

# One Deck Dungeon, v1.5 Print and Play

WARNING: Web Browser PDF viewers will render this document poorly.

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.

Rules are available at [OneDeckDungeon.com](http://OneDeckDungeon.com)

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, and 5 potion tokens.



PLAGUE RAT



SWARM

X = 4 per open door, including this one.

3

5

5

X

3

2

Gain a 5.

FLAMEWEAVE

LOCKED DOOR



PICK THE LOCK: X

8

BASH IT OPEN: 11

3

Roll

SHIMMERBLAST

SHIMMERBLAST



SWARM

X = 4 per open door, including this one.

4

4

5

X

3

3

Roll

SHIMMERBLAST

SPIKED LOG



CLOBBER LOGS: XX

8

DODGE LOGS: 14

4

Gain 4 4 4. Then, increase one of your dice by 1.

STATIC BURST

SHADOW



FADE

Spend X for each skill you use.

3

4

5

10

5

4

Gain 4 4 4. Then, increase one of your dice by 1.

STATIC BURST

CAVE-IN



DISMANTLE IT: XX

6

CLIMB OVER IT: 11

2

Gain a 5.

FLAMEWEAVE

OGRE



6

4

9

5

12

6

6

Pick a value. Change up to five of your dice of that value to 6s.

CHAOTIC AURA

FLAME STATUES



DISENCHANT: XXX

8

DODGE THEM: 14

3

Roll

HASTE

WRAITH



DRAIN

Before the encounter, convert one item to XP.

3

5

6

9

5

3

Roll

HASTE





**ICE ELEMENTAL**

**FROST**  
Before the encounter, spend 3.

4	5	6
11	3	

Retroll one of your dice OR increase one of your dice by 1.

**LUCKY FAMILIAR**

**GOBLIN**

**SWARM**  
X = 4 per open door, including this one.

4	4	5
X	3	

Prevent 1. In a boss fight, prevent 2.

**DODGE**

**PIT OF SPIKES**

**CLIMB AROUND:** 3

8	
---	--

**JUMP OVER:**

14
----

Gain a 6.

**DEXTERITY**

**FIRE ELEMENTAL**

**FLAMES**  
Before the encounter, place 1 on a hero.

3	3	6
11	6	

Gain a 6. You can only use it as mana for a spell.

**MANA FOUNTAIN**

**LOCKED DOOR**

**PICK THE LOCK:** 3

8
---

**BASH IT OPEN:**

11
----

Gain a 6.

**ACCURACY**

**WRAITH**

**DRAIN**  
Before the encounter, convert one item to XP.

9	5
3	5
6	

Gain a 6.

**DEXTERITY**

**FORCE WALL**

**CLIMB AROUND:** 3

11
----

**BLAST THROUGH:**

14
----

Gain 6 6 6.

**CRUSHING FIST**

**BEE**

**SURVIVOR**  
If any armor boxes are empty, discard this instead of looting.

3	4	5
3	4	6

Gain a 6.

**ACCURACY**

**ARROW WALL**

**MAGIC SHIELD:** 3

6
---

**RUSH THROUGH:**

11
----

Prevent 1. In a boss fight, prevent 2.

**DODGE**





Phantom card game interface showing the Phantom card, a sword icon, and a cross icon. The main area displays the Phantom card. Below it, the 'ETHEREAL' section shows a 4, 4, 5, 5, 6, 6 hand. The 'STEADY HANDS' section shows a 6, 5, 5, 6, 6, 6 hand. The bottom bar shows the 'Roll' button and a star icon.

The screenshot shows the 'Flame Statues' area of the board game. A dragon statue is breathing fire. The 'Disenchant' track shows 4 X's. The 'Dodge Them' track shows 8 symbols (4 red diamonds, 4 orange X's). The 'Backstab' track shows 14 symbols (4 red diamonds, 4 orange X's, 6 pink lightning bolts).

BOULDER

Change one or two dice into of the same values.

CRITICAL STRIKES

RUN PAST IT:

11

14

**FIRE ELEMENTAL**

**FLAMES**

Before the encounter,  
place ♦♦ on a hero.

♦♦♦♦	♦♦♦♦	♦♦♦♦	♦♦♦♦
♦♦♦♦	♦♦♦♦	♦♦♦♦	♦♦♦♦
♦♦♦♦	♦♦♦♦	♦♦♦♦	♦♦♦♦
♦♦♦♦	♦♦♦♦	♦♦♦♦	♦♦♦♦

The image shows a game board for 'Plague Rat'. The board is a grid of colored squares (purple, blue, green, yellow, red) with various symbols (X, numbers, arrows, a rat). A yellow banner on the left says 'PERSISTENCE' and 'Roll'. A yellow banner on the right says 'SWARM' and 'X = 4 per open door, including this one.'





**PIT OF SPIKES**

**CLIMB AROUND:** XXX

**JUMP OVER:**

**8**

**14**

Gain a ★ 6. You can only use it to cover a box with .

**ARMOR CRUSH**

**PHANTOM**

**ETHERAL**  
Immediately discard all 1s and 3s rolled.

**4**

**4**

**5**

**6**

**5**

**6**

Gain 5, 5, and 5. Then, make one of them a 6.

**TRIPLE STRIKE**

**OGRE**

**6**

**4**

**9**

**5**

**12**

**6**

Discard any number of value 5 dice. Gain that many 6.

**BRUTE FORCE**

**GLOOPING OOZE**

**SPLIT**  
Spend for each 1 rolled.

**2**

**3**

**4**

**4**

**5**

**6**

Gain a ★ 6. You can only use it to cover a box with .

**ARMOR CRUSH**

**SPIKED LOG**

**CLOBBER LOGS:** XXX

**8**

**14**

Increase up to four of your dice by 1 each.

**CLEAVE**

**BOULDER**

**SLOW TIME:** XXX

**11**

**14**

**RUN PAST IT:**

Roll ★.

**VALOR**

**CAVE-IN**

**DISMANTLE IT:** XXX

**6**

**CLIMB OVER IT:**

**11**

Gain a 6.

**CRUSHING BLOW**

**BANDIT**

**DODGE**  
Making a ★ die uses three dice, not two.

**4**

**5**

**5**

**8**

**3**

Increase up to four of your dice by 1 each.

**CLEAVE**

**ICE ELEMENTAL**

**FROST**  
Before the encounter, spend XXX.

**11**

**3**

**4**

**5**

**6**

Roll .

**FLURRY**





DRAGON'S CAVE

ALL

FLOOR 3

FLOOR 2

FLOOR 1

2

HALL OF STATUES

Spend an extra  $\times \times \times \times \times$  before your first turn on each floor.

6

FLAME AURA

5

DRAGONS

3

DRAGONS

10

DRAGONS

BEAR TRAPS

DISARM THEM:  $\times \times \times$

6

MANA

11

CLARITY

BEAR TRAPS

DISARM THEM:  $\times \times \times$

6

MANA

11

CLARITY

BEAR TRAPS

DISARM THEM:  $\times \times \times$

6

MANA

11

CLARITY

SHADOW

FADE

Spend  $\times$  for each skill you use.

3

4

5

SHADOW

FADE

Spend  $\times$  for each skill you use.

3

4

5

SHADOW

FADE

Spend  $\times$  for each skill you use.

3

4

5

RUPE PUZZLE

DECIPHER IT:  $\times \times$

6

DESTROY IT:  $\times \times \times \times \times$

11

CLARITY

RUPE PUZZLE

DECIPHER IT:  $\times \times$

6

DESTROY IT:  $\times \times \times \times \times$

11

CLARITY

RUPE PUZZLE

DECIPHER IT:  $\times \times$

6

DESTROY IT:  $\times \times \times \times \times$

11

CLARITY

GLOOPING OOZE

SPLIT

Spend  $\times$  for each 1 rolled.

2

3

4

GLOOPING OOZE

SPLIT

Spend  $\times$  for each 1 rolled.

2

3

4

GLOOPING OOZE

SPLIT

Spend  $\times$  for each 1 rolled.

2

3

4

ARROW WALL

MAGIC SHIELD:  $\times$

6

RUSH THROUGH:  $\times \times \times \times \times$

11

CLARITY

ARROW WALL

MAGIC SHIELD:  $\times$

6

RUSH THROUGH:  $\times \times \times \times \times$

11

CLARITY

ARROW WALL

MAGIC SHIELD:  $\times$

6

RUSH THROUGH:  $\times \times \times \times \times$

11

CLARITY

SKELETON

UNDYING

If any boxes are empty, spend  $\times \times$ .

2

4

3

SKELETON

UNDYING

If any boxes are empty, spend  $\times \times$ .

2

4

3

SKELETON

UNDYING

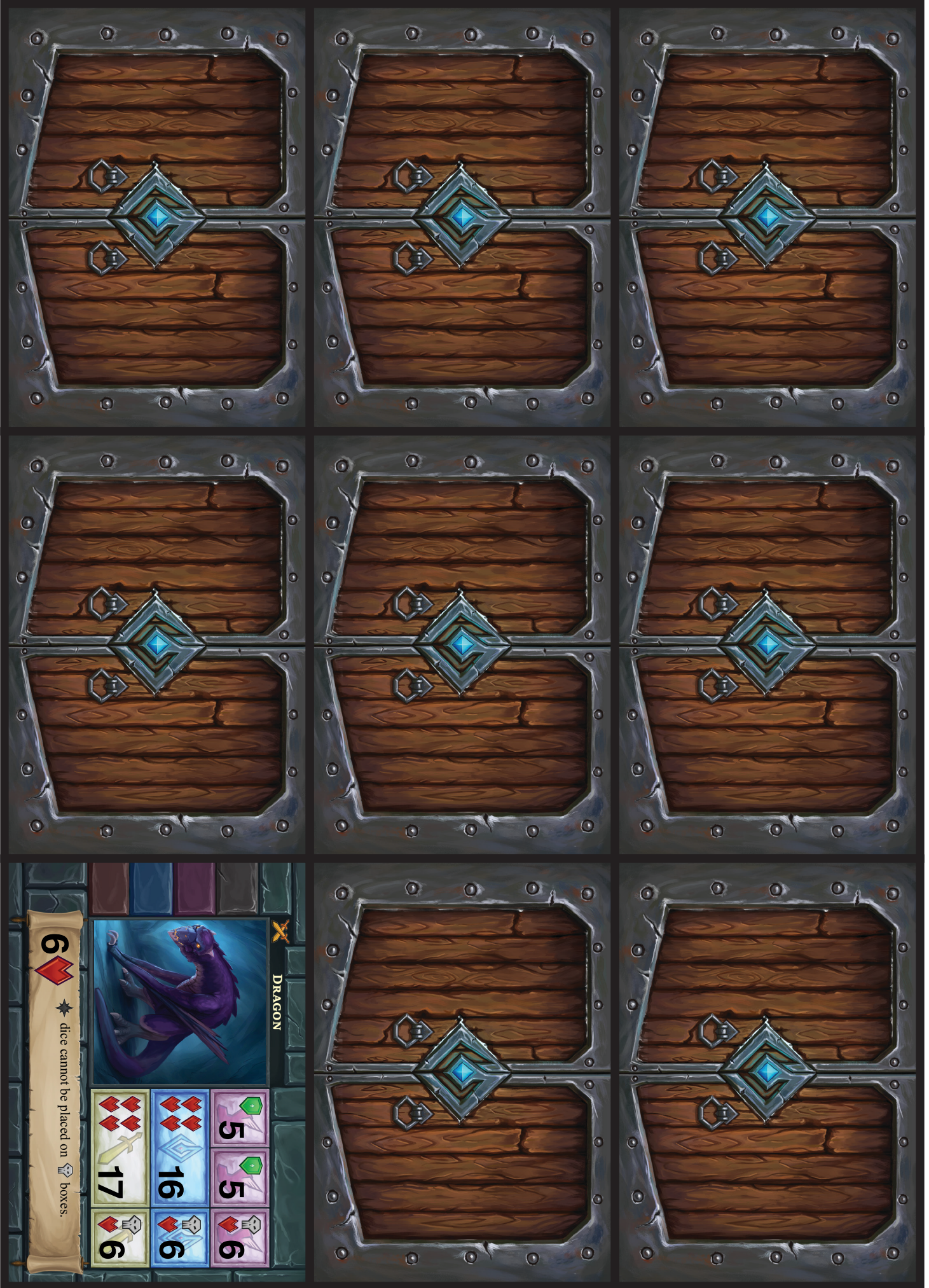
If any boxes are empty, spend  $\times \times$ .

2

4

3







FLOOR 3	FLOOR 2	FLOOR 1	ALL
4 BITING COLD All boxes gain	5 BRUTAL STRENGTH	4 FREEZING WINDS If an encounter's consequences include   , add  to them.	ALL
3	5	3	ALL
3		4	ALL

**YETI'S CAVERN**

FLOOR 3	FLOOR 2	FLOOR 1	ALL
5 POISON AURA All  are decreased by 1 after rolling and checking other effects.	3 REGENERATION	5 STICKY SURROUNDING Spend one extra  at the start of each turn.	ALL
5	5	3	ALL
	5		ALL

**HYDRA'S REEF**

FLOOR 3	FLOOR 2	FLOOR 1	ALL
4 BLADE STORM If an encounter's consequences include , add  to them.	6 WEAKNESS CURSE Any 2s rolled are immediately discarded.	4 UNDYING LEGIONS	ALL
10	3	2	ALL
		5	ALL

**LICH'S TOMB**

FLOOR 3	FLOOR 2	FLOOR 1	ALL
6 POISON DART TRAPS	3 CRUMBLING WALLS When you explore, spend an extra .	5 DEADLY MAZE Explore limit: 3 doors.	ALL
12	3	2	ALL
	3	2	ALL

**MINOTAUR'S MAZE**

**STAIRS 1P/2P**

While visible, place a damage token here for each 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.

**1 ITEM**

**2 SKILLS\***

\*Starting and basic skills do not count toward this limit

**LEVEL 1 1P**

**1** during setup.

**0** Encounter Bonus **6** to level up

**3 ITEMS**

**3 SKILLS\***

\*Starting and basic skills do not count toward this limit

**LEVEL 2 1P**

**+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**  $\rightarrow$  **1**



**5** ♦

The first time each box with a ☠️ is covered during a round, discard the die.

**LICH**

☠️ 3	☠️ 3	☠️ 3
♦♦♦♦♦	♦♦♦♦♦	♦♦♦♦♦
15	16	17

**5** ♦

Before placing damage, remove one damage token from Hydra for each visible ☠️.

**HYDRA**

☠️ ♦♦♦♦♦	☠️ ♦♦♦♦♦	☠️ ♦♦♦♦♦
♦♦♦♦♦	♦♦♦♦♦	♦♦♦♦♦
13	19	6

**6** ♦

All 1s rolled are immediately discarded.

**YETI**

☠️ 6	☠️ 5	☠️ 24
♦♦♦♦♦	♦♦♦♦♦	♦♦♦♦♦
6	6	4

**1 ITEM** (EACH)

**1 SKILL\*** (EACH)

\*Starting and basic skills do not count toward this limit

**LEVEL 1** **2P**

**1** 🧪 during setup.

**0** ⚡ **6** 🔥

Encounter Bonus to level up

**STAIRS** **4P**

While visible, place a damage token here for each 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.

**10** ♦

X = 4 times the number of damage on the Minotaur (Minimum 12).

**MINOTAUR**

☠️ 5	☠️ 5	☠️ X
♦♦♦♦♦	♦♦♦♦♦	♦♦♦♦♦
6	6	6

**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** ⚡ **5** 🔥 **→ 1** 🧪

Encounter Bonus

**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** ⚡ **10** 🔥

Encounter Bonus 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** ⚡ **8** 🔥

Encounter Bonus to level up







## MAGE 1P

<<< ITEMS

**Heroic Feat:** Roll any or all of your dice stored here. Store a ★ here when you explore or flee. You may store up to two dice at a time.

MANA CHARGE

Prevent .

**SHIELD AURA**

## WARRIOR 1P

<<< ITEMS

**Heroic Feat:** Roll any or all of your dice stored here. Store a ★ here for each damage you take. You may store up to two dice at a time.

FRENZY

When you descend, heal two damage.

**SECOND WIND**

## ROGUE 1P

<<< ITEMS

**Heroic Feat:** Roll ★ or ★★. If either is a 1, lose . Do this before checking any other effects.

DARING GAMBLE

When you flee you may add one door to the dungeon, if under the door limit.

**STEALTH**

## ARCHER 1P

<<< ITEMS

**Heroic Feat:** Spend to roll ★★ or to roll ★★. Before checking any other effects, discard one of the dice rolled.

EAGLE EYE

If you would lose only one , spend instead. Prevent one in each boss round.

**KITING**






## ARMOR


## HEALING

**Games played:**

## BOSS FIGHT

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

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

Heroic Feats cannot be used in the boss fight. Your experience level's encounter bonus provides  dice during each round.

### POTIONS



You can use your potions during each boss round. The start of a round is the same as the start of a turn for a Healing Potion.



Heal 3 damage from one hero at the start of a turn, or 2 damage anytime.

**HEALING**





<<< ITEMS



## PALADIN 2P



**Heroic Feat:** Roll your stored die.

Store a  here when you open a door with 4+ . You may only store one die at a time.

**VALIANT**



Your partner may reroll any or all of their 1s.

**SUPPORT AURA**

