



Escort the Priest

The caves below the village need to be cleansed and blessed, after the things Rogump did in them. Take the high priest, Natamar into the depths and purge the darkness below. A new sort of evil has rushed into the dungeon to take Rogump's place.

Goal

The Heroes and Priest must reach the Ritual Chamber and complete Natamar's cleansing ritual.

Special Rules

One hero takes a rune card, this represents the priest. Enemies will always move toward and try to attack the hero with the priest. If the enemy cannot engage the hero with the priest, they act normally. The hero guarding the priest will take an additional hit when attacked. Heroes can freely trade custody of the priest on their turn, but not on the enemy's turn. If a hero dies while guarding the priest a new hero immediately gains the Rune card that represents the priest.

Enemies



Zealot



Bonesnipe



Cultist



Forsaken



Lich Overlord

Map

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

Encounters (1-3)

1. Empty Room

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

2. Invisible Foe

Wind whips around you. It seems to be laughing. There is an invisible enemy in this dungeon. It uses the stats, EXCEPT

for the  , of a:

[1-3]  enemy.

[4-6]  enemy.

The invisible foe has 4  . It attacks each hero on its turn, not just one, in any room. Do not use a die to indicate where this enemy is. A hero can attack the invisible foe in any room. When a hero attacks the invisible foe they must first

make a  :1 check the first time they attack it that turn. If they fail, they cannot attack the invisible foe and have spent an action.

3. Magnet

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 (4-6)

4. Grotesque Menagerie

A room full of hideous statues leer at you. Their plaster is flaky, almost as if something is hidden in each statue. Spawn (P)  enemies.

There are 3 statues in the room.

[1-2] There are 3 statues in the room.

[3-4] There are (P)+2 statues in the room.

[5-6] There are 2 statues in the room.

If a hero takes damage in this room one of the statues comes to life on the next enemy turn. Only one no matter how many heroes are damaged. Spawn a , this destroys a statue. If there are no statues left, no enemies spawn. Heroes cannot leave this room until all enemies are defeated.

5. Berserker!

Spawn a . This enemy gets +(P) as a bonus to hit and defense. It immediately moves to and attacks the hero that discovered this room and then turns proceed as normal. On its turn it moves and attacks up to two different heroes if possible. When it dies receive 1d6  and

[1-2] 2 

[3-4] 2 

[5-6] 2 additional 

6. Dryad Fountain

A beautiful fountain sits in the middle of the room carved in the likeness of a forest dryad.

The fountain can only be used once by each hero.

[1-2] The fountain will accept 2  for 2 .

[3-4] The fountain will accept 3  for 2 .

[5-6] The fountain will accept 2  for 5 .

Encounters (7-8)

7. Concealed Chute!

The ground opens from beneath your feet. Make a :2 check. Success: You leap over the chute.

This check needs to be made by each hero entering the room for the first time.

[1-2] Fail: Roll 2d6. You move that many spaces toward the entrance of the dungeon. You unclog stuck enemies.

Spawn 3  surrounding the space you land on, if you fall through the chute.

[3-4] Fail: Roll 2d6. You move that many spaces toward the entrance. You slide through some cobwebs, but are fine.

[5-6] Fail: Roll 2d6. You move that many spaces toward the entrance. Take 1d6 hits from banging into the walls on your way down.

8. Minor Room

[1-3] You hear screams in the distance as you enter the room. Then you spot something shiny! Gain 1 .

[4-6] You feel energized when you step foot in the room. Any hero entering this room gains 2  the first time they enter.

Encounter (9)

9. Ritual Chamber

There is a coalescence of dark energy here. Natamar asks for the heroes protection as he begins to focus and call down divine elemental energies.

As soon as the hero with Natamar enters this room, he begins his ritual. The heroes need to keep the priest alive for 4 turns. Immediately spawn 4  enemies. At the start of each turn spawn 2  in the room. If there are no  enemies left to spawn, spawn a  each turn instead.

[1-2] A hero may use one of Natamar's divine relics. Choose a hero to take the red rune card. When a hero with the  rune makes a roll, they can adjust a die in their pool up one number once during their turn.

[3-4] Candles and holy oil set up by Natamar may be useful in a fight. A hero may make a :2 check as an action on their turn. If they succeed all enemies in the room instantly take 1 hit. This can only be done once.

[5-6] Spawn 2  in addition to the 4 enemies spawned when the room is discovered. A divine gift! Each hero takes the top card un-flipped card from the store deck upon entering the room.

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.