



Troll Trial

The riptooth devil Rogump has been raiding our larders and stealing our livestock. Come winter we'll be out of food, and so will Rogump. And then he'll come for us.

Goal

Find and slay Rogump! The quest is complete when Rogump has been killed and there are no other enemies remaining.

Enemies



Arrowhead



Talon



Slip Thief



Ravager















Riptooth

Map



			T:14B E:4	T:12A E:3				
			T:7A E:5	T:5A E:2				
			T:2A E:6	START T:1A E:1				

Encounters (1-3)


<p>1. Empty Room</p> <p>This room doesn't have anything or anyone in it...</p>	<p>2. Monster Camp</p> <p>There is a group huddled around a small fire.</p> <p>[1-2]-Spawn 1  and 2 </p> <p>[3-4]-Spawn 4 </p> <p>[5-6]-Spawn 2  and 1 </p>
<p>3. Bane of Rogump</p> <p>In the center of a gore splattered room a device made from a whirlwind of blades spins. In the center of the steel twister is a glowing yellow Rune Stone that pulses with power. Perhaps it will give you an advantage against Rogump?</p> <p>Spawn (P)+2 . When a hero is adjacent to the  they may attempt either a : 3 check to disable the trap and grab the rune, or a : 2 check to snatch the rune from the trap. If the hero fails the check, they take 2 hits. If the rune is retrieved, give the triumphant hero the  rune card.</p> <p><i>(To perform a skill check roll 4 dice and add your skill modifier to the results of each. A success is any value of 6 or greater after applying your skill modifier. You need 2 successes on a  check or 3 successes on a  check.)</i></p>	


Encounters (4-6)


4. The Alchemist

Spawn (P)  and (P)+1 . Every time a hero rolls no hits on an attack in this room roll 1d6:

1: Nothing happens.

2: Smashed vials. Make a :2 check. If you fail take 1 hit.

3: A homunculus escapes! Spawn 1 .

4: Healing vat. Gain 1 .


5: Acid beaker. All enemies and heroes in this room take 1 hit.

6: Explosion. All enemies in this room take 1 hit.



5. Lost Villager

A scream catches your attention. You have found a lost villager!


[1-2]-The villager stumbles into a trap while reaching for something shiny. The hero who discovered this room takes (P)

hits. Heroes can split (P)+2  between them.


[3-4]-The thankful villager gives the



heroes (P)+1  and (P)  to split between them.



[5-6]-The villager falls to the ground succumbing to the curse of the Lich!

Spawn a . This enemy has SIPHON.

6. Rogump

The den of Rogump is filled with the debris of fallen warriors and the bones of lost villagers. Spawn Rogump, a . If a hero has the Rune Stone from earlier, they have an advantage against Rogump. Any time a hero with the Rune Stone lands a successful hit on Rogump, he does not regenerate on his next activation.

Spawn (P)+3  when Rogump appears. Rogump is flanked by a cadre of cowardly goblins. The hero who reveals this room can make a  check to intimidate the goblins. The lowest health goblin flees from the room and is removed from the dungeon for each success. If the goblins are all the same health, pick one. This check can only be made once by the first hero entering the room.

If possible, spawn 1  on the  each round after all enemies have activated until Rogump is defeated.

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.