




FOREST OF SHADOWS v0.95

One Deck Dungeon: Forest of Shadows introduces several new rules, described on the following pages.

POISON

Poison icons appear in encounter challenge boxes. During the Suffer Consequences step of an encounter, the heroes take one poison token for each  left uncovered. Like damage tokens, these must be split between the heroes in the encounter as evenly as possible.

If the party chooses to **explore** with their turn, they must attempt to resist poison afterward. Roll a die. If it is higher than the total number of poison tokens on the party, one poison token is removed. If not, one poison token is removed and replaced by two normal damage tokens.

Half of the cards in Forest of Shadows have a leaf () next to their title. These represent antidote herbs. When resisting poison, add 1 to the roll for each  on an open door.

If you ever need to add a poison token and there are none available, the heroes lose.

Any effect that heals a damage token can heal a poison token instead.

REMOVE FROM PLAY

Several effects cause dice or poison tokens to be **removed from play**. A die or poison token that has been removed from play is placed in the game box, and is not used for the remainder of the game.

If a poison token or die needs to be removed from play and none are available, the heroes lose.

SPLIT-LOOT PERILS

Four of the perils in Forest of Shadows have indicators next to their choices specifying how you can take the card as loot after the encounter. One choice will allow you to loot an item, the other will allow you to gain a skill. You can always take the card as XP, regardless of which option was chosen.

CURE POTION

Forest of Shadows has a different type of healing potion on its Turn Reference Card: a cure potion. When starting a game, you can choose either Turn Reference to use.

The cure potion cannot be used on its own. Instead, it enhances other potions. Any time the party gains a potion cube or spends a potion cube from the Turn Reference card, one hero can heal 1 damage (or 1 poison). *Note: Potions gained or added from the Alchemist's card do not trigger the cure potion.*

FOUR PLAYER RULES



Poison: When resisting poison, split the party into two groups of two, in the same way you split for an encounter. Each pair resists poison and rolls a die separately.

Removal: Component removal effects on dungeon cards are doubled.

Poison Elemental: Each pair resists poison before their round of combat with the boss.

COMBINING SETS

All One Deck Dungeon cards are compatible with each other. You can use any of the ten heroes in any dungeon. There are three types of dungeon decks that can be created.

- 1) Base: Use all 44 cards from One Deck Dungeon.
- 2) Forest: Use all 44 cards from Forest of Shadows.
- 3) Mixed: Use 22 cards from each. Use only cards with a portcullis* () from One Deck Dungeon, and cards with a leaf () from Forest of Shadows.

You should not use a base deck with a forest dungeon, nor a forest deck with a base dungeon. Mixed decks can be used with any dungeon.

Special Rules for a combined-set game:

Poison: When the party successfully makes a resist poison roll, the poison token is not removed.

Card Backs: You'll be able to tell which set a card is from by its back. Use this to your advantage for finding leafs or deciding what type of foe to search for.

**v1.0 of One Deck Dungeon did not have portcullis icons. Take one of each combat and peril (ex: only one of the two Fire Elementals) to make 22 cards.*