



## Dark Magic

*Dark energy ripples through the earth revealing a new dungeon below the collapsed one. When the energy coalesces, portals to the Vast Reaches open and monsters spill out.*

### Goal

Heroes need to purge the dark magic in each room, by making a :2 check as an action. Once (P)+2 rooms are purged of dark magic the heroes win.

### Special Rules

Once a room is discovered it cannot be left until the heroes succeed on their ability check. If the check is failed a monster spawns on the of the room the check failed in. If you run out of monsters a spawns. If you run out of monsters spawn monsters.

# Enemies



Zealot



Talon



Slip Thief



Forsaken



Riptoath

# Map

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

## Encounters (1-3)

<p><b>1. Empty Room</b></p> <p>This room doesn't have anything or anyone in it...</p>	<p><b>2. Acid Rain</b></p> <p>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.</p> <p>[1-2] Spawn 4  enemies.</p> <p>[3-4] Spawn 3  enemies.</p> <p>[5-6] Spawn 2  enemies and 1  enemy.</p> <p>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.</p>
<p><b>3. Bushwhacked</b></p> <p>The sound of a ropes being pulled quickly through a pulley alert you to some hidden trap activating.</p> <p>[1-2] Spawn 1  adjacent to each hero, no matter where they are in the dungeon.</p> <p>[3-4] Spawn 1  and 1  adjacent to each hero, no matter where they are in the dungeon.</p> <p>[5-6] Spawn 2  in the room. Then spawn 1  adjacent to each hero, no matter where they are in the dungeon.</p>	

## Encounters (4)

### 4. Icy Reception

This frigid room seems to sap the strength from your muscles. You fear your bones will break like icicles.

[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 steps on the  , as enemies slide on the icy floor to their quarries.

[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.

## Encounters (5)

### 5. Dark Charlatan

"Help me! Oh, won't someone help me!" A voice like old syrup calls out. Entering the room you see a man that appears to be wearing strange garb and a large hat holding onto a wall sconce. Below him he is being menaced by (P)+2  enemies..

Once the enemies are slain. The man climbs down.

"Thank you, kind souls! I thought that was the end of me, Mardichi the Magnificent!" A puff of smoke explodes behind him as he bows. It smells vaguely of dead flowers and freshly turned earth.

"Allow me to show my gratitude by giving you a reward! Just reach into my hat and grab what you can feel" He grins and doffs his strange hat offering it to all the heroes. Heroes in the room can accept a reward. They must roll 1d6 all at once and consult the table below. Once the heroes have accepted the offer and rolled, he laughs and disappears.

1: Spawn (P) 

2-3: Spawn (P) 

4: Gain 2 

5-6: Gain 2 

Alternatively a hero may spend an action intimidating Mardichi. Make a  :3 check. On a success the player gains one revealed item from the shop. On a failure Mardichi, throws a smoke bomb down disappearing and dealing (P) hits to all heroes in the room. In either case Mardichi disappears right after. This must be attempted BEFORE heroes accept any reward from him.

## Encounters (6)

### 6. Store Room

The sudden sound of the door opening and the light from the torch sends bugs skittering. This seems to be an old store room. Broken barrels and boxes litter the floor.

[1-2] Spawn (P) . Once all the enemies are defeated a hero can make a  :2 check to lift the debris and look for something useful. Success: Draw the top face down card from the item deck. This can only be attempted once per game.

[3-4] A goblin rolls out of a barrel of grain and looks at the heroes shocked.

"Diz iz my room! Promize not to hurt me...and I makez youz a deal!" Attempt a  :2 check to assuage the goblin of his fears.

Success: The goblin shakes an item free from somewhere unpleasant. He offers it to the heroes at half price. Choose any item in the store and pay half rounded down for it. The goblin disappears.

Failure: The goblin screams in fear calling his allies to his aid spawn (P)+1 . The goblin disappears.

[5-6] Spawn (P)+1 . Once all the enemies are defeated a hero can make a  : 3 check to lift a fallen shelf to find anything useful. Success: Draw the top 3 face down cards from the item deck. Choose one, put the other two back, and shuffle the deck. Once this check succeeds it cannot be attempted again.

## Encounters (7)

### 7. Reality Breach

A massive portal ripples into existence as soon as the first hero enters this room. Its mere presence warps the world into that of the Vast Reaches. All enemies must be defeated in this room before a check can be made to close the portal.

[1-2] Spawn (P)+2 . The chaos of the Vast Reaches pulls at your very soul. Each hero makes a :2 check at the end of your turn. If you fail, swap your ability card with an unused one.

[3-4] Spawn a  and (P) . The Vast Reaches drain your potential, increasing your aging. Each hero must lose 1  at the end of their turn. If the hero doesn't have any , they take a hit instead.

[5-6] Spawn (P)  and (P)+3 . Time seems to skip in the presence of the portal. Any rolls that result in a die showing 1, resets an enemy to full health starting with  enemies and then  if there are no damaged  enemies.

# 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.