



Please visit DeckBoxDungeons.com for links to the app, latest rules, and Print & Play Quests.

In the event that rules differ in the app, on a card, or in a quest from those described here, follow those rules instead.



Setup

1. Select a quest to play and place the starting map tiles as shown in the app or setup section of the print and play quests.
2. Each player needs to build a character by selecting a Hero card, an Equipment card, and an Ability card. (Note: Equipment cards are placed on the left of the Hero card and Ability cards are placed on the right of the Hero card.)
3. Each player takes Treasure, Health, and Energy tracker cards and slides them under the Equipment, Hero, and Ability cards respectively. Set your Health value at the health value displayed at the bottom of the Hero card. Treasure and Energy start at zero.
4. Shuffle the item deck and flip the top three cards face up. These three cards are items available to purchase using Treasure. When an item is purchased, immediately replace it with the top card from the item deck. Items do not need to be used immediately and can be saved.

Rounds

Player Phase

Each player may take up to two actions when they activate. Minor actions are free actions and do not cost an action to do. Players may activate in any order, but must spend all their actions before the next player activates.

Enemy Phase

Enemies activate in ascending threat order, ranged first, then melee.

Refresh Phase



Player actions refresh, skills and/or special rules may activate.



Player Actions

Actions

- Move - You may move (not diagonally) up to your character's displayed speed. You may not move through enemies.
- Attack - Explained in combat.
- Encounters or quests may require the Hero to do something that requires an action.

Minor Actions

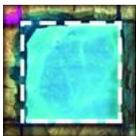
- Use an ability.
- Purchase or use an item.
- Trade (Transfer treasure or items with another adjacent player.)

Note: Minor actions DO NOT cost an action and may be performed at any time.

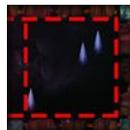
Exploring

When you step onto the half space between tiles, tap the explore button in the app on the direction you are leaving the room. Draw and place the tile revealed by the app with the arrow on the new tile lined up to the tile you are leaving. Next, read the new encounter and follow any special rules. Finally, finish your movement and the rest of your turn if you have any remaining actions.

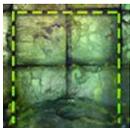
Terrain



Water - Spaces outlined in White, costs 2 movement to move into. Water does not block line of sight.



Pit - Spaces outlined in Red, causes 1 damage when entering. Pits do not block line of sight.



Entrance/Exit - Spaces outlined in Green.

Spawning

Spawn enemies by rolling the enemy dice displayed in an encounter. Place them on and around the point of interest in the order (1-9) displayed in the image. If a space is blocked on the map, place the enemy in the next available space. Enemies spawned have the type and health displayed on the face of the die that was rolled. If an enemy icon in an encounter contains a number, do not roll to spawn them. Instead, place the enemy with that value showing.



Combat

Attacking

Make an attack by rolling the dice displayed on your character's equipment or enemy's card. Add your modifier to the dice you roll. If the total of the die or modifier is 6 or higher that is a hit. A natural 6 rolled by the player is a Critical Hit and cannot be blocked by the enemy. Heroes gain 1 energy for every successful hit, even if the damage rolled after is blocked.

Defending

Roll 1 die for each successful hit rolled against you. The player on your left rolls to defend for any enemies you successfully hit. A hit is successfully blocked for each die rolled that is greater than or equal to 6 with your Defense modifier applied.

Enemy Actions

Enemies may move, attack, or move and attack if possible. Enemies may not attack twice.

Defeated Enemies

Enemies are defeated if they take damage while their die is at 1 health. If you defeat an enemy, roll its die and gain an amount of treasure equal to the number rolled.

Line of Sight

A target is within line of sight if you can draw a straight line between one corner of each space. Line of sight may pass through an ally or over a pit, but not through an enemy or wall. If the line passes along the border of a blocking space then line of sight is blocked. If there is a question of if line of sight exists then it does not.

Critical hits

A naturally rolled 6 on an attack made by a player is considered a critical hit and cannot be blocked by an enemy.

Note: Enemies DO NOT perform Critical Hits.

Melee

- Roll the number of dice displayed for Melee on your equipment card or the enemy's card depending on who is making the attack.
- Add the Melee modifier to each die. A result of 6 or higher is a hit.
- Melee attacks can only be made to orthogonally adjacent spaces.

Ranged

- Roll the number of dice displayed for Ranged on your equipment card or the enemy's card depending on who is making the attack.
- Add the Ranged modifier to each die. A result of 6 or higher is a hit.
- Ranged attacks must have line of sight, be in the same map tile or adjacent map tile, and be at least one space away.
- If you are standing on the half space between two map tiles you may attack line of sight in only those two tiles.
- Ranged attacks from items purchased with treasure do not use bonuses granted by a hero's weapon.



Skill Checks

Perform a skill check by rolling 4 dice and adding your modifier for the skill type. Each die with a result of 6 or higher is a success. Most skill checks require a certain amount of success. For instance a task may require a Wisdom: 3 check. That means 3 of the 4 dice rolled must be success to pass.



Strength



Dexterity



Wisdom



Charisma

Glossary

Tile - Map card.

Space - Squares on map cards.

Hit - Potential damage, roll to block. Heroes gain energy equal to successful hits.

Damage - Reduces health of heroes. Rolls enemy dice down to lower values.

Energy - Gained from successful Hits and spent on character abilities

Ability - Special actions that do not cost an Action, but do cost an Energy amount listed on the ability.

Keywords

Reach - Allows diagonal melee attacks.

Crush - Does an additional damage on a successful hit.

Stun - Stops enemy from activating. If a weapon has Stun, it must do at least 1 damage for Stun to happen. Stun does not affect red enemies.

Pierce - Target has -1 defense modifier on defense rolls.

Siphon - Players in the current and adjacent Tiles lose 1 energy when this enemy activates.

Regenerate - This enemy gains 1 health at the end of the round.

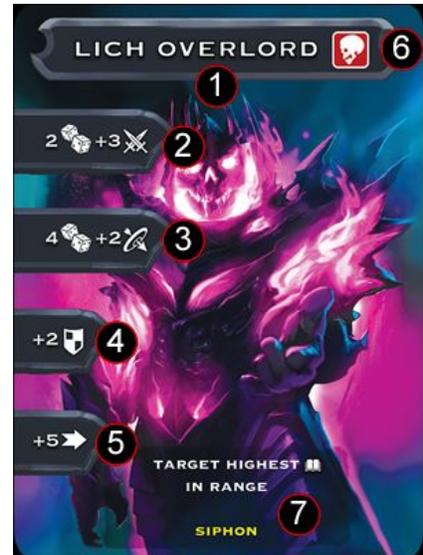
Ritual - The weakest enemy in the same tile gains 1 health when this enemy deals at least 1 damage.

Barrage - You may choose a different target with each die.

Heavy - You gain a max of 1 energy for each attack.

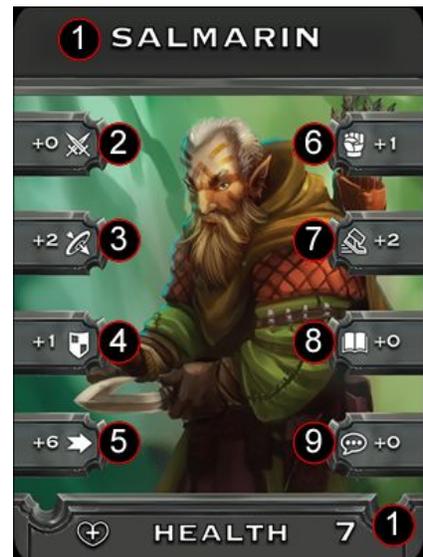
Enemy Card

1. Title
2. Melee dice and modifier
3. Ranged dice and modifier
4. Defense modifier
5. Speed
6. Threat type
7. Attack behavior and any special skills



Hero Card

1. Title
2. Melee modifier
3. Ranged modifier
4. Defense modifier
5. Speed
6. Strength modifier
7. Dexterity modifier
8. Wisdom modifier
9. Charisma modifier
10. Starting / max health



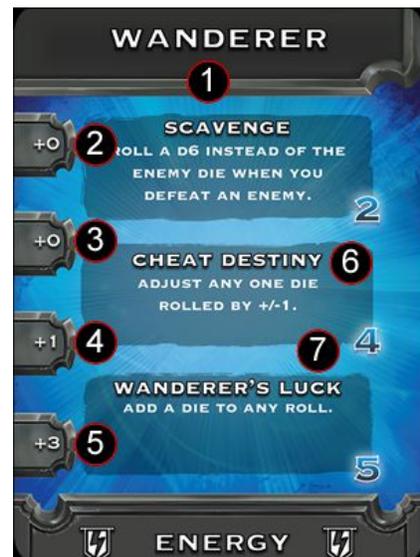
Equipment Card

1. Title
2. Melee dice / modifier
3. Ranged dice / modifier
4. Defense modifier
5. Movement modifier



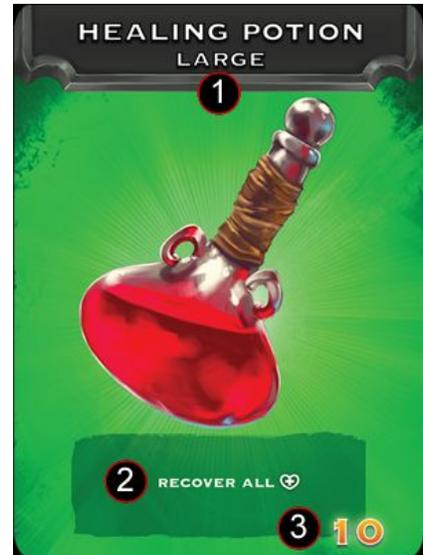
Ability Card

1. Title
2. Strength modifier
3. Dexterity modifier
4. Wisdom modifier
5. Charisma modifier
6. Name and description
7. Energy cost



Item Card

1. Title
2. Effect description
3. Treasure cost



Credits

Designed By:
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Additional Design/Content:
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