



## Aylen's Tale


*Aylen sits alone in the chapel when you finally find them. They are in such deep meditation, you are unsure if they are even alive. That is until the armor rumbles to life as they turn to face you. Aylen knows why you have sought them and begins their tale.*

### Goal

Defeat the poisonous Toad Troll.

### Special Rules

The dungeon is filled with a thick miasma that burns the lungs and sears the flesh. Heroes take 1 hit at the end of a round after all heroes and enemies have acted.

Discovering a new room restores 2  to all heroes.

# Enemies



Arrowhead



Talon



Slip Thief



Ravager



Riptooth

# Map

					T:4B E:5			
				T:6A E:3	T:12A E:4			
				T:13B E:2				
				START T:1A E:1				



## Encounters (1-2)



### 1. Empty Room


This room doesn't have anything or anyone in it...



### 2. Poison hung thick in the air...

*"Something in this old ruin was killing the land around it. Worse, its vile nature seeped into the bones of the dead and animated them."*

Spawn (P)+2 . Other Dungeon rooms cannot be discovered until all the enemies in this room are defeated. Each round one hero in this room can make a : 3 check to prevent the miasma from damaging the heroes and taking a hit. As soon as a new room is discovered, this check cannot be made again.

[1-2] The slimy undead burst when slain. When rolling  after defeating an enemy, if the hero rolls a 1, they take a hit. They still collect  normally.



[3-4] The miasma is so powerful it melts the floor. The first space a hero moves into costs 2 movement instead of 1. A hero can make a free :2 check on their turn to end this effect for themselves permanently.



[5-6] Spawn (P) . The green mist that fills the dungeon had obscured them. All heroes gain 1 .



## Encounter (3)

### 3. A desecrated shrine sat before me...

*"The shrine was once a fountain. Now polluted sludge bubbled forth from it. Peeling frescoes decorated the walls depicting what was once a beautiful glen."*

Spawn (P)  and (P)+1 . Other dungeon rooms cannot be discovered until all the enemies in this room are defeated. The foul water from the fountain sprays the heroes as they move through the room. All movement in the room is reduced by 1, as the slippery sludge slows the heroes.

[1-2] A hero adjacent to the fountain, the , can make a  $\text{d}3$  check as an action to speak the proper incantation to purify the fountain. Heroes can then spend an action drinking from the fountain if they are adjacent to it restoring 2 . Drinking from the fountain may only be done by each hero once.




[3-4] Spawn an additional 2  enemies. The hero who slays the final enemy receives the  rune. They are not affected by the miasma at the end of each round.


[5-6] The fog in this room confuses the senses. Heroes must flip their Equipment card and use the weapon on the other side. Once this room is clear of enemies, flip the Equipment cards back as your senses are restored."


## Encounter (4)


### 4. The miasma closed in coiling around me...

*"I could feel the poison mist burn not just my skin, but my very soul. I grit my teeth and secured my armor. Just ahead was the source of this foul fog, and I was going to banish it."*

Spawn (P)+1  and (P)+3 . Other dungeon rooms cannot be discovered until all the enemies in this room are beaten. The fog here scorches the will as well as the body. If a hero takes damage from the miasma they can choose to spend 2  instead of taking damage.

[1-2] The miasma sears memories. What is in your pack? Did you bring anything at all? The first hero that enters the room, discards any item they have and draws a new one. If they don't have an item, they draw an item instead and lose 3  if possible.





[3-4] The  is a vent to the outside. Standing on it prevents a hero from having to be hit by the miasma at the end of the round. This effect lasts as long as no other rooms have been discovered.

[5-6] A moment of clarity arrests the first hero that defeats an enemy in this room. They regain half of their missing  back as they affirm their mission.



## Encounter (5)




### 5. The Toad Troll roared...

*"My eyes watered. I could barely keep them open in the poison mist. Ahead a slimy creature stood and roared. Large holes puckered the creature's body and from them putrid vapor flowed. Here was my foe, the Toad Troll."*

Spawn a . Spawn (P)+3 . Each time the  takes damage roll 1d6 and move it that many spaces away from the attacking hero. The slime that covers it sends it sliding away. Defeat the  to win!

[1-2] If a hero scores a critical hit on the Toad Troll, they immediately take a hit as well as it releases pent up miasma.

[3-4] The miasma vaporizes the  in the heroes pockets. Reduce all heroes  by half rounding down when this room is discovered.

[5-6] Spawn (P) . Each time the Toad Troll takes damage spawn an additional  that seem to form from its missing limbs and chopped flesh. All heroes heal 3  when this room is discovered.

# Using Print & Play Quests

Print & play quests allow you to play Deck Box Dungeons when you do not have access to the app or prefer not to use an app. These quests are slightly more streamlined and do not offer as much randomization as the app allows.

## Setup

1. Follow any special instructions (not all quests have these)
2. Select the enemies to use listed on the first page.
3. Layout the first map tile card [T] shown on the Map page, place your heroes within the starting zone, and read the first encounter [E] for the room.

## Exploring

Exploring works normally with the exception that map tile cards and encounters are less random. When exploring a new room (when your hero steps onto the half space exiting the room), you will place the next room [T] defined on the Map page and read the encounter.

*Note: If a room has an exit that does not connect to another room on the Map page you may not exit through that room. In this case the half space does count as a full space heroes/enemies may move into.*

## Encounters

Print & play encounters sometimes require additional work that is usually handled by the app. Some encounters have a random result represented by square brackets around numbers (ex: [1-2]) for different outcomes. Another example is (P) which represents the number of heroes on the quest.

*(Example Encounter)*

### 2. Monster Camp

There is a group huddled around a small fire.

[1-2]-Spawn (P)  and 2 

[3-4]-Spawn 4 

[5-6]-Spawn 2  and 1 

[#] = Random outcome. Roll a D6 and only use the text next to the resulting number.

(P) = Number of Heroes. This is used to adjust enemy counts based on the number of heroes on the quest.