Salmarin's Dirge

Samarin stands from the grave. The name Niall is etched into the gray stone face of the marker. "I heard you coming from a mile away. The ground's wet and you're breathing too hard". The old tracker looks tired for a moment. "I assume you wanna be hearing my story then, aye?" he asks, as he throws his arm around your shoulder and begins walking away.

Goal

Bring peace to Niall.

Special Rules

The lich Niall corrupts magic in his stronghold. When a hero uses energy roll 1d6. On a result of a 1 the hero takes a hit.
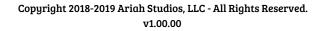
Enemies

🟩 Arrowhead	🟦 Talon
🟩 Slip Thief	🟦 Ravager
🟥 Lich Overlord	

Map

				T:5B E:4	T:15B E:5			
				T:14A E:3				
				T:7A E:2				
				START T:1A E:1				

Encounters (1-2)

1. Empty Room

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

2. Dark reflections...

"Niall delved deep into magics forbidden by the wizarding colleges. To his credit, I agree with the sentiment of sticking it to the big guys. But...they may have had a point this time."

The ⊕ is a large mirror that reflects the heroes as they enter Niall's lair. Spawn (P) ■ at the opposite side of the room as the heroes. They are dark reflections of the heroes. This room cannot be left until all enemies within are defeated.

[1-2] Roll 1d6 after an enemy in this room attacks. On a 6, they use the lowest energy cost ability of the hero they just attacked on the hero if possible. If it is not an attack, they follow the ability in a way to grant them an advantage.

[3-4] Spawn (P)+2 ■ at the ⊕ . These tiny shapes continue to pour out of the mirror. Spawn an additional ■ at the end of each round. The mirror can be shattered by making a ✊ : 3 check adjacent to the ⊕ . On a success the mirror is broken and the enemies stop spawning. Trying to shatter the mirror counts as an action.

[5-6] While in this room the mirror reflects fate, inverting it. The highest single die in any attack rolls made by the heroes is flipped so that the top number is at the bottom of the die. The mirror can be shattered by making a ✊ : 3 check adjacent to the ⊕ . On a success the mirror is broken and dice rolls are unaffected. Trying to shatter the mirror counts as an action.

Encounters (3)

3. Submerged...

"The walls were covered with giant stone faces contorted in screams. As soon as I stepped in the doors sealed and water began to issue from the grimacing mouths."

Move all heroes into this room as soon as a hero enters it. Place 1d6 on this tile set at (P). This represents the water level of the room. Increase the die to the next number in order at the end of the round. If it cannot be advanced, it has reached 6, all the heroes take a hit instead as they begin to drown.

[1-2] Spawn (P)+1 ⬛. When all the ⬛ enemies are slain spawn (P) ⬛. When all the ⬛ enemies are slain, the door slides open and all the water gushes out. The heroes can continue forward.

[3-4] Spawn (P)+1 ⬛. The ⬙ is a complex, fast moving mechanism. A player can spend an action adjacent to the ⬙ and attempt a 🪓: 3 check to disable it. A success stops the water from increasing in the room. The hero who made the check must remain adjacent next to the ⬙ until all enemies are defeated after succeeding the check. Moving away causes the room to fill with water and a new check has to be made. After all enemies are defeated the doors open.

[5-6] Spawn (P)+1 ⬛. There are bubbles coming from the ⬙. Standing on top of it, causes the water level to decrease. Each round, if there is still water in the room spawn a ⬛. If it cannot be turned down any lower, it has reached a 1, remove the die. The room is now dry and the doors slide open.

Encounters (4)

4. The world itself resisted us...

"The entire room came to life. The floors wobbled like jelly. The walls leaned forward and lashed us. The entire dungeon wanted us out."

Heroes may only move once per turn in this room. After they move they must make an attack against the room. Treat the room as having a +2 🛡 . On a successful hit, the hero stays where they are. On a failed attack, move the hero back (P) spaces toward the door they entered from. Once a hero reaches the exit to this room, the effect stops.

[1-3] The room jiggles and churns. A player can spend (P) 💰 to weigh the floor down after failing an attack. They are not pushed back.

[4-6] Screaming visages appear on the floors and walls smacking their lips and making biting motions. On a failed attack roll a hero makes a 🏃: 3 speed check instead of of being pushed back. On a failure take 1 hit as the faces bite into the hero.

Encounters (5)

5. The lich

"Niall's den was full of writings scribbled on walls and the old flesh of dead things. A soft illumination filled the room that played with the mind. I heard him laugh. That same familiar laugh. But it wasn't him. This wasn't him. I would end this abomination."

The image of the lich grows hazy as you approach. It seems to multiply! Spawn 2 [skull 4] enemies.

[1-2] When the first [red] is defeated, spawn a [skull 3]. When the second [red] is defeated spawn a [skull 2]. Once all the [red]s are defeated, Niall's spirit has been put to rest.

[3-4] When a hero hits a [red] move the hero to the previous room as defensive magic shifts the world around them. Once all the [red] are defeated, Niall's spirit has been put to rest.

[5-6] When the two [red] are defeated spawn a [skull 6]. The round immediately moves to the enemy's turn and any heroes who have not acted lose their turn. Once all the [red] are defeated, Niall's spirit has been put to rest.

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.
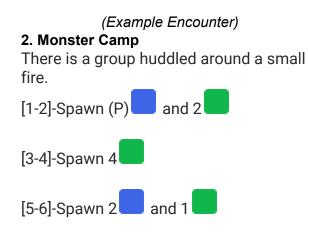
Exploring

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.