







Chest Full Of Gold



With Rogump slain you pick over his lair looking for anything to bring back to the village and maybe a trinket or two for yourself. Instead, buried under heaps of refuse, you discover a large chest full of gold! Getting this heavy thing out of the dungeon may be tricky...

Goal

Bring the treasure to the exit. Escape the cave with at least 1  between the party.

Special Rules

The Heroes need to bring a treasure chest to the exit. They start with 10-(P)  divided among themselves. Every time a Hero takes damage, they can instead lose  equal to the damage done to them. They need to escape the dungeon with at least 1 .

Enemies do not drop , nor can  be obtained during this quest. It can be spent. If all heroes die or if all the treasure is lost, the heroes lose.

Enemies



Arrowhead



Talon



Slip Thief



Ravager
















Riptooth

Map

| | | | | | | | | |
|--|---------------|--------------|--------------|--------------|-------------|----------------------|--|--|
| | T:15A E:10 | | | T:6A E:5 | T:4A E:4 | T:12A E:3 | | |
| | T:11B E:9 | T:13B E:8 | T:14B E:7 | T:10A E:6 | | T:3B E:2 | | |
| | | | | | | START T:1A E:1 | | |

Encounters (1-3)


| | |
|--|---|
| <p>1. Empty Room</p> <p>This room doesn't have anything or anyone in it...</p> | <p>2. Icy Reception</p> <p>This frigid room seems to sap the strength from your muscles. You fear your bones will break like icicles.</p> <p>[1-3] Spawn (P) . Movement throughout the dungeon is halved until a Hero steps on the  of this room. Spawn a  at the start of each round next to the hero furthest from the  until a hero has stepped on the .</p> <p>[4-6] Spawn (P)+1  enemies. Heroes anywhere in the dungeon lose 1  at the end of their turn until a hero steps on the  of this room, which stops the frosty air from sapping your power.</p> |
| <p>3. Monster Rush</p> <p>Enemies appear at the end of this room opposite from where the heroes entered, not the . They will not fight the heroes unless they stand in their way. On their turn, the enemies will attempt to rush out of the room through the door the heroes entered.</p> <p>[1-2] Spawn 4  enemies.</p> <p>[3-4] Spawn 2  and 2  enemies.</p> <p>[5-6] Spawn 3  enemies.</p> <p>If the enemies cross into the room the heroes just entered from, they disappear and the heroes each take 1d6 hits. This happens for every monster that passes into the room.</p> | |

Encounters (4-6)




4. Acid Rain

Entering this room triggers acidic goo to rain from the ceilings in all the rooms in the dungeon! Heroes take 1 hit each turn at the end of their turn.

[1-2] Spawn 2 .

[3-4] Spawn 3 .

[5-6] Spawn 2  and 1 .

The acid rain can be shut off if a hero steps on the  of this room and another hero is adjacent to the  of the next undiscovered dungeon tile. If there is only 1 hero in this dungeon, they can turn the acid rain off by standing adjacent to the  of the next undiscovered dungeon tile.

5. Mirrored Pain

Shards of broken mirrors cover the floor of this room and each step elicits a crunch. Floor to ceiling mirrors cover the walls. Your reflection looks off, wrong somehow. Is it making faces at you while your back is turned?

[1-2] Spawn 3 .






[3-4] Spawn (P)+2 .

[5-6] Spawn (P)+1  and spawn 1 .

After all enemies have acted, your reflection slashes itself with its weapon. Each hero in this room must make an attack roll against themselves using their hero's stats.

6. Mimic


Wait, we weren't holding two chests...were we?


The hero with the most  takes a rune card. If there is a tie, decide who gets the card. Spawn 1 , it is a Mimic! It uses the  and  of a , but not its attack. Instead on its turn the Mimic copies and uses the melee attack of the player holding the rune. The Mimic always targets a different hero than it is mimicking, if it can. At the end of the turn, pass the rune card to the next player, clockwise. Heroes cannot leave the room until the mimic is dead.



Encounters (7-8)

7. Ambush

The room stinks of dead things. Overpowered by the smell you fail to notice the enemies lying in wait.



[1-2] Spawn 3  adjacent to the hero that entered the room.



[3-4] Spawn 4  adjacent to the hero that entered the room.



[5-6] Spawn 2  and 1  adjacent to the hero that entered the room.



8. Stealthy Beasts

The room seems unremarkable at first. The first step inside sets off a wire of bones and chimes that jingles loudly. Behind you something scuffles.

Heroes who enter the room can make a :2 check to discover 1d6  tied to the tripwire attached to the door. It can only be claimed once.


[1-2] Spawn (P)+2  in the room that was just left. If there is another hero in that room, spawn the enemies around the hero with lowest .


[3-4] The room is lined with wires and chimes. Make a :2 check after any movement actions in the room. After the first failure spawn (P)  in the room.


[5-6] Spawn (P)+1  in the room that was just left. If there is another hero in that room, spawn the enemies around the hero with lowest .


Encounters (9-10)

9. Devilish Altar

An altar with a grim smile greets you on the opposite wall. Your blood runs cold and the hairs on your neck stand up as ghastly shapes begin to take form. Spawn 4  in this room. The first hero who enters this room may sacrifice:

[1-2] 



[3-4] 



[5-6] 



For every 2 points sacrificed remove 1 enemy. The first hero is the only hero who can pay this toll, and they may do so only once.

10. Cave Exit

The exit to the caves is ahead and about time too! The chest is getting heavy. You catch your breath as a dark shape enters the cave covered in the gristle of a freshly caught and eaten deer.

[1-2] Spawn a  and 4 . The enemies must be defeated before the heroes can escape.

[3-4] Spawn a  and 3 . The enemies must be defeated before the heroes can escape.

[5-6] Spawn 2 . The brutes are full from a fresh meal and their senses are dulled. Heroes can make a :3 check on their turns as an action. If they succeed they can slip out of the cave. Otherwise the enemies must be defeated before the heroes can escape.

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.