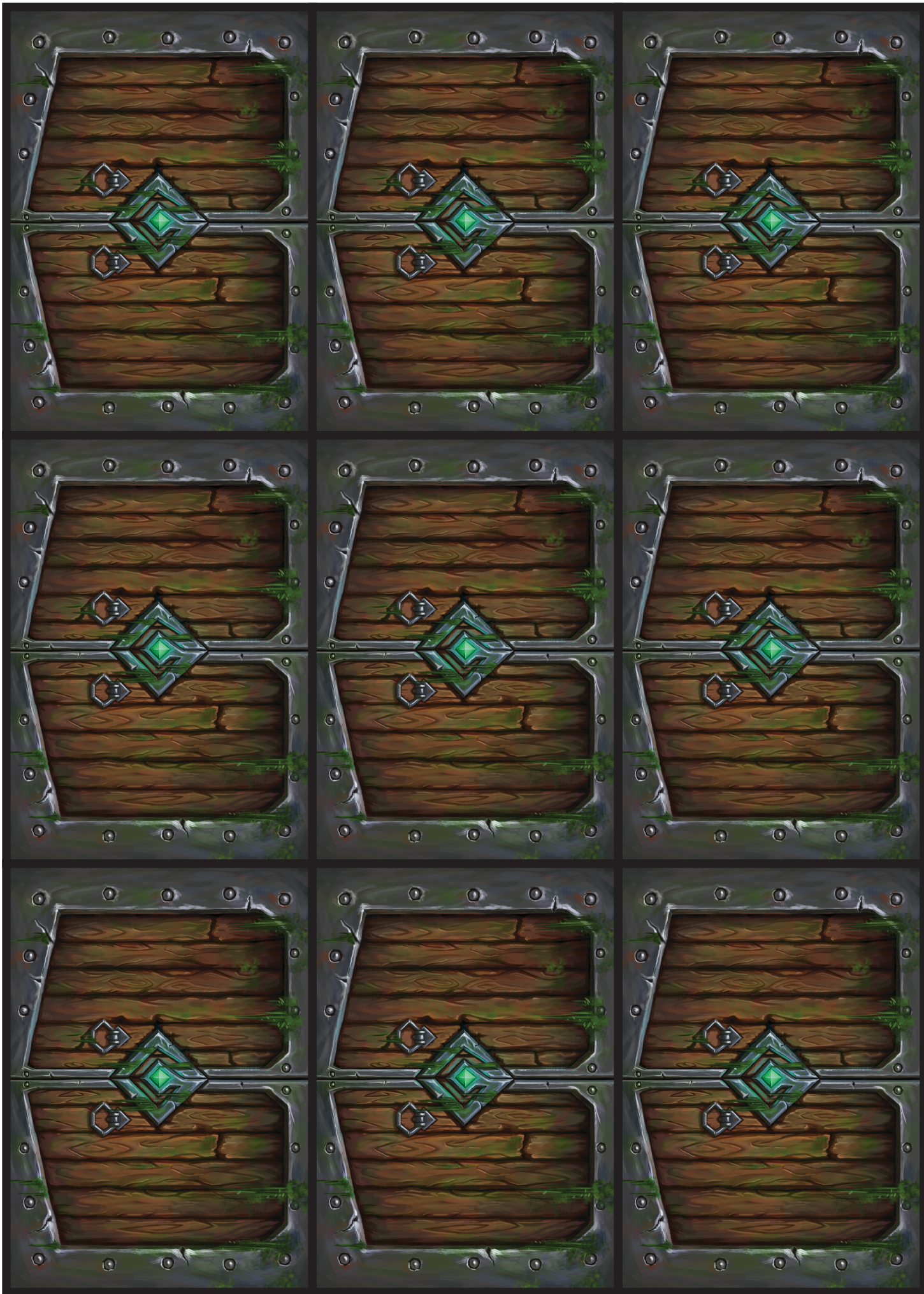
CLEAR A PATH: XX

RUN THROUGH:

7

10

Roll . Increase one of them by 1.



GREAT SPIRIT

STRUGGLE FREE:

10

ITEM

DISPLAY PROWESS:

11

SKILL

Reroll a die. Gain a ★ 1.

FOREST BLESSING

GIANT SPIDER

WEB

Spend ⚡ for each in the party.

3 4 5

5 4 6

Roll ★, then increase it by 1.

PULVERIZE

SHADOWSTALKER

DARK AURA

Spend ⚡ for each 6 rolled.

4 4 5

6 4 6

Change two and/or dice to be 6s.

FOLLOWUP

GREAT SPIRIT

STRUGGLE FREE:

10

ITEM

DISPLAY PROWESS:

11

SKILL

Reroll a die. Gain a ★ 1.

FOREST BLESSING

THORNSPITTER

STRIKE DOWN: ⚡

9

EVASD THORNS:

12

Gain 5 2.

PRECISE BLOW

MOSS GOLEM

THICK ARMOR

Spend ⚡ when you place a ★ on this card.

10 4

5 6 6

Gain 5 4 3.

DEVASTATE

TRICKSTER

POISON SNAP

Convert one on a hero to .

4 2 2

2 5 6

Roll . Increase a die by 1.

BLITZ

SPIKALON

SPIKES

Suffer when you place a 5 on this card.

3 4 3

4 5 5

Gain 5 2.

PRECISE BLOW

SHARP CLIFFS

CLIMB UP: ⚡

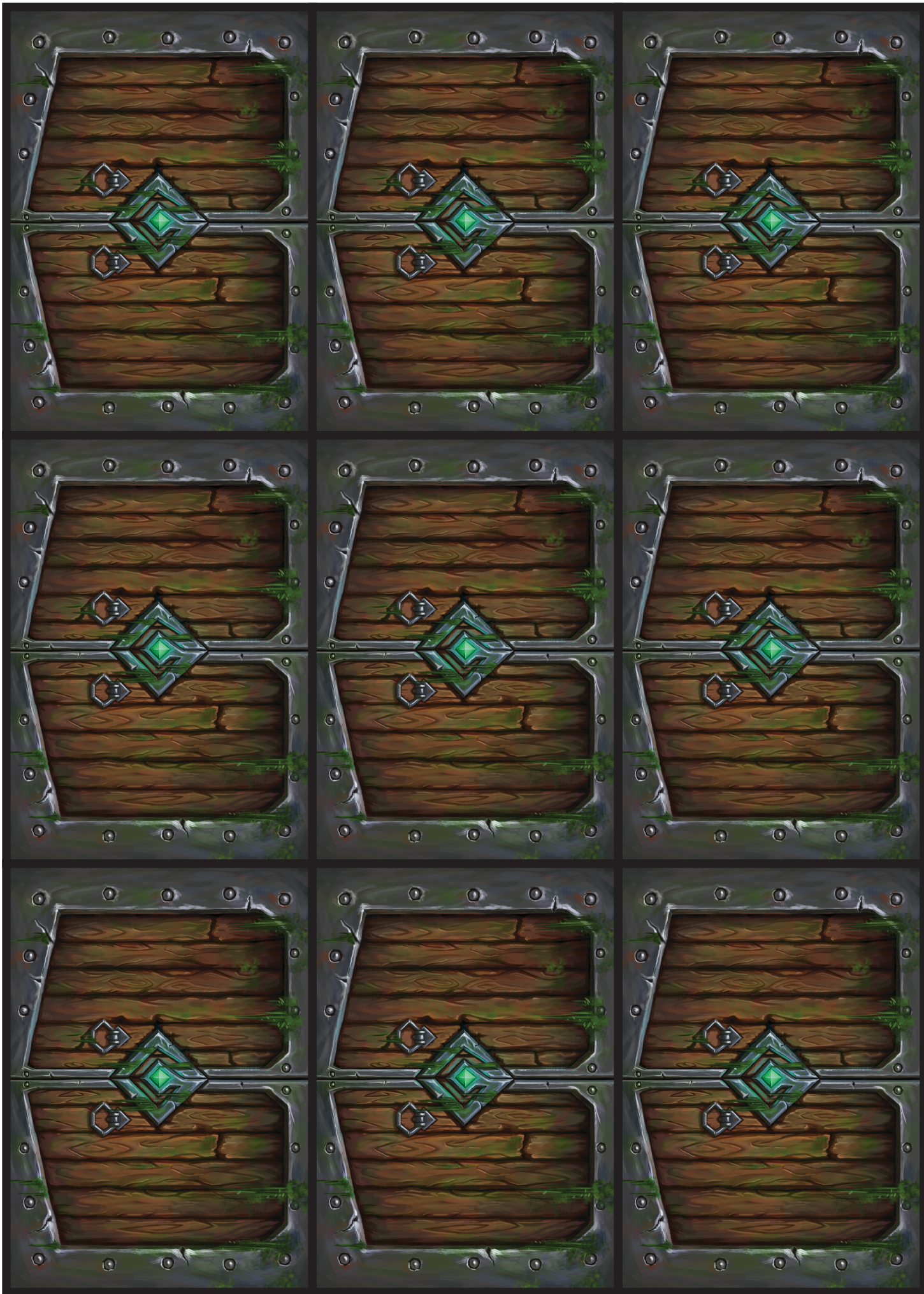
10

FLY OVER:

14

Roll 3. You may discard it to gain a

CLEVER SMASH



WISP

3

3

3

2

2

3

Ignore all icons in this encounter.

PIERCING

ROPE BRIDGE

BOLSTER:

7

SPRINT ACROSS:

10

Roll , then discard one of them.

LUCK

FLOOR 3

6

ROTTEN DEPTHS

If an encounter's consequences include , add to them.

FLOOR 2

5

MUD SHELL

4

FLOOR 1

4

SLUDGE

Spend when you gain an item as loot.

4

5

ALL

ALL

THE MUDDLANDS

TRICKSTER

4

2

2

2

5

6

POISON SNAP

Convert one on a hero to .

Roll , and gain a 3.

BRAWN

VINE TRAP

DODGE VINES:

7

BREAK THROUGH:

10

Roll , then discard one of them.

LUCK

VORTEX STONE

12

13

STABILIZE AURA:

GRAB THE STONE:

POTION

Prevent .

INVULNERABILITY

GNOLL

3

4

HOWL

You cannot place on dungeon challenge boxes.

7

8

Roll , and gain a 3.

BRAWN

BRAMBLE FIELD

CLEAR A PATH:

7

RUN THROUGH:

10

Ignore all icons in this encounter.

PIERCING

VORTEX STONE

12

13

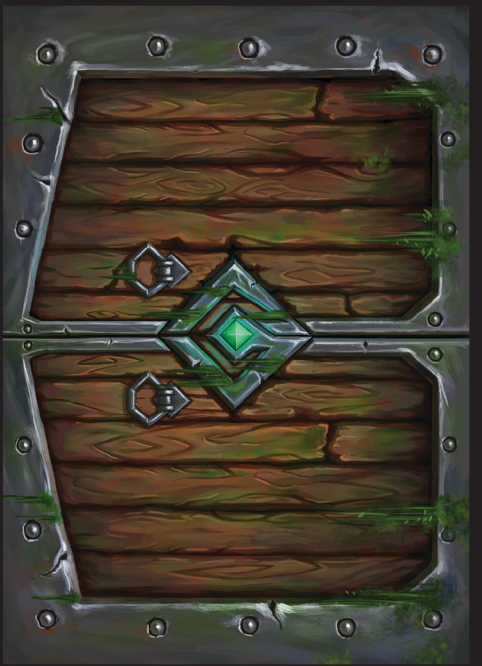
STABILIZE AURA:

GRAB THE STONE:

POTION

Prevent .

INVULNERABILITY





MUD GOLEM

 5	 5	 5
 22	 22	 6
 22	 6	 6


12
At the end of each round, remove six dice from play.

FLOOR 3

FLOOR 2

FLOOR 1

ALL

3

4

3

LETHALITY

Remove two tokens from play.

4

5

5

POISON AURA

Spend at the start of the turn if any hero has .

4

5

3

QUICKSTRIKE

4

5

3

REALM OF VENOM

FLOOR 3

FLOOR 2

FLOOR 1

ALL

5

5

3

SAPLING SWARM

Spend if you place more than 3 dice in a large challenge box.

4

4

10

CRAWLING VINES

4

5

3

CURSED FOG

Subtract 1 from each resist poison roll.

4

5

3

THE VILE ROOTS

FLOOR 3

FLOOR 2

FLOOR 1

ALL

3

5

4

RAINING FIRE

Heroic dice cannot be placed on this card.

6

4

2

SMOLDER

When you explore, remove another die from play.

4

4

2

OPPRESSIVE HEAT

When you explore, remove one die from play.

4

4

2

SMOLDERING RUINS

FLOOR 3

FLOOR 2

FLOOR 1

ALL

6

5

5

DREAD

6

5

8

EMBOLDEN

If you fail a resist poison roll, do not remove a poison token.

6

5

9

INSECT SWARM

Immediately discard all 3s rolled.

6

5

10

LAIR OF INDRAK

STAIRS 1P/2P

While visible, place a damage token here for each time spent. Each time there are three tokens here, place one on a hero and remove the other two. At the end of any turn, the heroes may Descend. If this card is revealed while spending time to start a turn, the heroes may Descend immediately.

PIERCING BLAST

Reduce the difficulty of each box by 1.

3

BASIC SKILLS

Reroll up to three of your dice.

RECOVERY

1 ITEM

2 SKILLS*

LEVEL 1 1P

0 Encounter Bonus

1 during setup.

6 to level up

3 ITEMS

3 SKILLS*

LEVEL 2 1P

1 Encounter Bonus

+1 for reaching level 2.

8 to level up

POISON ELEMENTAL



15	6	6
6	6	6
22	6	6

9

At the end of each round, remove one poison token from play.

CORRUPTED TREE



14	6	6
16	6	6
18	6	6

7

If all are covered, add to a hero.

FIRE GIANT

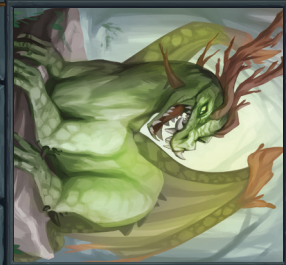


12	5	5
12	5	5
12	5	5

8

Roll dice for only half (rounded up) of each type of stat icon.

INDRAX



20	4	4
20	4	4
5	6	6

8

Any 3s rolled are immediately discarded.

STAIRS 4P

While visible, place a damage token here for each time spent. Each time there are six tokens here, place one on each of two heroes, and remove the other four. At the end of any turn, the heroes may Descend. If this card is revealed while spending time to start a turn, the heroes may Descend immediately.

DOUBLE STRIKE

Gain 3 3 3

BASIC SKILLS



If choosing a peril option would cost more than X, reduce it to X. INVENTIVENESS

DOUBLE STRIKE

Gain 3 3 3

BASIC SKILLS



If choosing a peril option would cost more than X, reduce it to X. INVENTIVENESS

1 ITEM (EACH)

1 SKILL* (EACH)

*Starting and basic skills do not count toward this limit

LEVEL 1

2P

1 during setup.

0

Encounter Bonus

6

to level up

2 ITEMS (EACH)

2 SKILLS* (EACH)

*Starting and basic skills do not count toward this limit

LEVEL 2

2P

+1 for reaching level 2.

1

Encounter Bonus

8

to level up


5 ITEMS

4 SKILLS*

*Starting and basic skills do not count toward this limit

LEVEL 3

1P

+1  for reaching level 3.

1 

Encounter Bonus

10 

to level up


7 ITEMS

5 SKILLS*

*Starting and basic skills do not count toward this limit


LEVEL 4

1P

+1  for reaching level 4.

2 

Encounter Bonus

5  → 1 



HORDES OF THE SHADOWS


 6




One of the two groups must fill the box on this card. If it is not filled, it becomes part of the consequences of the second encounter. The box is grey, and can be filled with any color die.

POISON REFERENCE

At the end of an Explore turn, the party must **RESIST POISON**.

To attempt to resist poison, roll one die and add 1 to it for each  on an open door. If the total is greater than the number of  on the heroes, you succeed.

Success: Remove one  from one of the heroes.

Failure: Remove one  from one of the heroes, and add   to that hero.

4P: Before resisting poison, the party must split up into two groups of two heroes. Each pair of heroes resists poison separately.



Ignore all consequences and discard the encounter card.

REWIND



BASIC POTIONS

LUCK

Choose a value. Reroll all your dice of that value.



FLOOR 3

FLOOR 2

FLOOR 1

 
6

 
5


3

TERRIFYING SCREECH
All 3s rolled are immediately discarded.

PERSISTENCE
 dice cannot be placed in boxes with .

SWELTERING HEAT

 
4

 
3


3

 
4

 
3

 
3

PHOENIX'S DEN

ALL 

ALL 

Increase two dice by 1 each.

AID

BASIC POTIONS

ANTIDOTE

Before you roll to Resist Poison, automatically succeed instead.

4 ITEMS (EACH)

4 SKILLS* (EACH)

*Starting and basic skills do not count toward this limit

LEVEL 4 **2P**

+1 for reaching level 4.

2 **Encounter Bonus**

5 **→ 1**

3 ITEMS (EACH)

3 SKILLS* (EACH)

*Starting and basic skills do not count toward this limit

LEVEL 3 **2P**

+1 for reaching level 3.

1 **Encounter Bonus**

10 **to level up**

2

Deal 1 damage to the Phoenix if all are covered, 0 otherwise.

PHOENIX

5	5	5
5	5	5
5	5	5

HYBRID DUNGEON

At the end of an Explore turn, the party must **RESIST POISON**.

To attempt to resist poison, roll one die and add 1 to it for each on an open door. If the total is greater than the number of on the heroes, you succeed.

Success: No effect.

Failure: Remove one from one of the heroes, and add to that hero.

4P: Before resisting poison, the party must split up into two groups of two heroes. Each pair of heroes resists poison separately.

HORDES OF THE SHADOWS

6

One of the two groups must fill the box on this card. If it is not filled, it becomes part of the consequences of the second encounter. The box is grey, and can be filled with any color die.

HUNTER 1P



<<< ITEMS

3 Yellow Dice

3 Purple Dice

1 Blue Die

5 Red Dice


Heroic Feat: Spend ⚡ to place a ★ 4 (or ⚡⚡⚡ to place a ★ 6) on any challenge box, ignoring 🛡 icons.

OPENING SHOT ⚔ 🌿 ☠

Increase a non-★ die by 2.

AERA ⚔

DRUID 1P



<<< ITEMS

1 Yellow Die

2 Purple Dice

3 Blue Dice

5 Red Dice

Heroic Feat: Spend ⚡ to roll 🗡 or 🌿, or spend ⚡⚡⚡ to roll 🗡 or 🌿.

TRANSFORMATION ⚔ 🌿 ☠

Your 🌿 dice can be placed in any color boxes on the dungeon card.

LILIA ⚔

WARDEN 1P



<<< ITEMS

3 Yellow Dice

1 Purple Die

2 Blue Dice

5 Red Dice

Heroic Feat: Roll any or all of your dice stored here.

Store a ★ here when you claim loot as 🗡. You may store up to two dice at a time.

KNOWLEDGE ⚔ 🌿 ☠

Prevent ♥ and spend ⚡. In a boss fight, only prevent ♥.

METHODICAL ⚔ 🌿

SLAYER 1P



<<< ITEMS

2 Yellow Dice

3 Purple Dice

1 Blue Die

5 Red Dice

Heroic Feat: Roll any or all of your dice stored here.

Store a ★ here when you complete a ⚔ encounter. You may store up to two dice at a time.

MOMENTUM ⚔ 🌿 ☠

Increase a 🗡 and a 🌿 die by 2 each.

WHIRLWIND ⚔

ALCHEMIST 1P



<<< ITEMS

🗡️

🦋

💠

♥️

Potion tokens spent from the Turn Reference are placed here, and you can spend them. Ignore healing effects when using a potion token from here.

MIX

X

For every 2 mana spent (up to 8), roll 🦋 or 🗡️.

ENCHANTED KRIS

TURN REFERENCE

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

EXPLORE

Draw and add face-down doors to the dungeon until there are four total doors in play. Then, Resist Poison.

OR

ENTER A ROOM

Choose a door:
Open - Encounter it.
Closed - Open it, and either have an encounter or flee.

ENCOUNTERS

- 1) Make a Choice (🦋)
- 2) Use Heroic Feat
- 3) Gather and Roll Dice
🗡️ : All 🦋 : Matching

- 4) Use Skills / Potions / Place Dice
- 5) Suffer Consequences
- 6) Claim Loot

POTIONS

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

Heal ♥️ or 💧 any time a 🦋 effect is used or a 🗡️ is gained.

CURE

CALIANA 1P



<<< ITEMS

🗡️

🦋

💠

The first 3 times a ♥️ would be placed on Caliana each turn or boss round, spend ⏰ instead. If Caliana would take damage, the game ends.

WHIMSICALITY

X

Add 🗡️ X and 🦋 X.

FAERIE FIRE

Hero: ○ Any Dungeon

Name: □ Medium/Hard

◇ Hard only

Complete a Floor: ✓

Level Up: ✓

Defeat a Boss: ✓✓✓

BASIC

○○○

Start each game with any one Basic Skill.

○○○□□

You have one extra health.

○○○□□◇◇

You may have one extra skill or item.

AWARENESS

○○○

Once per floor, discard an open door.

○○○□

When you replace an item/skill, heal one damage.

○○○□□

Ignore the first damage from stairs each floor.

○○○□□◇◇

Increase your resist poison rolls by 1.

AGGRESSION

○○○

🗡️ Reroll two dice.

○○○□

🗡️ 🦋 Gain 🗡️ 2 or 💠 2 or 🦋 2.

○○○□□

🗡️ Roll ⚡.

○○○□□◇◇

🗡️ Reduce each large box by 1.

SAVVY

○○○

🗡️ Swap the values of two dice.

○○○□

🗡️ 🦋 Increase a ⚡ by 1.

○○○□□

🗡️ Use two dice to fill a small challenge box.

○○○□□◇◇


🗡️ Reduce each armor box by 1.


Bosses defeated: Golem ☐ Poison ☐ Tree ☐ Giant ☐ Dragon ☐

Games played:

BOSS FIGHT

The boss fight is like a Combat Encounter, fought over multiple rounds. In each round:

- 1) Resist poison
- 2) Roll Dice
- 3) Use Skills, Potions, and Place Dice
- 4) Suffer Consequences
- 5) Strike the Boss (One damage per )
- 6) New Round





There is no Use Heroic Feats step in a boss fight. Your experience level's encounter bonus provides  dice during each round.

POTIONS



You can use your potions during any round of the boss fight.



Heal  or  any time a  effect is used or a  is gained.

CURE  

ALCHEMIST 2P



<<< ITEMS



Potion tokens spent from the Turn Reference are placed here, and you can spend them. Ignore healing effects when using a potion token from here.


MIX  



For every 2 mana spent (up to 6), you or your partner may roll  or .


DEADLY KRIS 

Hero:


 Any Dungeon

Complete a Floor: ☒

Name:

 Medium/Hard

Level Up: ☒

 Hard only

Defeat a Boss: ☒ ☒ ☒

BASIC



Start each game with any one Basic Skill.



You have one extra health.



You may have one extra skill or item.

AWARENESS



Once per floor, discard an open door.



When you replace an item/skill, heal one damage.




Ignore the first damage from stairs each floor.








Increase your resist poison rolls by 1.

AGGRESSION





 Reroll two dice.




  Gain  2 or  2 or  2.




 Roll .






 Reduce each large box by 1.

SAVVY




 Swap the values of two dice.




  Increase a  by 1.



 Use two dice to fill a small challenge box.



 Reduce each armor box by 1.



Bosses defeated: Golem ☐ Poison ☐ Tree ☐ Giant ☐ Dragon ☐

Games played: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CALIANA 2P



<<< ITEMS



The first 2 times a  would be placed on Caliana each turn or boss round, spend  instead. If Caliana would take damage, the game ends.

WHIMSICALITY  



Add  X OR  X. Your partner may increase one of their dice by 1.

FAERIE FIRE 