The Ballad of Calder

"Did you ever hear the tale of the zombie-" Calder holds back a burp. "Zombie horde and how I slew them all? Oh, well, pull up a seat, friend! And it wouldn't hurt to buy me a drink from time to time, as recompense for my amazing story skills."

A vaguely inebriated Calder settles in for a story. You have the time to listen, but you may not have the patience.

Goal

Slay that blasted Lich!

Special Rules

Calder is a bit of storyteller. It's difficult to discern fact from fiction and that gets even hazier when he drinks. Certain encounters will allow players to spend 💰 to alter the story. All players start with 3 💰. Spending 💰 in this way is represented by buying Calder another drink. These alterations must be done when a room is first discovered. One player must play as Calder.

Enemies

🟩 Arrowhead	🟦 Talon
🟩 Slip Thief	🟦 Ravager
🟥 Lich Overlord	

Map

	T:4A E:5	T:3A E:4	T:6A E:3	T:12B E:2			
				START T:1A E:1			

Encounters (1-3)

---

1. Empty Room

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

---

2. The entryway was dark...
"I steeled myself as I entered the dungeon. My nerves were steel. My sword was steel. I was going to 'seal the deal' of slaying the zombie master I heard lurked deep within. I can't quite remember if anyone else was with me..."

Spawn (P)+3 🟩 .

[1-2] Pay (P) gold. Adjust all the enemies in this room to the lowest ♡⊕ . "There were a few of them, but they looked weak, no match for me!"

[3-4] Pay (P) gold. Remove one enemy and adjust the die of the remaining two to their max ♡⊕ . "There were a few standing there, but I got the drop on them!"

[5-6] Pay (P) gold. Remove the enemies and spawn 1 🟦 instead. "I expected stiff resistance, but all I found was a lone guard."

---

3. Something seemed off...
"I had seen Arrowheads and Slip Thieves before, but these ones seemed off. Sick. It was in the next room I discovered the truth..."

Spawn (P)+2 🟩 and (P) 🟦 . This room is full of a noxious gas that stings to breathe in. At the end of a hero's turn they must make a 👊 : 2 check. Failure means they take a hit. A new room in the dungeon cannot be discovered until all the enemies in this room are defeated.

[1-2] Pay (P)+2 💰 . Add 3 ⚡🛡 to all heroes. "They were undead! Somehow that knowledge filled me with determination to slay them all!"

[3-4] Pay (P)+2 💰 . Take the top card of the shop and give it to a hero. "They were undead wretches! But, Calder always comes prepared..."

[5-6] Pay (P)+2 💰 . Adjust all the 🟩 ♡⊕ to the lowest number. "They were undead, practically skeletons!"

Encounters (4-5)

4. Then the trap was sprung!

"That blasted zombie master was raising an army! But you know what they say, the sword is mightier than the...horde of flesh eating zombies....I think."

Spawn (P)+3 🟩 and (P)+2 🟦. Esoteric and obscene symbols cover the room. At the end of the round all enemies in the dungeon heal 1 ⊕. A player can attempt a 📖:2 check at the ✛ to scrub the symbols away. This counts as an action. If the hero succeeds the enemies stop healing.

[1-2] Pay (P)+3 💰. Heal all heroes 2 ⊕. "Despite the overwhelming odds I knew I'd prevail!"

[3-4] Pay (P)+3 💰. Heroes add +1 to defense rolls when they first enter the room. "They were slow and their brains were nearly rotted. I had the advantage!"

[5-6] Pay (P)+3 💰. Reroll any enemies at max health once after they have spawned. "They were strong! As tough as mighty oaks...or they were...weak...like saplings. I can't seem to recall"

5. The zombie master beckoned...

"There he was, the zombie master, Archduke Kritter...or was it, Kritter the Duke of the Arches? I had caught the foul necromancer raising, of all things, a mate! I guess it's nice to have someone with you if you conquer the world. Delyth says it was something more like it was attempting to split its soul so that if one body died it would still live on, but I think my view of it is more...romantic."

Spawn a 💀6 and another 🟥. Spawn (P)+3 🟦. Each turn, after the enemies act spawn a 🟩. Defeat both 🟥 to win!

[1-2] Pay (P)+4 💰. Heal all heroes 2 ⊕. "My strength seemed to surge at the overwhelmingly odds. I like a challenge."

[3-4] Pay (P)+4 💰. Place heroes anywhere in the room. "Their rotten ears had nearly fallen off. It was easy to sneak up on them!"

[5-6] Pay (P)+4 💰. Replace the 💀6 with a randomly spawned 🟥. "The lead zombie master looked weary from its magic. It had left itself vulnerable!""

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.