







Dunael's Story

Dunael rests cross legged near a fountain in the center of town. He turns and smiles at you before you utter a word. He motions for you to sit next to him and you do. "Come, friend. I know you seek tales. Let me tell you one of a darkness so powerful it would consume the sun, given a chance."

Goal

Relight the Celestial Orrery.

Special Rules

An unnatural darkness fills the dungeon. Heroes set their  values to 10, this represents their torches. After enemies have acted in a round, decrease your  by 1. If a hero must decrease  past 1, that hero perishes as the darkness consumes them. You cannot gain  from slaying enemies in this quest.

Enemies



Arrowhead



Bonesnipe



Cultist



Ravager



Riptooth

Map

				T:9B E:5				
				T:8B E:4				
				T:13A E:3				
				T:10B E:2				
				START T:1A E:1				




Encounters (1-2)



1. Empty Room

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


2. The darkness was singular...



"Darkness has a weight to it, almost imperceptible, but it's there."

Spawn (P)+2 . If you run out of  enemies spawn  instead. Darkness obscures the senses and it's difficult to see the enemies that hide here.

[1-2] After the enemy's turn spawn 1 . A hero in this room can make a :3 check as an action on their turn to use their torch to discover the source of the enemies and block it. On a success, enemies stop spawning at the end of each round in this room.

On a failure, reduce  by 1 for that hero.





[3-4] As soon as the next room is discovered, spawn 3  around the hero that moves into the next room. They were using the darkness to ambush the hero.


[5-6] The darkness here saps strength. A player can spend  instead of  at the end of the round.



Encounters (3)



3. The creatures stirred in their sleep...

"The air in this room was still. Sound seemed muffled. I moved with caution, but that is when I saw their sleeping forms..."

The room is filled with sleeping enemies. End any movement actions in this room by rolling a : 2 check. On a failure spawn (P)+1 . Heroes don't need to make the  check if enemies spawn in this room. If any enemies from the previous room follow or fire at heroes in this room, immediately spawn the .

[1-2] A hero steps onto rotten bones of an ancient adventurer. Their skeletal hands clutch an old torch. Heroes earn 3  to divide as they see fit.

[3-4] An enemy sleeps gripping an item. A hero can make a : 2 check as an action if they are adjacent to the  to try and snatch it out of their hands without them noticing. On a success take the top card of the item deck. If they fail, enemies spawn if they have not. If enemies have already spawned, this cannot be attempted.



[5-6] The urge to sleep fills the heroes. At the start of their turn they must make a free : 2 check. Failure means that hero can only take one action this turn. A hero can reduce their  by 1 to resist the urge, and take both actions.


Encounters (4)



4. Your senses begin to play tricks on you...

"At a certain depth, your senses begin to deceive you. I did not need to worry about my eyes betraying me, but my other senses did begin to trick me."

There doesn't seem to be anything in this room...

[1-2] Except for those enemies! Spawn (P)+1 . Adjust them to 1 . If they are successfully struck they instantly disappear, no other rolls are needed. They attack and damage like regular enemies.




[3-4] Each hero rolls 1d6 and the hero with the highest result gains an item. The hero with the lowest result loses 1 . If there is only one hero left in the dungeon, they gain an item.





[5-6] Spawn a . All heroes gain 2  each.






Encounters (5)







5. And there was the Celestial Orrery...

"The Celestial Orrery is an ancient and gigantic artifact from lost ages. It was an instrument used to measure the heavens, but had been converted into a prison for the darkness. Its center globe represented the sun, which had guttered and gone out. I would light it."

The  represents the center of the Orrery. Heroes can attempt to relight the Orrery by making a :4 check as an action if they are adjacent to it. On a failure they lose one . On a success they light the Orrery and retrap the darkness, completing the story.

[1-2] Spawn (P)+3  and at the end of each round spawn an additional  if there is dice for one. Each time one is slain, the next check to relight the Orrery is :3, instead of 4. It goes back to 4 if the check fails and a  is still lost.

[3-4] Spawn (P)+1  and (P) . Spawn a  at the end of each round. A hero trying to relight the Orrery can spend 5  before the check to reduce the check to :3, instead of 4. It goes back to 4 if the check fails.

[5-6] Spawn a  and (P) . Spawn a  at the end of each round. If the  is slain, spawn another, but the next check to relight the Orrery is :2, instead of 4. It goes back to 4 if the check fails and a  is still lost.

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.