







## Phantoms




*Azanor the cruel, wrenched from his resting place by the portals to the Vast Reaches, has arisen. The lich lord of the dungeon commands his minions to fight even after they have been slain.*

### Goal

Find and slay Azanor! The quest is complete when Azanor has been killed.

### Special Rules

Whenever a  or  dies roll 1d6. If it rolls a 1 or 2, spawn the monster again at the  at 1 health. It is considered a ghost. When a ghost is slain, roll again, on a 1 it re-spawns as a ghost, otherwise the ghost is permanently put to rest. Heroes can spend 2  to cancel a monster returning as a ghost.

Monsters surge to protect their undead ruler. Each turn, after the enemies have acted spawn (P)  enemies in an adjoining room to the Lich's once that room is discovered. If you run out of  spawn 1  instead.

# Enemies



Zealot



Bonesnipe



Cultist



Forsaken



Lich Overlord

# Map



					T:13A E:5	T:2A E:6	T:11B E:7	
					T:9A E:4			
				T:14B E:2	T:6B E:3			
				START T:1B E:1				


## Encounters (1-3)


### 1. Empty Room


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

### 2. The Alchemist

Spawn (P)  and (P)+1 . Every time a hero rolls no hits on an attack in this room roll 1d6:

[1] Smashed vials. Make a :2 check. If you fail take 1 hit.

[2] A homunculus escapes! Spawn 1 .


[3] Healing vat. Gain 1 .

[4] Acid beaker. All enemies and heroes in this room take 1 hit.


[5] Explosion. All enemies in this room take 1 hit.

[6] Nothing happens.

### 3. Concealed Chute!

The ground opens from beneath your feet. Make a :2 check. Success: you leap over the chute.

This check needs to be made by each hero entering the room for the first time.

[1-2] Fail: Roll 2d6. You move that many spaces toward the entrance. You unclog stuck enemies. Spawn 3  surrounding the space you land on, if you fall through the chute.



[3-4] Fail: Roll 2d6. You move that many spaces toward the entrance. You slide through some cobwebs, but are fine.




[5-6] Fail: Roll 2d6. You move that many spaces toward the entrance. Take 1d6 hits from banging into the walls on your way down.

## Encounters (4-5)





### 4. Ghastly Gallery

This room is filled with ghastly and grotesque paintings. Each depicts a startling image or shocking scene.




[1-2] Spawn (P)+3  enemies. Heroes can only perform one action in this room, because the paintings are too distracting. If a hero wants to take a second action they must make a  :1 check.

[3-4] Spawn (P)+2  enemies. If an enemy is ever adjacent to a wall a hero can make a  :2 to push the enemies into the strange paintings that absorb the enemies into their scenes. Remove the enemy and do no roll for  if the check succeeds.

[5-6] You attempt to avert your eyes as you enter the room. There are no enemies in this room. Actions taken in this room drain the life force from the heroes.


After each action in this room make a  :2 check. If that check is failed, subtract 1  . If the hero has no  , lose 1  .

### 5. Toil and Trouble

Spawn 2  . The  is a magic cauldron. A hero adjacent to the cauldron can drink from it. Each hero can only drink from it once. When a hero drinks, roll 1d6 and add your  .



[1-2] Take 2 hits.




[3-4] Spawn 1  enemy.


[5+] Heal 3  .

## Encounters (6)

### 6. Vault

The  is a large and rusty vault. Heroes can try and open the vault if they are adjacent to the . Heroes can try and brute force the vault's combination, by rolling 4d6 each turn and keeping the numbers equal to the combination. Each hero can only do this once each turn, it counts as an action.

Heroes can also make a :3 check to open the vault instead of brute forcing it. If the vault is opened heroes receive 5  and 5  that they can split up between themselves.

[1-2] Spawn 3 . The combination is 2,3,6,1.

[3-4] Spawn 2  and 2 . The combination is 4,5,4,6.



[5-6] Spawn 2  and 2 . The combination is 4,2,3,1.



## Encounters (7)



### 7. Azanor


The smell of freshly exposed earth and rot assault your senses. Eyes flash from the corner of the room and a figure floats towards you. Its mouth slides open. "This is your end."


Spawn a . This is Azanor.


[1-2] Spawn (P)  and (P) . Loose bones scattered on the ground rattle and shake, possessed by some infernal half life. They fly through the air cutting at the heroes and distracting them. All attack rolls by the heroes must be rolled twice, taking the lowest of the results.


[3-4] Spawn (P)  and (P)+1 . Blood swirls from the wounds of the heroes into Azanor's awaiting mouth. Whenever a hero takes damage, Azanor heals equal to the damage. If Azanor is already at full health another monster in the room heals.


[5-6] Spawn (P)  and (P)+1 . Azanor is surrounded by an arcane shield that makes it difficult to strike him. Before a hero attacks Azanor they must roll 1d6 to see how the shield must be overcome.

[1] The attacking hero must succeed on a  : 2 check. Success allows the hero to make the attack roll. Failure means the attack is wasted.

[2] The attacking hero must succeed on a  : 2. Results as above.

[3] The attacking hero must succeed on a  : 2. Results as above.

[4] The attacking hero must succeed on a  : 2. Results as above.

[5] The attacking hero must spend 2  to bring the shield down.

[6] The shield flickers. Attack as normal.

# 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.