

Printing Instructions: One Deck Dungeon PnP  
v1.00 (Revision 1) (Aug 30, 2016)


## **WARNING: WEB BROWSER PDF VIEWERS WILL RENDER MANY THINGS INCORRECTLY.**

Page 2 is blank so if you print the whole PDF double sided, it works out.

Pages 3-16 are the Dungeon Deck, Bosses/Dungeons, Level Cards, Stairs, and Starting Items. Page 16.

Pages 17-22 are the Hero Cards, Turn Reference, and some Campaign Sheets. Page 22 is blank.

The rules are available at [http://asmadigames.com/ODD\\_Rules.pdf](http://asmadigames.com/ODD_Rules.pdf)

The pages are laid out front/back/front/back in the Hero Cards and deck section of the PDF. For double sided printing, you should make sure the pentagon symbol:  winds up in roughly the same position on the front and back.

Other Components:

You will need 30 six-sided dice. 8 each of red, blue, and yellow, and 6 black. We use 12mm dice in the game, but you can use larger if need be (and substitute colors, as long as you know what matches what).

You will also need about 15 red health tokens, and 8 white potion tokens.



**GOBLIN** 



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

	 X	 3
 4	 4	 5

**3** Roll . **SHIMMERBLAST** 

**LOCKED DOOR** 



**PICK THE LOCK:** 

 8
---

**BASH IT OPEN:**

 11
--

**3** Roll . **SHIMMERBLAST** 

**PLAGUE RAT** 



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

	 X	 3
 3	 5	 5

**3** Add  5. **FLAMEWEAVE** 

**CAVE-IN** 



**DISMANTLE IT:**  

 6
---

**CLIMB OVER IT:**

 11
--

**3** Add  5. **FLAMEWEAVE** 

**SHADOW** 



**FADE**  
Spend  for each skill you use.

	 10	 5
 3	 4	 5

**4** Add  4  4. Then, increase one of your dice by 1. **STATIC BURST** 

**SPIKED LOG** 



**CLOBBER LOGS:**  

 8
---

**DODGE LOGS:**

 14
--

**4** Add  4  4. Then, increase one of your dice by 1. **STATIC BURST** 

**WRAITH** 



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

	 9	 5
 3	 5	 6

**3** Roll . **HASTE** 

**FLAME STATUES** 



**DISENCHANT:**   

 8
---

**DODGE THEM:**

 14
--

**3** Roll . **HASTE** 

**OGRE** 



 6	 4
 9	 5
 12	 6

**6** Pick a number. Change all your dice of that number to 6s. **CHAOTIC AURA** 



**FORCE WALL**

CLIMB AROUND:  $\times \times \times$

11

BLAST THROUGH:

14

6 Add  $\times 6$   $\times 6$ .

**CRUSHING FIST**

**FIRE ELEMENTAL**

FLAMES  
Before the encounter, lose  $\heartsuit$ .

3 3 6

11 6

Change a  $\diamond$  die to a 6, then spend it as mana.

**MANA FOUNTAIN**

**ICE ELEMENTAL**

FROST  
Before the encounter, spend  $\times \times \times$ .

11 3

4 5 6

Reroll one of your dice.

**LUCKY FAMILIAR**

**BETLE**

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

3 4 5

3 4 6

Add  $\star 6$ .

**ACCURACY**

**LOCKED DOOR**

PICK THE LOCK:  $\times$

8

BASH IT OPEN:

11

Add  $\star 6$ .

**ACCURACY**

**GOBLIN**

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

X 3

4 4 5

Prevent  $\heartsuit$ . In a boss fight, prevent  $\heartsuit \heartsuit$ .

**DODGE**

**ARROW WALL**

MAGIC SHIELD:  $\times$

6

RUSH THROUGH:

11

Prevent  $\heartsuit$ . In a boss fight, prevent  $\heartsuit \heartsuit$ .

**DODGE**

**WRAITH**

DRAIN  
Before the encounter, convert one item to XP.

9 5

3 5 6

Add  $\times 6$ .

**DEXTERITY**

**PIT OF SPIKES**

CLIMB AROUND:  $\times \times \times$

8

JUMP OVER:

14

Add  $\times 6$ .

**DEXTERITY**



**BANDIT**



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

8	3
4	5  5

Roll . **BACKSTAB**

**FLAME STATUES**



**DISENCHANT:**

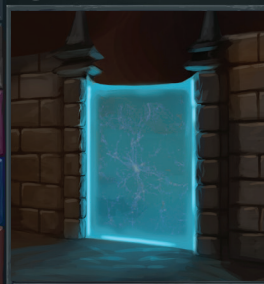
8
---

**DODGE THEM:**

14
----

Roll . **BACKSTAB**

**FORCE WALL**



**CLIMB AROUND:**

11
----

**BLAST THROUGH:**

14
----

Prevent up to . **POISON**

**FIRE ELEMENTAL**

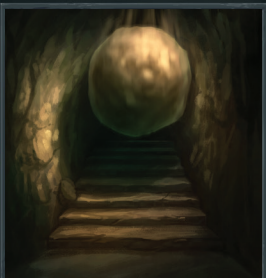


**FLAMES**  
Before the encounter, lose .

3	3	6
11	6	

Change any or all of your dice to 4s. **CONSISTENCY**

**BOULDER**



**SLOW TIME:**

11
----

**RUN PAST IT:**

14
----

Change any number of 6 to 6. **CRITICAL STRIKES**

**PHANTOM**



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

4	4	5
6	5	6

Roll . **STEADY HANDS**

**PLAGUE RAT**



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

X	3
3	5  5

Roll . **PERSISTENCE**

**RUNE PUZZLE**



**DECIPHER IT:**

6
---

**DESTROY IT:**

11
----

Roll . **PERSISTENCE**

**BEETLE**



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

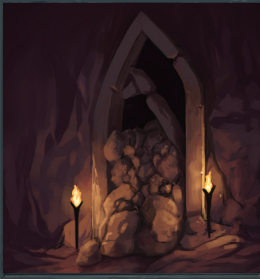
3	4	5
3	4	6

Add 6. **CRUSHING BLOW**





CAVE-IN



DISMANTLE IT: XX

			<b>6</b>
--	--	--	----------

CLIMB OVER IT:

						<b>11</b>
--	--	--	--	--	--	-----------

Add 6.

CRUSHING BLOW

GLOOPING OOZE



SPLIT

Spend for each 1 rolled.

<b>2</b>	<b>3</b>	<b>4</b>	<b>4</b>
<b>4</b>	<b>5</b>	<b>6</b>	<b>6</b>

Place a 6 in an armor box.

ARMOR CRUSH

PIT OF SPIKES



CLIMB AROUND: XXX

					<b>8</b>
--	--	--	--	--	----------

JUMP OVER:

							<b>14</b>
--	--	--	--	--	--	--	-----------

Place a 6 in an armor box.

ARMOR CRUSH

BANDIT



DODGE

Making a die uses three dice, not two.

						<b>8</b>			<b>3</b>
						<b>4</b>			<b>5</b>
						<b>5</b>			<b>5</b>

Increase up to four of your dice by 1 each.

CLEAVE

SPIKED LOG



CLOBBER LOGS: XX

						<b>8</b>
--	--	--	--	--	--	----------

DODGE LOGS:

							<b>14</b>
--	--	--	--	--	--	--	-----------

Increase up to four of your dice by 1 each.

CLEAVE

PHANTOM



ETHEREAL

Immediately discard all 1s and 3s rolled.

						<b>4</b>			<b>4</b>			<b>5</b>
						<b>6</b>			<b>5</b>			<b>6</b>

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

TRIPLE STRIKE

ICE ELEMENTAL



FROST

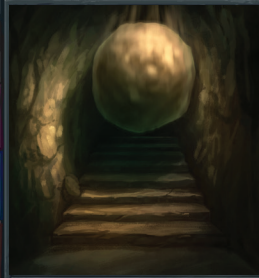
Before the encounter, spend XXX.

						<b>11</b>			<b>3</b>
						<b>4</b>			<b>5</b>
						<b>6</b>			<b>6</b>

Roll .

FLURRY

BOULDER



SLOW TIME: XXX

								<b>11</b>
--	--	--	--	--	--	--	--	-----------

RUN PAST IT:

										<b>14</b>
--	--	--	--	--	--	--	--	--	--	-----------

Roll .

VALOR

OGRE



						<b>6</b>			<b>4</b>
						<b>9</b>			<b>5</b>
						<b>12</b>			<b>6</b>

Change any number of 5s to 6s.

BRUTE FORCE



# STAIRS

While visible, place a damage token here for each  $\times$  spent. Each time there are three, take one as damage and remove the other two.  
At the end of any turn, the heroes may Descend.

## RUNE PUZZLE



DECIPHER IT:  $\times \times$

6

DESTROY IT:

11

Reroll all your 1s and 2s. Roll  $\star$ .

CLARITY

## BEAR TRAPS



DISARM THEM:  $\times \times \times$

6

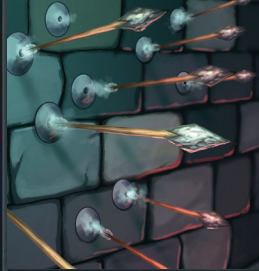
RUN THROUGH:

11

Roll  $\diamond \diamond \diamond$ .

MANA

## ARROW WALL



MAGIC SHIELD:  $\times$

6

RUSH THROUGH:

11

Roll  $\diamond \diamond \diamond$ .

MANA

## SKELETON



### UNDYING

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

2	4	3
5	5	6

Spend  $\times \times$  after fleeing, and take the encounter card as loot.

INVISIBILITY

## BEAR TRAPS



DISARM THEM:  $\times \times \times$

6

RUN THROUGH:

11

Spend  $\times \times$  after fleeing, and take the encounter card as loot.

INVISIBILITY

## GLOOPING OOZE



### SPLIT

Spend  $\times$  for each 1 rolled.

2	3	4
4	5	6

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

HEROISM

## SHADOW



### FADE

Spend  $\times$  for each skill you use.

10	5
3	4

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

HEROISM

## SKELETON



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


2	4	3
5	5	6

Reroll all your 1s and 2s. Roll  $\star$ .

CLARITY



## STAIRS

While visible, place a damage token here for each  spent. Each time there are three, take one as damage and remove the other two.

At the end of any turn, the heroes may Descend.



### YETI'S CAVERN

FLOOR 1	ALL	4 FREEZING WINDS If you spend at least  during an encounter, lose .	3 	4 
FLOOR 2	5 	BRUTAL STRENGTH	5 	5 
FLOOR 3	4 	BITING COLD All  boxes gain .	3 	3 

### DRAGON'S CAVE

FLOOR 1	ALL	2 HALL OF STATUES Spend  before your first turn on each floor.	3 	3 
FLOOR 2	6 	FLAME AURA	5 	5 
FLOOR 3	5 	DRAGONSKIN	10 	10 

### HYDRA'S REEF

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

### MINOTAUR'S MAZE

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

### LICH'S TOMB

FLOOR 1	ALL	4 UNDYING LEGIONS	2 	5 
FLOOR 2	6 	WEAKNESS CURSE Any 2s rolled are immediately discarded.	3 	3 
FLOOR 3	4 	BLADE STORM If you lose at least  during an encounter, lose another .	10 	10 

1 ITEM

2 SKILLS\*

\*Starting skills do not count towards this limit.

LEVEL 1

1P

+1 during setup.

0

7

Encounter Bonus to level up

7 ITEMS

5 SKILLS\*

\*Starting skills do not count towards this limit.

LEVEL 4

1P

+1 for reaching level 4.

2

5

Encounter Bonus

5 ITEMS

4 SKILLS\*

\*Starting skills do not count towards this limit.

LEVEL 3

1P

+1 for reaching level 3.

1

11

Encounter Bonus to level up

3 ITEMS

3 SKILLS\*

\*Starting skills do not count towards this limit.

LEVEL 2

1P

+1 for reaching level 2.

1

9

Encounter Bonus to level up

**LICH**

3	18
3	17
3	16

**5** The first time each box with a is covered during a round, uncover it.

**HYDRA**

13	6
19	6
13	6

**5** Before placing damage, remove one damage from Hydra for each uncovered .

**YETI**

24	5	
6	5	6
6	5	6

**6** All 1s rolled are immediately discarded.

(EACH)  
**1 ITEM**

(EACH)  
**1 SKILL\***

\*Starting skills do not count towards this limit.

**LEVEL 1** 2P

**+1** during setup.

**0** **7**

Encounter Bonus to level up

**MINOTAUR**

X	6	
5	5	6
5	5	6

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

(EACH)  
**4 ITEMS**

(EACH)  
**4 SKILLS\***

\*Starting skills do not count towards this limit.

**LEVEL 4** 2P

**+1** for reaching level 4.

**2** **5** **1**

Encounter Bonus

(EACH)  
**3 ITEMS**

(EACH)  
**3 SKILLS\***

\*Starting skills do not count towards this limit.

**LEVEL 3** 2P

**+1** for reaching level 3.

**1** **11**

Encounter Bonus to level up

**DRAGON**

5	5	6
16	6	6
17	6	6

**6** dice cannot be placed on boxes.

(EACH)  
**2 ITEMS**

(EACH)  
**2 SKILLS\***

\*Starting skills do not count towards this limit.

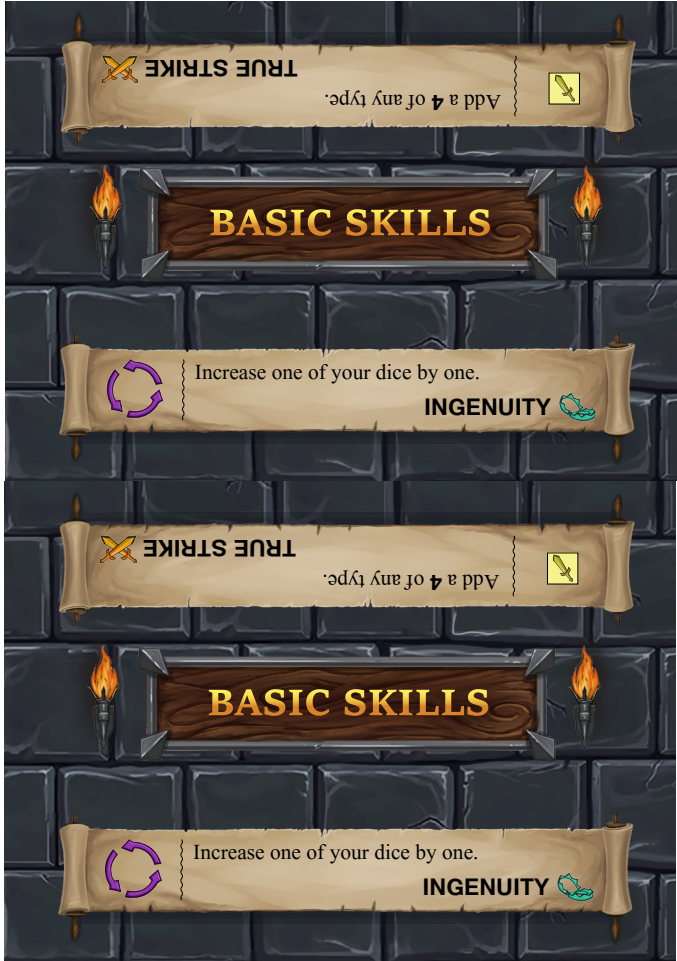
**LEVEL 2** 2P

**+1** for reaching level 2.

**1** **9**

Encounter Bonus to level up









### WARRIOR 1P

<<< ITEMS

Place a ★ here (max 2) for each damage you take. You may roll them before any encounter. **FRENZY**

When you descend, heal two damage. **SECOND WIND**

### MAGE 1P

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

Prevent ♥. **SHIELD AURA**

### ARCHER 1P

<<< ITEMS

Before any encounter, you may spend X to roll ★ or spend X to roll ★. **EAGLE EYE**

If you would lose only one ♥, spend X instead. Prevent one ♥ in each boss round. **KITING**

### ROGUE 1P

Before any encounter, you may roll ★ or Lose ♥ X X X. If either die rolls a 1. **DARING GAMBLE**

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



**MAGE** 2P

<<< ITEMS

Two yellow swords, a purple dagger, a blue diamond, and a red zigzag.

When you explore or flee, place a ★ here (max 1). You may roll it before any encounter. **MANA CHARGE**

Your partner adds either a 1 or 1.

**POWER TRANSFER**

Ignore one X.

**WARRIOR** 2P

<<< ITEMS

Two yellow swords, a purple dagger, a blue diamond, and a red zigzag.

If you take damage, place a ★ here (max 1). You may roll it before any encounter. **FRENZY**

Ignore one X.

**FEARLESS CHARGE**

**ROGUE** 2P

<<< ITEMS

Two yellow swords, a purple dagger, a blue diamond, and a red zigzag.

Before any encounter, you may roll ★. Lose ♦ X X X if it rolls a 1. **DARING GAMBLE**

Your partner may reroll any 1s. **DUNGEONEERING**

**ARCHER** 2P

<<< ITEMS

One yellow sword, a purple dagger, a blue diamond, and a red zigzag.

Before any encounter, you may spend X X to roll ★. **EAGLE EYE**

Increase one of your partner's dice by one. **COMBINED SHOT**



PALADIN 2P



BOSS FIGHT

Ignore all  icons. If you lose  due to a skill (ex. Dodge), no effect.

Each round of a boss fight is like a normal encounter. Heroic Skills (the top skill on your hero card) are not available. You do gain  from the Level card, each round.

At the end of each round, if you survive, place one damage token on the boss for each covered . The health of each boss is printed on its card.

**POTIONS**

Start with one potion, and add one for each potion type added below. A token may be spent to use any one of the effects below.





Place a  here (max 1) if you open a door with 4+ . You may roll it before any encounter.

**VALIANT**   

Your partner may reroll any 1s.

**SUPPORT AURA**  

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

**HEALING**  



<p><b>Hero:</b> <input type="checkbox"/> Any Dungeon <input type="checkbox"/> Complete a Floor: ✓  <input type="checkbox"/> Medium/Hard <input type="checkbox"/> Level Up: ✓  <input type="checkbox"/> Hard only <input type="checkbox"/> Defeat a Boss: ✓/✓</p> <p><b>Name:</b> _____</p> <p><b>BASIC</b></p> <p><b>Veteran:</b> Start each game with any one Basic Skill. _____  <b>Durability:</b> You have one extra health. _____  <b>Crafty:</b> You may have one extra skill or item. _____</p> <p><b>HEALING</b></p> <p><b>Healing Focus:</b> You may unlock Healing Talents. _____  <b>Prepared:</b> Start each game with an extra potion. _____  <b>First Aid:</b> When you use a potion, heal one damage. _____  <b>Recovery:</b> When you descend, heal one damage. _____  <b>Grit:</b> After each boss round, heal one damage. _____</p> <p><b>COMBAT</b></p> <p><b>Combat Focus:</b> You may unlock Combat Talents. _____  <b>Guile:</b> Use a  as an .  <b>Fortitude:</b> Reroll all your  1s and  2s.  <b>Planning:</b> Add a  3.  <b>Direct Hit:</b> Increase any die by one. _____</p> <p><b>DUNGEON</b></p> <p><b>Dungeon Focus:</b> You may unlock Dungeon Talents. _____  <b>Cunning:</b> Change a 5 into a 6. _____  <b>Speed:</b> Ignore one  (even a choice cost). _____  <b>Knowledge:</b> Add  in each round. _____  <b>Foresight:</b> Reroll a die. _____</p>	<p><b>Hero:</b> <input type="checkbox"/> Any Dungeon <input type="checkbox"/> Complete a Floor: ✓  <input type="checkbox"/> Medium/Hard <input type="checkbox"/> Level Up: ✓  <input type="checkbox"/> Hard only <input type="checkbox"/> Defeat a Boss: ✓/✓</p> <p><b>Name:</b> _____</p> <p><b>BASIC</b></p> <p><b>Veteran:</b> Start each game with any one Basic Skill. _____  <b>Durability:</b> You have one extra health. _____  <b>Crafty:</b> You may have one extra skill or item. _____</p> <p><b>HEALING</b></p> <p><b>Healing Focus:</b> You may unlock Healing Talents. _____  <b>Prepared:</b> Start each game with an extra potion. _____  <b>First Aid:</b> When you use a potion, heal one damage. _____  <b>Recovery:</b> When you descend, heal one damage. _____  <b>Grit:</b> After each boss round, heal one damage. _____</p> <p><b>COMBAT</b></p> <p><b>Combat Focus:</b> You may unlock Combat Talents. _____  <b>Guile:</b> Use a  as an .  <b>Fortitude:</b> Reroll all your  1s and  2s.  <b>Planning:</b> Add a  3.  <b>Direct Hit:</b> Increase any die by one. _____</p> <p><b>DUNGEON</b></p> <p><b>Dungeon Focus:</b> You may unlock Dungeon Talents. _____  <b>Cunning:</b> Change a 5 into a 6. _____  <b>Speed:</b> Ignore one  (even a choice cost). _____  <b>Knowledge:</b> Add  in each round. _____  <b>Foresight:</b> Reroll a die. _____</p>
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