Naeva's Yarn

Naeva flips a gold coin between her knuckles. You didn't even notice her join you as you walked through the busy square. "You've been asking around about me, huh? Wanna know where I got this?" She jangles a bracelet that scintillates in the light. The magic that radiates off it is palpable. It makes your hairs stand on end. "Keep walking, look casual and I'll tell you all about it..."

Goal

Steal the bracelet Kithara's Memory

Special Rules

The dungeon surrounding the bracelet is full of deadly traps.

Enemies

Zealot	Bonesnipe
Cultist	Forsaken
Riptooth	

Map

			T:12B E:4	T:14A E:3	T:11A E:2			
			T:3B E:5		START T:1A E:1			

Encounters (1-2)

1. Empty Room

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

2. Stealing is easy in the city...

"Scale a building, sneak into a vault, seduce the wait staff so you can get into the living quarters of the duchess. It's boring. Now a dungeon. That's a challenge. I had heard of Kithara's Memory from a group of sailors. Thought I'd try and swipe it for myself."

Within the ⎔ a glint catches your eye. It's a ⚡ rune. It floats there just begging to be snatched up.

[1-2] Spawn 3 🟩. Make a ✍: 3 check when adjacent to the ⎔ . A success means the hero has snatched the rune. Add it to your inventory. A failure spawns a 🗡3 adjacent to the hero that attempted the check. Attempting to grab ⚡ rune counts as an action.

[3-4] Spawn (P)+2 🟩. A hero must end their turn on the ⎔ to grab ⚡ rune. Taking it removes any remaining 🟩 on the tile. After the hero with ⚡ rune takes their next turn, spawn (P) 🟦 surrounding that hero.

[5-6] Spawn (P)+1 🟦. A field of light flickers around ⚡ rune. It requires (P)+2 ❤ from a hero or (P)+5 💰. A hero can pay the cost while adjacent to the ⎔ . Once paid, the hero obtains ⚡ rune.

Encounters (3)

3. Keep your eyes sharp, but your blade sharper...

"I've seen almost every trap. It's the ones that you don't see that kill you."

As soon as the first hero enters the room, there is a sound like a wire breaking and deep hiss that fills the room.

[1-2] Spawn (P)+3 ▇. Blades begin to swing down from the ceiling flying back and forth in a pendulous motion. Every time a hero ends a move action in this room, they must make a ⬗: 3 check or take 1 hit as a blade slices them.

[3-4] Spawn (P)+2 ▇. The tiles on the floor fire into the ceiling when a hero stops on them. After a hero ends their movement they must make a ✊: 3 check. If the hero fails they can only take one action their next turn.

[5-6] Spawn (P)+1 ▇ and (P) ▇. The room shakes and sharp objects drop from the ceiling. Heroes must make a 📖: 2 check at the end of their turn. A failure means the hero takes 1 damage.

Encounters (4)

4. Shifting colors...

"Something about the power of Kithara's Memory shifted the world around it. When things started changing, I knew I was getting close."

The room shifts and warps around the heroes. Each time an enemy is slain in this room, roll 1d6. If it lands on a 5 or 6 that hero gains the ⬙ rune. If no hero has ⬙ rune at the end of all the heroes turns, spawn (P) 🟩.

[1-2] Spawn (P)+2 . 🟦 Enemies shimmer in and out of existence. When enemies roll hits to see if they take damage, they re-roll any 1's rolled.

[3-4] Spawn (P)+2 🟦. The enemies entering or appearing in this room have their arms and legs warped to unnatural lengths. All enemies move one additional space and have Reach.

[5-6] Spawn (P) 🟦 and (P)+1 🟩. After a hero has spent their actions they must make a free 💬: 3 check. Failure causes them to swap places with the furthest enemy from them.

Encounters (5)

5. In the belly of the beast..

"The treasure room had already been broken into by the beasts. A giant riptooth was stuffing treasure into his gob like it was candy. The pedestal that held Kithara's Memory was empty. I'll give you three guesses as to where it was."

The riptooth has consumed Kithara's Memory! Spawn a 🟥6 enemy. Defeat the 🟥 to win.

[1-2] Spawn (P)+3 🟦. Spawn an additional 🟩 at the end of each round. A hero with a rune can discard it and heal 4 ⊕ immediately. They may do this at any time in this room.

[3-4] Spawn (P)+3 🟦. Spawn an additional 🟩 at the end of each round. Heroes with the runes can discard it to get a free attack action on the riptooth.

[5-6] Spawn (P)+3 🟦. Spawn an additional 🟩 at the end of each round. Spawn an additional 🟥6. If the heroes have both runes, you can discard them both to prevent this from happening. If the second riptooth appears, both must be defeated for the heroes to reach a victory.

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.