

DECKBOX DUNGEONS

In the event that rules differ in the app from those described here, follow the app rules.

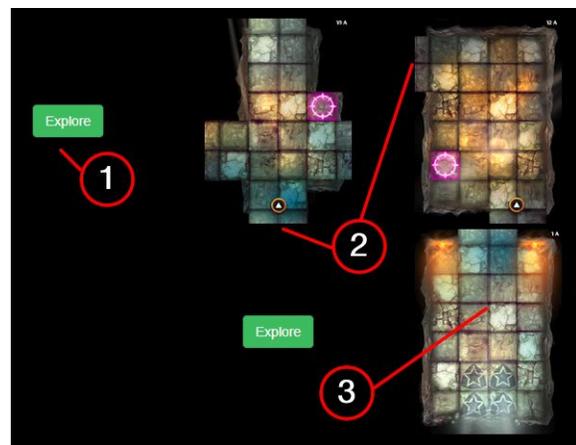
Setup

- In the app, select the number of players and the quest.
- Place the starting map tiles as displayed in the app after selecting the quest.
- Each player needs to build a character by selecting a Hero card, an Equipment card, and an Ability card. (Note: Equipment cards are placed on the left of the Hero card and Ability cards are placed on the right of the Hero card.)
- Each player takes Loot, Health, and Energy tracker cards and slides them under the Equipment, Hero, and Ability cards respectively. Set your Health value at the health value displayed at the bottom of the Hero card. Loot and Energy start at zero.
- Shuffle the item deck and flip the top three cards face up. These three cards are items available to purchase using Loot. When an item is purchased, immediately replace it with the top card from the item deck. Items do not need to be used immediately and can be saved.



Using the app

1. Click the Explore button to reveal a new room and encounter.
2. Place new rooms by aligning the side of the new room with the arrow on it to the exit of the room you are exploring from.
3. Click on a room to see the room's ID and the encounter associated with that room.



Round

Player Phase

Each player may take up to two actions when they activate. Minor actions are free actions and do not cost an action to do. Players may activate in any order, but must spend all their actions before the next player activates.

Enemy Phase

Enemies activate in ascending threat order, ranged first, then melee.

Refresh Phase

Player actions refresh, skills and/or special rules may activate.

Player Actions

Actions

- Move - You may move (not diagonally) up to your character's displayed speed. You may not move through enemies.
- Attack - Explained in combat below.
- Rooms or quests may require the Hero to do something that requires an action.

Minor Actions

- Use an ability.
- Purchase or use an item.
- Trade (Transfer loot or items with another adjacent player.)

Note: Minor actions DO NOT cost an action and may be performed at any time.

Exploring

When you step onto the half space between tiles, tap the explore button in the app on the direction you are leaving the room. Draw and place the tile revealed by the app with the arrow on the new tile lined up to the tile you are leaving. Next, read the new encounter and follow any special rules. Finally, finish your movement and the rest of your turn if you have any remaining actions.

Terrain

Water - Spaces outlined in White, costs 2 movement to move into. Water does not block line of sight.

Pit - Spaces outlined in Red, causes 1 damage when entering. Pits do not block line of sight.

Entrance/Exit - Spaces outlined in Green.

Spawning

Spawn enemies by rolling the enemy dice displayed in an encounter. Place them on and around the point of interest in the order (1-9) displayed in the image. If a space is blocked on the map, place the enemy in the next available space. Enemies spawned have the type and health displayed on the face of the die that was rolled. If an enemy icon contains a number, do not roll to spawn them. Instead, place the enemy with that value showing.



Combat

Attacking

Make an attack by rolling the dice displayed on your character's equipment or enemy's card. Add your modifier to the dice you roll. If the total of the die or modifier is 6 or higher that is a hit. A natural 6 rolled by the player is a Critical Hit and cannot be blocked by the enemy. Heroes gain 1 Energy for every successful hit, even if the damage rolled after is blocked.

Melee

- Roll the number of dice displayed for Melee on your equipment card or the enemy's card depending on who is making the attack.
- Add the Melee modifier to each die. A result of 6 or higher is a hit.
- Melee attacks can only be made to orthogonally adjacent spaces.

Ranged

- Roll the number of dice displayed for Ranged on your equipment card or the enemy's card depending on who is making the attack.
- Add the Ranged modifier to each die. A result of 6 or higher is a hit.
- Ranged attacks must have line of sight, be in the same map tile or adjacent map tile, and be at least one space away.
- If you are standing on the half space between two map tiles you may attack line of sight in only those two tiles.
- Ranged attacks from items purchased in the store do not use bonuses granted by a hero's weapon.

Line of Sight

A target is within line of sight if you can draw a straight line between one corner of each space. Line of sight may pass through an ally or over a pit, but not through an enemy or wall. If the line passes along the border of a blocking space then line of sight is blocked. If there is a question of if line of sight exists then it does not.

Critical hits

A naturally rolled 6 on an attack made by a player is considered a critical hit and cannot be blocked by an enemy.

Note: Enemies DO NOT perform Critical Hits.

Defending

Roll 1 die for each successful hit rolled against you. You successfully block a hit for each die rolled that is greater than or equal to 6 with your Defense modifier applied.

Defeated Enemies

If you defeat an enemy, roll its die and gain the amount of loot equal to the number rolled.

Skill Checks

Perform a skill check by rolling 4 dice and adding your modifier for the skill type. Each die with a result of 6 or higher is a success.

Keywords

Skills

- Reach - Allows diagonal melee attacks.
- Crush - Does an additional Damage on a successful Hit
- Stun - Stops enemy from activating. If a weapon has Stun, it must do at least 1 damage for Stun to happen.
- Pierce - Target has -1 defense
- Siphon - Players in the current and adjacent Tiles lose 1 Energy when this enemy activates.
- Regenerate - This enemy gains 1 Health at the end of the round.
- Dark Ritual - The weakest enemy in the same tile gains 1 Health when this enemy deals at least 1 damage.

Attacking range example

Ranged	Ranged	Ranged	Ranged	Ranged
Ranged	Reach	Melee	Reach	Ranged
Ranged	Melee	Player	Melee	Ranged
Ranged	Reach	Melee	Reach	Ranged
Ranged	Ranged	Ranged	Ranged	Ranged

General

- Adjacent - directly next to, not diagonal
- Tile - map card
- Space - squares on map cards
- Skill Check - Roll 4 dice. Each result, with modifiers, greater than or equal to 6 is a success.
- Hit - potential damage, roll to block
- Damage - Reduces hit points
- Energy - gained from successful Hits and spent on character abilities
- Ability - special actions that do not cost an Action, but do cost Energy

Cards

Enemy Card

1. Title
2. Number of dice to roll
3. Attack modifier
4. Type of attack
5. Defense modifier
6. Speed
7. Threat type
8. Attack behavior and any special skills



Hero Card

1. Title
2. Melee modifier
3. Ranged modifier
4. Defense modifier
5. Speed
6. Strength modifier
7. Dexterity modifier
8. Wisdom modifier
9. Charisma modifier
10. Starting / max health



Equipment Card

1. Title
2. Melee dice / modifier
3. Ranged dice / modifier
4. Defense modifier
5. Movement modifier



Ability Card

1. Title
2. Strength modifier
3. Dexterity modifier
4. Wisdom modifier
5. Charisma modifier
6. Name and description
7. Energy cost

