

REFERENCE

SETUP

Choose at least 6 quests.
Set timer to 30 seconds per quest chosen.
Complete your quests before the timer runs out! Go!

SUCCESS

If the quest pile is emptied before time runs out, award party 1 XP for each complete quest.

FAILURE

If the quest pile is not emptied before time runs out, award party 1/2 XP for each complete quest (round down).

	BARBARIAN	<i>Remove one monster die from any quest, or change one monster die to any number.</i>
	BARD	<i>Copy the ability of any character in play.</i>
	CLERIC	<i>Heal up to 2 wounds. (May be divided among characters)</i>
	PALADIN	<i>Entire party skips a quest. (No damage is dealt for the skipped quest.)</i>
	RANGER	<i>Place or remove a die from any quest that requires the use of dexterity. (Flick, throw, balance, etc.)</i>
	ROGUE	<i>Complete any quest with one fewer die than required. This applies to all characters in the quest.</i>
	WIZARD	<i>Any time you are required to roll or use a specific number in a quest, you can change a die to any face.</i>

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FUNGEON PARTY




3-15 Mins


Ages 14+

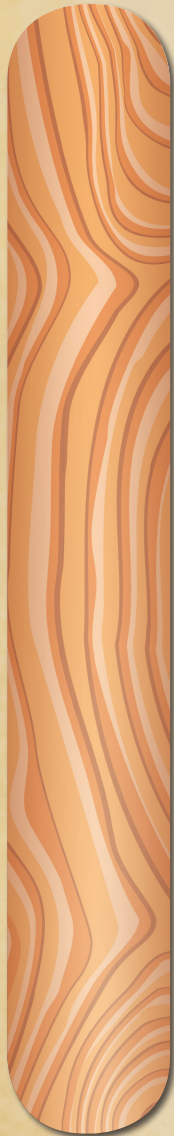

2-5 Players

WIZKIDS

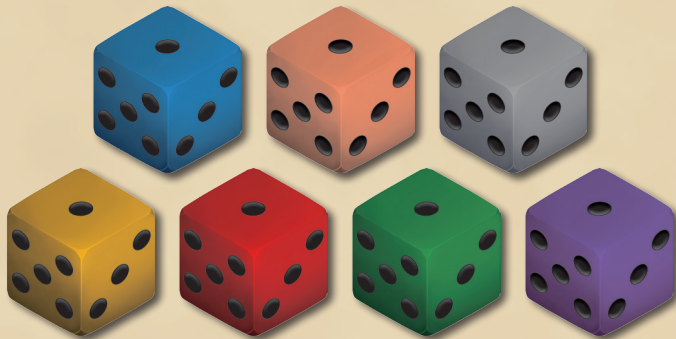
OBJECTIVE

Complete your quests before the timer runs out!

COMPONENTS



5 Wands



Character Dice
7 sets of 5 colored d6



Monster Dice
1 set of 5 black d6



31 Hit Point Tokens



29 Ability Tokens



1 Meeple



25 XP Tokens

7 Character Cards

1. Character image
2. Class
3. Class icon
4. Starting Hit Points (HP)
5. Locked Hit Points
6. Ability text
7. Starting Ability uses
8. Locked Ability uses



LOCKED UPGRADES

Locked HP and Ability uses can be unlocked by earning XP. See page 6.

66 Quest Cards

1. Lead character
2. Quest name
3. Requirements description
4. Penalty for failure



SET UP

1. Randomly draw at least 6 quest cards to create the dungeon.
You may choose to draw as many cards as you would like.
2. Shuffle the drawn quest cards and place them face down in the center of the table.
3. Each player chooses a character card and places it, as well as their colored dice, in front of themselves. Place the appropriate number of unlocked HP and Ability tokens on each character card.
Remove from play area any unused character cards and their dice.
4. Place the other components (tokens, wands, monster dice, and empty box) within reach for all characters. Make sure to empty the box top and bottom for use.
5. Set a timer using a cell phone. For each quest card in the dungeon, add 30 seconds to the timer. *If you added 6 quests, you will set a timer for 3 minutes. (6 x 30 seconds = 3 minutes)*

EXTRA TIME

For your first few plays, we recommend adding 2 minutes for every 5-6 quests.



GAMEPLAY

You only have a few minutes to complete all quests in the dungeon!

- Begin by flipping the first quest card and starting the timer.
- Follow the quest description to complete it. Each quest has different requirements for completion.
- Complete as many quests as you can before time runs out.

COMPLETE QUEST

If you complete a quest, place it to the side and reveal the next quest card.

FAILED QUEST

If you fail a quest by not meeting its requirements, your party takes damage as indicated on the quest card. Damage can be distributed any way the party decides, removing an HP token for each damage received.

Players may intentionally skip a quest: this is considered a failed quest and damage must be dealt.

Place the failed quest to the side and in a different pile from the complete quests.

LEAD PLAYER

The background color and icon in the top-left corner of each quest card corresponds to one of the characters. The character with the matching character card becomes the Lead character for that quest. Any decision required by a quest is made by the Lead character.

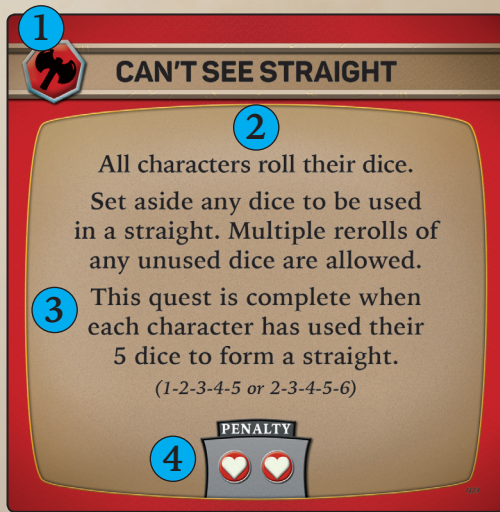
If the matching character card is not in play, any character may be the Lead character for that quest.

ABILITY USAGE

Any character Ability can be used at any time. Remove the Ability token from your character card to mark that it has been used.

QUEST EXAMPLE

- Justin, Denise, Adam, and Miriam have just revealed the "Can't See Straight" quest. Justin, playing the Barbarian, is Lead character.
- Everyone starts furiously rolling their dice.
- Miriam, playing the Wizard, has already rolled a 1, 2, 4 and 5. Time is running out and the other characters are finished. She decides to use her character Ability to set her final die as a 3 which completes her straight.
- The party successfully completes the quest by rolling straights before time has run out and avoids taking any damage. Quickly they set the card aside as complete and reveal the next quest card.



CHARACTER DEATH

If at any time a character in your party loses all of their HP then that character dies. If this happens then the game immediately ends. Any remaining quest cards are not complete or revealed.

END OF GAME

When the timer runs out the game ends immediately. The current quest, if any, ends in failure.

If you have gone through all the quests before the timer runs out, congratulations! Your party successfully completed the dungeon.

If you have not gone through all the quests before the timer runs out then you have failed the dungeon.

EXPERIENCE POINTS

You now earn Experience Points (XP) which you can spend to upgrade your party characters.

- Successfully complete dungeon:
Earn 1 XP for each complete quest.
- Failed dungeon:
Earn ½ XP for each complete quest, rounding down.

XP can be split in any combination amongst any number of characters.

SKIPPED QUEST

If for any reason you skipped a quest, i.e. using the Paladin Ability, do not count that quest as complete for earning XP.

XP USE EXAMPLE

- The adventuring party has gained 6 XP from completing 6 quests within the 3 minutes.



- With 6 XP the Rogue and Wizard can both upgrade and unlock their abilities to be used twice in an adventure.



- Instead, the party agrees to give Adam, the Ranger, 4 XP to either unlock an extra HP or to have his Ability usable twice. He chooses the latter.
- This leaves 2 XP available for the party to use next game.