



Fianna's Gambit

Fianna grins as you approach. With an easy exhale, she adjusts from her upside down one hand stand. With a focused concentration that would be impossible for anyone else, she bends and flips into a sitting position and pats the mat next to her inviting you over. "You want to hear about the Tomb of One Hundred Horrors? Settle in. Focus on your breathing and don't get scared."

Goal

Complete the Tomb of One Hundred Horrors

Special Rules

A hero can spend an action to meditate. Roll 1d6 and add the result to the hero's .

Enemies



Zealot



Bonesnipe



Cultist



Forsaken



Riptooth

Map

		T:7B E:5	T:4B E:4					
			T:5B E:3	T:15B E:2				
				START T:1A E:1				


Encounters (1-3)

1. Empty Room


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

2. Learn to have no fear...

The tomb's mouth was shaped like a wolf's skull. There was a sense of finality entering it. I knew one misstep would mean being consumed by the creatures that lurked there."

Spawn (P)+2 . The walls are sharp, covered in rocks that look like teeth. If a hero ends or starts an action adjacent to a wall, they take one hit.




[1-2] The enemies in this room strike hard. If a hero takes damage, move them 1d6 spaces to be adjacent to the nearest wall.

[3-4] The floors are slick with mold and fungus. After a hero moves they must make a : 3 check. If they fail, move them adjacent to the nearest wall.




[5-6] If a hero makes an attack and misses (no hits are rolled), move them 1d6 spaces to be adjacent to the nearest wall.


3. Control your breath...

"The power within me crackled and burned. It was like I was a fire burning out of control. If I didn't control it, I would turn to ash."

Spawn (P)+2  and (P) . If a hero does not spend  on their turn, they take a hit.

[1-2] The meditate action costs two actions instead of one in this room.






[3-4] When a hero takes damage remove it from  first. If there is no  left remove it from the hero's .




[5-6] If a hero misses an attack lose (P)+2 .

Encounters (4-5)



4. Find your center...

"The power within still burned, pulling itself through me. Warping my body."

Spawn (P)+2  and (P)+2 . The power of this room warps . If a hero spends  they must make a  : 3 check. A failure means the hero takes a hit.


[1-2] A dark crystal rests at the . It causes all heroes in the tomb to spend 1  at the end of each action. The crystal can be shattered if the hero stands adjacent to it and succeeds on a  : 2 check as an action. If it shatters the effect stops.


[3-4] If a hero meditates in this room, they take a hit.



[5-6] Spending  in this room counts as spending  for the purposes of the warping influence that pervades the place.


5. Your worst enemy...

"The mirrored room spun around us. Our reflections darkened and then stepped out of the glass and into the real world. "

Spawn (P) . They are the shadow of the heroes in this room, they use all the Riptooth's stats including Regeneration. Defeat all enemies in this room to complete the Tomb of One Hundred Horrors!

[1-2] When a  attacks, a hero roll 1d6. On a 5 or 6, they use the first ability of that hero to give themselves or their allies an advantage.

[3-4] When a hero takes damage, roll 1d6. On a 5 or a 6, the  who damaged them heals 1 .

[5-6] When a  is defeated, spawn 2 .

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.