



## QUESTS

**Dungeon Attack! Quests** are scenarios for the **Dungeon Attack! Dice Game** that offer adventurers the opportunity to work together on a common goal. **DA! Quests** bring the cooperative facet of the game to the forefront and present additional thrilling challenges to the basic game.

Four Quests are presented here, all of which use the sixteen Monster Dice that come in the basic game pack. Game play follows the standard three dungeon level format presented in the main rules. The following additional actions are available to adventurers when playing DA! Quests:

**Power Up.** Before rolling the dice, an adventurer may sacrifice 3 gold for one re-roll. Even when using Power Up, each die can still only be re-rolled one time.

**Invigorate.** If not facing any Monster Dice, an adventurer may sacrifice 3 gold to heal one HIT on himself.

**Trade.** If not facing any Monster Dice, an adventurer may take an action to exchange any amount of gold and/or magical items with another adventurer who is also not facing any Monster Dice. Gold and magic items may also be exchanged with an adventurer who is Knocked Out.

*DA! Quests* may also be played using any of the optional *Dungeon Attack!* additions such as: Trap Die, Labyrinth Die, Dungeon Adventure Cards, Zombie Monster Dice, Poison Monster Dice, and Chaos Monster Dice. Beware: adding these elements may increase the level of difficulty!

### Quest 1 - To Save A Village

*The poor villagers of Shadowvale are in need of the heroic adventurers' help. The tyrannical Lord Arquin is demanding tribute be paid. The land has suffered a season of drought, causing crops to fail which has left the villagers unable to pay the tribute. Short of overthrowing the greedy lord, a feat which is currently beyond the ability of the adventurers, only one option remains. The adventurers must find a dungeon, defeat the monsters, and seek treasure to help the villagers pay the tribute!*

**Goal:** Find at least 20 gold coins by the end of the third dungeon level.

**Special Rules:** The value of magical items found do not count when completing this quest. At least one adventurer must survive and finish all three dungeon levels to meet the goal.

### Quest 2 - The Curse of House Albott

*Several months ago, an evil witch was sentenced to death by the Duke of Albott. Before her demise, the witch placed a curse on the Duke's family. The curse was that the Duke's eldest son and heir, Rylar, would be afflicted with lycanthropy. From that day forward when the silvermoon is full, Rylar has become a feral beast. The Albott family has managed to keep this a secret by locking Rylar away during these changes. The Duke's scholars located an ancient tome, identifying an artifact that may be powerful enough to lift the curse, but it is located in a treacherous, monster-infested dungeon. The adventurers have been hired to find the artifact and bring it back to the Duke before the curse becomes permanent.*

**Goal:** Find at least one artifact by the end of the third dungeon level.

**Special Rules:** Witch Attack!: At the beginning of the third level every adventurer takes a HIT. At least one adventurer must survive and finish all three dungeon levels to meet the goal.

### Quest 3 - Monster Parts

*Plunder in dungeons has been poor lately and the adventurers find themselves in the grand city of Roxel short on treasure and luck. After several days of scrimping by on gruel and sleeping in stables, the adventurers find an advert posted by the Alchemists Guild. It offers sizable bounties for the capture of powerful monsters that are brought to them for their experiments. With no other prospects, the adventurers decide to undertake this perilous task.*

**Goal:** Capture at least one Boss Monster by the end of the third dungeon level.

**Special Rule:** To capture the Boss Monster, you must first roll a Defeated Monster and then a Moving Monster on a re-roll. The Boss Monster die is then captured and is moved on to the adventurer card to represent this fact. From this point forward, any other adventurer rolling Moving Monsters must move at least one Moving Monster to any adventurer with a captured Boss Monster. If the adventurer is Knocked Out the Boss Monster escapes and is returned to the Dungeon. The Boss monster may be Traded between adventurers. At least one adventurer must survive and finish all three dungeon levels to meet the goal.

### Quest 4 - Hunt for the Doomsday Lich

*Over a century has passed since the legendary adventurers called the Sacred Warriors defeated the dread Necromancer Hatross. Hatross' rise to power was aided by the Shadow Wind when it was at its peak. The Shadow Wind powers dark magics and brings chaos and strife as it blows through the magic aether. Now the Shadow Wind has strengthened and the agents of evil have used it to perform dark rituals to resurrect Hatross as a powerful Lich. This has not gone unnoticed by the Sacred Temple as all agents they have sent have failed to return. They now suspect the worst and have approached the adventurers to go forth to the Obsidian Tower of Hatross and defeat this evil before it dooms all good folk.*

**Goal:** Defeat the Epic Monster by the end of the third dungeon level.

**Special Rules:** Must use the Epic Monster optional rule as described in the main rules. If the Epic Monster was not defeated by the end of the third level, each adventurer must lose a magical item (if one is available) to find a secret door to a fourth dungeon level and attempt to defeat the Epic Monster there. If the Epic Monster is not defeated by the end of the fourth dungeon level, the Epic Monster escapes and the quest fails. At least one adventurer must survive and finish all three dungeon levels to meet the goal.