



## Collapsing Caves

*Natamar, the priest you brought into the dungeon has performed his rites but it has awoken something deep below Rogump's lair. Natamar pulls away and escapes through a tunnel that collapses right after him. Now you must escape the dungeon before it buries you alive!*

### Goal

Discover the exit and escape the collapsing dungeon.

### Special Rules

The dungeon collapses around you. Once a room is discovered the heroes have until the end of the next round to leave the room. Heroes that spend more than two rounds in a newly discovered room take 1 hit at the end of their turn. Enemies do not take damage from the collapsing dungeon.

# Enemies



Arrowhead



Talon



Slip Thief



Ravager



Riptooth

# Map

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

# Encounters (1-3)

<b>1. Empty Room</b>  This room doesn't have anything or anyone in it...	<b>2. Ambush</b>  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.
<b>3. Magnet</b>  A crackle of electricity comes to life as the door is opened. The  is a giant magnet! At the end of the turn, after heroes and enemies have acted make a  :2 check. Heroes that fail are pulled 1d6 spaces toward the  of this room. Touching it shocks the hero with 2 hits.  The magnet only works in this room. It does not affect enemies.  [1-2] Spawn (P)  and 1 .  [3-4] Spawn (P)+2 .  [5-6] Spawn (P) .	

## Encounters (4-5)

### 4. Boiling Room

Sweat slicks your forehead and hands as you enter this room. An almost unbearable humidity emanates from the  , creeping into your body and leeching it of water.

[1-2] Spawn 2  and 3  . Steam pours from the walls. The stamina draining nature of this room reduces hero  by 1.

[3-4] Spawn 1  and (P)  . The thick steam in this room makes  attacks impossible for the heroes. Enemies can still attack with  due to being accustomed to the steam.

[5-6] Spawn (P)+2  in this room. Each turn in this room deals 1 hit to heroes, after the enemies act.

### 5. Oil Trap!

The floor is covered in a slick oil. When a hero moves, move once in the direction you want to go and make a : 1 check. Success: You can move as intended. Fail: The hero continues in the direction they are moving until they hit a wall, enemy, or hero. Heroes stop sliding if it causes them to leave the room at the square before the door half square.

Enemy movement is not affected. If a hero collides with an enemy or hero, both take 1 hit.

[1-2] Spawn (P) .

[3-4] Spawn (P)+1 .

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

# Encounters (6-8)

<b>6. Bushwhacked</b> <p>The sound of ropes being pulled quickly through a pulley alert you to some hidden trap activating. Spawn 2  in the room.</p> <p>[1-2] Spawn 1  adjacent to each hero, no matter where they are in the dungeon.</p> <p>[3-6] Spawn 1  adjacent to each hero, no matter where they are in the dungeon.</p>	<b>7. Minor Room</b> <p>[1-3] You hear screams in the distance as you enter the room. Then you spot something shiny! Gain 1 .</p> <p>[4-6] You feel energized when you step foot in the room. Any hero entering this room gains 2  the first time they enter.</p>
<b>8. Armory</b> <p>Weapon racks cover the walls of this room. Enemies in this room roll an additional die to hit.</p> <p>Heroes can spend 4  while in this room to flip their weapon card, or swap it with an unused weapon card.</p> <p>[1-2] Spawn (P) .</p> <p>[3-4] Spawn (P)  enemies.</p> <p>[5-6] The blades and arrows on the wall shake and clatter causing the racks to make a racket. Spawn a  on  each time a hero ends a turn in this room.</p>	

## Encounter (9)

### 9. Collapsing Cave Exit

The exit to the caves is ahead!

[1-3] Spawn (P)+2  enemies. The exit is blocked by heavy debris! Make a  :2 check while adjacent to a room exit. On a success the path is unblocked and moving into the next room means you have escaped!

[4-6] Choose an exit to the room and a spawn a   on it. The enemy always returns to this spot after it has moved and acted. You cannot leave the dungeon until it is defeated. Once the  is slain, moving through the exit into the next room means you have escaped!.

# 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 

[#] = 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.

[3-4]-Spawn 4 

[5-6]-Spawn 2  and 1 