



Delyth's Saga




Sparks flare around Delyth as she draws arcane symbols in the air with her fingers. The symbols hang in the air as hazy light forms. When she sees you approach she closes her fist and the symbols disperse in a crackle of energy. "You want to hear about the Chaos Mage? Sure. Take a seat."

Goal

Defeat the Chaos Mage.

Special Rules

Shuffle the item deck and setup the the items that can be purchased. Then place the

 into the remaining item deck as the fourth card. Then counting the  as the fourth card, place the  in the deck as the ninth card. Runes cannot be purchased, but must be added to the shop as if they were items when they appear in the deck.

Enemies



Zealot



Talon



Slip Thief



Forsaken



Lich Overlord

Map

		T:4A E:5	T:9A E:4					
			T:5B E:3	T:11B E:2				
				START T:1A E:1				

Encounters (1-2)







1. Empty Room






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






2. The castle was there and then it was not...

"The Chaos Mage's castle flickered in and out of reality. Her power began to affect us as soon as we stepped into her parlor."

At the end of each round, after the enemies have done their actions, put one item from the shop onto the bottom of the item deck. Flip the top card of the item deck and add it to the shop. This only happens if any hero is in this room.

[1-2] Spawn (P)  and (P) . If the  rune card is in the shop at the start of the round spawn an additional (P) . If the  rune card is in the shop at the start of the round spawn an additional (P) .

[3-4] Spawn (P)+2 . The enemies shimmer like the castle, disappearing and reappearing. If an enemy takes damage and does not die, place it back at the . If the  or  rune cards are in the shop at the start of the round re-spawn (reroll the enemy die and place it on the ) an enemy if an enemy takes damage, but does not die.





[5-6] Spawn (P) . The enemies shimmer like the castle, disappearing and reappearing. If an enemy takes damage and does not die, place it back at the . If the  or  rune cards are in the shop at the start of the round re-spawn (reroll the enemy die and place it on the ) an enemy if an enemy takes damage, but does not die.





Encounters (3)






3. Movement became difficult...

"The ground undulated and roiled as though we were walking the skin of some huge beast. Keeping sure footing was a challenge."

If a hero takes damage, put one item from the shop onto the bottom of the item deck, flip the top card of the item deck and add it to the shop. This only happens if any hero is in this room.

[1-2] Spawn (P)  and (P)+3 . When a hero moves, roll 1d6 and move that many spaces. If the  or  rune cards are in the shop at the start of the round, roll 2d6 and subtract their values from each other instead of 1d6 when a hero moves.




[3-4] Spawn (P)  and (P)+3 . The hero moves at the speed of the character on the other side of their card, don't add weapon stats. If the  or  rune cards are in the shop at the start of the round, all heroes move at the speed of the slowest hero in the party. If there is only one hero, their speed is reduced to 1.




[5-6] Spawn (P)  and (P)+3 . Subtract the amount of enemies in the room from a hero's speed to a minimum of 1. If the  or  rune cards are in the shop at the start of the round spawn a .




Encounters (4)




4. We could not trust what was real...

"The chaos magic danced over everything, warping it into strange new forms. We had to focus or we'd lose ourselves to the ebb and flow of the magic."

Spawn (P)+2 . At the end of the round, replace the highest health  with a  of matching health and type.

[1-2] If the  or  rune cards are in the shop at the start of the round heal a  with lowest health back to full health.





[3-4] If the  or  rune cards are in the shop at the start of the round spawn a .

[5-6] If the  or  rune cards are in the shop at the start of the round roll 1d6 and heal that many enemies 1 .

Encounters (5)



5. Even our souls were not safe...

"The Chaos Mage's study was a mess of books, scrolls, and papers. She had transformed herself into something darker..."


Spawn (P)+2  (P)+1  and a . Defeat the  Chaos Mage to win. Magic whips through the room after the all heroes have taken their turn. Roll 1d6 at the start of each enemy phase:


[1] Nothing happens.



[2] All weapon cards flip, and the heroes use the new weapons.

[3] All heroes swap their values for their  and their .

[4] All ability cards flip, and heroes use the new abilities.

[5] The  heals back to full health.

[6] All heroes heal 2 .

Roll on this chart again for a second or third effect if the  or  rune cards are in the shop.

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.