



# DnD Dice Box / Tracker

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## Summary

A beautiful DnD box to store your dice, pencil and eraser. Furthermore, to track your spell slots, hit dice and more!

[Toys & Games](#) > [Board Games](#)

Tags: barbarian board box case death dice die dnd dragons druid dungeons eraser fun game hit joy monk paper pen pencil play pnp ranger roll rouge save screw slot sorcerer spell store warrior wizard penandpaper

## Introduction:

The dice case is fully 3D printed, no supports are needed. You need to glue the D&D letters in and a few letters in the inside and the rollsurface as well. The reason is only to achieve some nice multicoloured effects.

## Important:

I had big trouble to print the upper and lower box piece. Either I had warping or after the finished print it was bend into the opposite direction after releasing it form the bed. The way I solved this issue:

- use a glass bed clamped to the heat bed
- use (a sh\*t load of) adhesive spray
- bed temperature 30° to minimize the temperature difference

Afterwards let it fully cool down. To get the print off will not be easy, but if you manage to do it carefully it is worth the trouble.

## Some further notes:

How many pieces you need of each file is stated in the file name.

You should print the following two coloured by switching the filament:

- Labeling
- Upper\_Box\_Labels
- Rollsurface

It is intended to not glue the lables on the bottom in. You may customize them according to what you play and what need in the current situation.

You can print the Upper\_Box without supports, the DnD letters can be done using bridging.

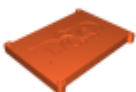
**Last but not least, if you like the design, please consider a tip, I need some beers after this ;-)**

## Model files

**lettering\_n1.stl**



**upper\_box\_n1.stl**





**lower\_box\_n1.stl**

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**upper\_box\_labels\_n1.stl**

☐ print two coloured

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**brain\_n1.stl**

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**labeling\_n1.stl**

☐ print two coloured

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**death\_save\_success\_n1.stl**

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**flame\_n22.stl**

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**counter\_mid\_n1.stl**

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**cross\_n20.stl**

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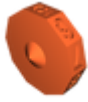
**counter\_right\_n5.stl**

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**screw\_n4.stl**

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**counter\_left\_n5.stl**



**death\_save\_fail\_n1.stl**



**rollsurface\_n1.stl**

☐ print two coloured

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