



RULES FOR THE 2024 QUEST CALENDAR

This document contains a comprehensive set of rules we've written down after receiving many questions from players. Some people can start right in without reading them all. If you've never played a role-playing game with dice before, you might want to review them.

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Further Help



You can always ask questions on:

- Board Game Geek (boardgamegeek.com/boardgame/393842/quest-calendar-leaf-riders-wrenwood/forums)
- Our Facebook page (facebook.com/sundialgames/)
- Discord Channel (discord.gg/p9Kne9PWj9)
- Email (support@sundialgames.com)

The Biggest & Most Important Rule

The Quest Calendar is meant to act as a guide (like a game master) for your single-player RPG adventure. This isn't a competitive game, so if a rule doesn't work for you, feel free to change it. *Just have fun.*

Heroes

You will play as a hero, making decisions for and acting as the main character of the story throughout the year.



In the first six weeks, you will get a chance to play with each of these heroes as you learn their story and immerse yourself in the world of Wrenwood. After that, you will be presented with 6 heroes you can choose from.

You will find instructions for creating your own hero, if you choose to do so, at www.SundialGames.com.

Single-Player or Multiplayer

This game was designed as a single-player experience.

Multiple people can play on a single calendar if every player plays separately. By that, your results and rolls do not affect another player. You all fight the same enemies, roll to get past the same guard, buy the same items, collect the same equipment, hire the same followers, etc. However, we encourage you to alter the internal narrative to suit a party of players.

Character Stats

Strength, Dexterity, Constitution, Intellect, Wisdom, and Charisma are bonus modifiers used on various rolls throughout the year.



Strength
(STR)



Dexterity
(DEX)



Constitution
(CON)



Intellect
(INT)



Wisdom
(WIS)



Charisma
(CHA)

Your health indicates your hero's vitality. A low health means your hero is close to death. Defense, Attack, and Damage are primarily used in combat but may have other uses while adventuring.



MAX HEALTH
(HP)

The amount of damage you can take before dying.



DEFENSE
(DEF)

How difficult it is to be hit by an enemy.



ATTACK
(ATK)

The bonus you receive when rolling to hit an enemy.



DAMAGE
(DMG)

The dice you will roll to see how much damage to apply to enemies.

Heroes have various abilities. Some are skills that give you bonuses to specific rolls; others are used in combat. See more in the [Abilities](#) section.



Virtue

Virtue is a mechanic that reflects your hero's morality based on your decisions at certain points in the adventure.



Virtue ranges from a negative ten (-10) to positive ten (+10). Every hero will start at 0 (zero).

You may gain or lose Virtue Points with certain decisions. Your Virtue may also affect some heroes' abilities or even bonuses you may receive.

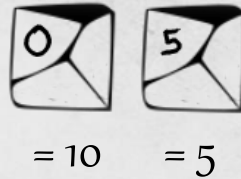
If you have a hero or ability that uses Virtue for abilities, you may choose to use the absolute value of your hero's Virtue (the distance from zero). This will allow you to have fun playing an evil character and still gain a benefit on your abilities.

Dice

This Quest Calendar game is played with 7 polyhedral dice. When asked to make a dice roll, you will see which die to roll indicated with a 'd' followed by the number indicating the sides of the die. Here are what those dice are:



If you are rolling d10, use the single d10 (ranged 0-9). The 0 (zero) on a single d10 (ranged 0-9) means 10.



If you are rolling d100, use a d10 (ranged 0-9) and another d10 (range 00-90) and add both results (e.g. "60" + "5" = 65).

Here a 0 (zero) or 00 (double zero) on a d10 means 0 (zero). (e.g. "70" + "0" = 70 and "00" + "4" = "4"), except when you roll both zeroes (e.g. "00" + "0" = 100).



Dice Rolls

Once you select a character, you will have various stats for that character. Subsequent days will have you make dice rolls and add a modifier based on your character. Example instructions:

Investigate the room. [roll d20 + Intellect]

If your character has a +2 for Intellect, roll the 20-sided die and add +2 to the result. If you get a 15 on the dice roll, add +2 and you will end with a result of 17.



+



Result total is the number on the d20 die
+ your Intellect modifier.

$$15 + 2 = 17$$

Choices

Each day may have a couple of possible options for how you deal with the situation.

If you are meant to choose just one option, you will see the options listed alphabetically such as A, B, C.

If you are meant to do each, they will be listed numerically such as 1, 2, 3. For example:

- A)
 - B)
- Choose to do either A or B.

-
- 1)
 - 2)
- Do action 1.
Then do action 2.

-
- 1)
 - 2-A)
 - 2-B)
- Do action 1.
Then choose to do either 2-A or 2-B.

-
- A)
 - B-1)
 - B-2)
- Choose to do either A or
B (doing both B-1 and B-2).

Resolving the Events of the Day

The resolution for the events of a given day will be on the BACK page of the PREVIOUS DAY.

Do not throw the previous day away until you have used that page to resolve the events of the current day.

Some days contain tokens for items or crew members. Don't cut them out until you resolved the following day's events.

Example:


If on Feb 2, you are asked to roll an investigation check, you will find out the results of that roll on the back of Feb 1.

Abilities and Reminders


Many abilities can be used outside of combat. Each day will give "Reminders" for abilities that you can use. If you feel you should be able to use an ability but there is no reminder, use your best judgment.

All abilities can be applied after you see the result of your roll so that you can decide if you wish to use the ability to affect that roll.

Abilities can be used either in combat, outside of combat, or both. Look to the symbols next to the ability (in the hero book) to help discern when an ability can be used.

In Combat: 

Outside of Combat: 

Both In and Outside of Combat: 

Per Rest

See the [REST](#) topic below for more info on rests.



These abilities can be used a set number of times between Rests. When you use one of these abilities, mark it as used. You will need to wait until your character takes a Rest before you can use it again. There are set days where your hero can Rest and you can reset these uses back to zero.

Per Page

When an ability says, "Once per Page," it refers to the "calendar page" such as Friday, January 20th. These abilities can only be used once per page.



Spells & Surges

Some characters have abilities that use a limited resource pool of "spell points" or "surges" depending on the hero.



To use an ability that consumes a Spell Point/Surge, you must have one available. Once used, mark that it is used on your hero sheet.

Example: Thatch, the Thorn Weaver, can use one of his 6 Spell Points to use the ability Barkfur Armor or Petal Storm.

You may use any number of such abilities any number of times per page as long as you have the available Spell Points/Surges.

Spell Points are fully restored upon a Rest.

Surges are fully restored at the beginning of each page.

Combat

A Quest Calendar has two different combat scenarios: standard combat and boss fights.

Standard Combat






In standard combat, you get 1 round to fight each enemy, or a set number of rounds to fight a single enemy. In each round, you:

Roll for each:	Insect 1	Insect 2
d20 + Attack :	ATK	ATK
Damage :	DMG	DMG
d20 + Defense:	DEF	DEF

- Roll Attack (d20 + your Attack modifier)
- Roll Damage (Damage dice depend on the hero and level).
- Roll Defense (d20 + your Defense modifier)






If you successfully hit with your Attack and then do enough Damage to the enemy, you avoid taking damage that round. If you do not hit or deal enough damage, then your Defense will help reduce incoming damage.

The enemy's stats will be presented as a series of icons and numbers, along with some text to describe how they attack you:

ENEMY 2:  =11,  =3,  =10,  = 2,  =1

The insect throws sharp spikes at you from the darkness beyond.

Each combat page features the following text that describes how to use these numbers:

If your Attack roll equals or exceeds the enemy's Defense , you HIT. Otherwise, you MISS.
 If you HIT and your Damage roll equals or exceeds the enemy's Health , the enemy DIES.
 If you MISS or the enemy does NOT DIE, it attacks you.
 If your Defense roll equals or exceeds the enemy's Attack , reduce your Health by the enemy's partial Damage . Otherwise, reduce your Health by the enemy's full Damage .

Combat is the same whether fighting multiple enemies or fighting a single enemy over multiple rounds. When fighting against a single enemy over multiple rounds, when you hit and do enough damage, the text will say "the enemy is STUNNED" instead of "the enemy DIES" so it won't damage you on that round.

For abilities, you may decide to use them once you see the outcome of a round (see [Combat Difficulty](#)).

Boss Combat

There are rare days in which you must fight an enemy to the death. On these days, the enemy will have high health, and you will repeat the combat until you have reduced the enemy's health to zero. Until the enemy is defeated, you risk taking damage each round.

Engage in combat.

Combat for today will operate in the following ways:

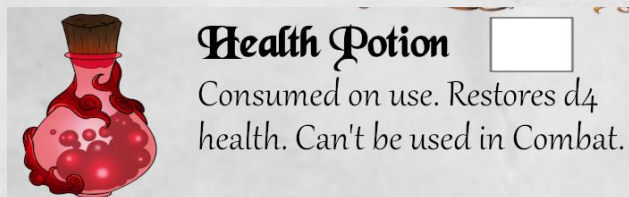
- You will continue to repeat the combat round until you have dealt enough damage to defeat the enemy or you die.
- You will roll (e.g. d4) to determine your opponent's DAMAGE against you for each round.

Opponent:  =14,  =20,  =12,  = [d4]

You will also be responsible for rolling the enemy's damage. Note the [d4] for the enemy's damage.

Healing in Combat

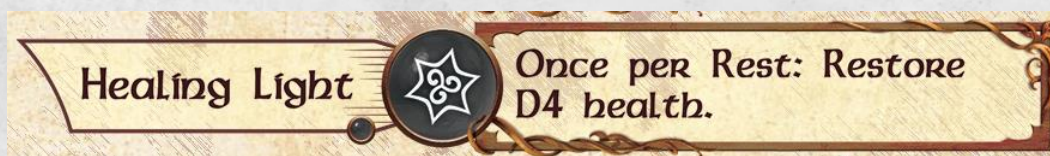
During combat, a Health Potion item can only be used at the beginning or end of the page, not in the middle of combat rounds. Make sure you have enough health before starting your dice rolls on the page with combat.



Cannot be used in combat between rounds.

You can use other items in the middle of combat, such as a Dragon's Fire or a Combat Tonic, but not a Med Kit.

You can use any abilities to heal in the middle of a combat page between enemies/rounds, just no items.



This healing ability can be used in combat between rounds.

Doubling Damage

If you have an ability that allows you to double your Damage, roll twice (roll again and add the results to your first roll).



Damage Modifiers

If you have any modifiers to your Damage (for example +2 from equipment) apply this after your entire roll (and after doubling Damage).

Example A: *Damage with a modifier.*



Example B: *Doubling damage with a modifier.*



Combat Difficulty

You may choose to play in 1 of 3 difficulties for combat:

Standard Mode

Roll dice for ONE entire round at a time before deciding where to use abilities to modify the results for that round. Then proceed to the next round.

Roll for each:	Insect 1	Insect 2
d20 + Attack :	12	ATK
Damage :	7	DMG
d20 + Defense:	10	DEF

1. Roll Attack, Damage, and Defense for the round.
2. See the result for the round.
3. Decide to use an ability.

Example: Consider the ability Smite: “Once per Page: Add d4 to a Damage roll.” Roll both Attack and Damage. You can decide to use Smite once you know your Attack was successful but Damage was not enough to kill the enemy. You can decide not to use this if your Attack is not successful.

Easy Mode

Roll dice for ALL rounds before deciding where to use abilities to modify the results of the entire page of combat.

Roll for each:	Insect 1	Insect 2
d20 + Attack :	12	19
Damage :	7	2
d20 + Defense:	10	5

1. Roll Attack, Damage, and Defense for all rounds.
2. See the outcome of all rounds.
3. Decide which abilities are more useful for any round.

This allows you to decide which rounds to use any of your abilities to maximize their effectiveness and minimize the Damage you will receive.

Hard Mode

Make each roll in a round and decide whether to use an ability before making the next roll.

Roll for each:	Insect 1	Insect 2
d20 + Attack :	12	ATK
Damage :	DMG	DMG
d20 + Defense:	DEF	DEF

1. Roll Attack.
2. See if your attack hits.
3. Decide to boost the attack.
4. Roll Damage.
5. Decide to boost damage.
6. Roll Defense.
7. Decide to boost defense.

Example: After rolling the Attack and upon seeing it does not hit, decide if you wish to boost that Attack before rolling the Damage.

Conditions and Afflictions

There are several conditions that can be afflicted upon your hero. The calendar will indicate when this occurs.

Poisoned

If you are Poisoned: At the end of each calendar page, including the page you become Poisoned, roll $d20 + \text{Constitution}$. If the result is 10 or less, reduce your health by 1. If the result is 11 or more, you take no damage but are still Poisoned and must roll again on the next page.



Antidote
Consumed on use. Removes the 'Poisoned' condition.

You can cure Poison by an Antidote or by taking a Rest. If you die and are resurrected, you are no longer Poisoned.

Becoming Poisoned while you are already Poisoned has no effect; you remain Poisoned.

Cursed

If you are experiencing a Curse: When asked to roll for one of your hero's traits (example: $d20 + \text{Strength}$, $d20 + \text{Dexterity}$, $d20 + \text{Constitution}$, $d20 + \text{Wisdom}$, $d20 + \text{Intellect}$, or $d20 + \text{Charisma}$), make this roll twice and take the lesser result among the two rolls.



Cleansing Crystal
Consumed on use. Removes the 'Cursed' condition.

This condition is removed during a Rest or if you consume a Cleansing Crystal." If you die and are resurrected, you will no longer be experiencing a Curse.

Becoming Cursed while you are already Cursed has no effect; you remain Cursed.

Frightened

Getting Frightened can occur from specific enemies. The calendar will indicate when this occurs, and you will roll $d20 + \text{Wisdom}$ to check against getting Frightened for that round.

Roll for each round...
 $d20 + \text{Wisdom}$, $d20 + \text{Attack}$, Damage, $d20 + \text{Defense}$

Round 1:	WIS	ATK	DMG	DEF
Round 2:	WIS	ATK	DMG	DEF

Round 1: =11, =11, =7, =13, = 2, =1

If your Wisdom roll is less than , you are FRIGHTENED this round. Reroll your Attack. Take the new result only if it is less than your first Attack roll.

If your Wisdom roll is less than the target number, you are Frightened for that round. You must then reroll your Attack and take the new result only if it is smaller. Effectively, you must roll your Attack twice and take the smallest result between the two. This effect will only last for the single round where you become Frightened.

Restrained

Getting Restrained can occur from specific enemies. The calendar will indicate when this occurs, and you will roll $d20 + \text{Dexterity}$ to check against getting Restrained for that round.

Roll for each: Insect 1 Insect 2

$d20 + \text{Dexterity}$:	DEX	DEX
$d20 + \text{Attack}$:	ATK	ATK
Damage:	DMG	DMG
$d20 + \text{Defense}$:	DEF	DEF

ENEMY 1: =8, =12, =6, =11, = 2, =1

If your Dexterity roll is less than , you are RESTRAINED and unable to attack this round.


If your Dexterity roll is less than the target number, you are Restrained for that round. You are then unable to make an Attack or Damage roll for that round. This effect will only last for the single round where you become Restrained.

Weakened

Getting Weakened can occur from specific enemies. The calendar will indicate when this occurs, and you will roll $d20 + \text{Strength}$ to check against getting Weakened for that round.

Roll for each ...				
d20 + Attack, Damage, d20 + Strength, d20 + Defense				
Golem 1:	ATK	DMG	STR	DEF
Golem 2:	ATK	DMG	STR	DEF

ENEMY 1:  =15,  =12,  =11,  =16,  = 3,  =1

If your Strength roll is less than , you are WEAKENED this round. Reroll your Defense. Take the new result only if it is less than your first Defense roll.

If your Strength roll is less than the target number, you are Weakened for that round. You must then reroll your Defense and take the new result only if it is smaller. Effectively, you must roll your Defense twice and take the smallest result between the two. This effect will only last for a single round, where you become Weakened.

Confused

Getting Confused can occur from specific enemies. The calendar will indicate when this occurs, and you will roll $d20 + \text{Intellect}$ to check against getting Confused for that round.

Roll for each enemy...
 d20 + Attack, d20 + Intellect, Damage, d20 + Defense

Enemy 1:	ATK	INT	DMG	DEF
Enemy 2:	ATK	INT	DMG	DEF

ENEMY 1: =16, =13, =13, =15, = 3, =1

If your Intellect roll is less than , you are CONFUSED this round. Reroll your Damage. Take the new result only if it is less than your first Damage roll.

If your Intellect roll is less than the target number, you are Confused for that round. You must then reroll your Damage and take the result if it is smaller. Effectively, you must roll your Damage twice and take the smallest result between the two. This effect will only last for the single round where you become Confused.

Pickpocket

Throughout the calendar, there are some days when you can steal from a non-enemy character. These icons may not always be easy to find as they will be hidden on the page. Keep an eye out for them.

Reminders for the Pickpocket ability are noted by the icon:



If you spot this icon, roll d4 to gain that much amber. On a result of 4, you also lose 1 Virtue Point. You can choose not to receive the 4 amber so you don't lose the Virtue.

No abilities, equipment, inventory items, or other roll bonuses can affect the Pickpocket roll. The exception is a Thief ability. This improves the amount of amber you can receive.

<p>Thief</p>	<p>When you Pickpocket: Gain D6 in amber. On a result of 6: Lose 1 Virtue.</p>
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Looting

Throughout the calendar, there are some days when you can find treasure on your journey. These icons may not always be easy to find as they will be hidden on the page. Keep an eye out for them.

Reminders for the Looting ability are noted by the backpack:



If you spot this icon, roll d10 and consult the following table to see which item you find:

1: Meal Ration	6: Nimblecap
2: Dragons Fire	7: Stoutseed
3: Combat Tonic	8: Foresight Flower
4: Warding Ointment	9: Sageleaf
5: Brawnberry	10: Glamour Stone

No abilities, equipment, inventory items, or other roll bonuses can affect the Looting roll.

Extra Attack + Damage

If you have an ability that allows you to make an extra Attack and Damage roll (together), it allows you to repeat the round's attack and damage roll before your hero takes any damage. If your second attack hits, add the extra damage to any damage you may have done in your first round. It is useful if your original attack didn't land, or if your first damage roll was not enough to kill the enemy.

Dealing with Death

Sometimes, the dice can be unforgiving with the fate of your hero. It is likely that at some point along your journey, your hero's health gets reduced to zero (0). The gods will resurrect you, but this comes at a price. Roll a d4:

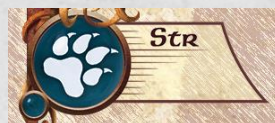
Result of 1: The gods demand a price. Lose half (50%) of your amber, rounded up. If you have none, reroll the d4 again.

Result of 2: Suffer a debilitating Wound. Roll a d10:

- | | |
|-----------------------------------|--|
| 1: Reduce your Strength by 1. | 6: Reduce your Charisma by 1. |
| 2: Reduce your Dexterity by 1. | 7: Reduce your Max Health by 2. |
| 3: Reduce your Constitution by 1. | 8: Reduce your Defense by 1. |
| 4: Reduce your Intellect by 1. | 9: Reduce your Attack by 1. |
| 5: Reduce your Wisdom by 1. | 10: Take a -1 penalty to all Damage rolls. |

A single Wound can be removed during a Rest. These may also be removed by an item called Phoenix Tears, or through certain hero abilities. Since these injuries can be restored, note the injury down on your hero sheet.

Use the dot in each trait/stat to indicate an injury:



Use Phoenix Tears to restore the stats/traits from an injury.



Phoenix Tears
Consumed on use. Removes a single wound inflicted from death.

Result of 3: Your body was looted while you were dead. Sacrifice one of your specialized equipment items. If you do not have one, roll the d4 again.

Result of 4: The gods are favorable. You are resurrected successfully, but death takes its toll. Mark all "Use per Rest" abilities as used until your next Rest.

Once you have been resurrected, bring your current health to half of your max value rounded up, remove any Poisoned or Cursed conditions, and resume the next encounter of the day with your modified stats.

Rest

There will be designated days when your character will get to Rest and recover from their journey. On these days, do the following:

- Restore your health and the health of all Party Members to full.
- Regain all expended uses of abilities.
- Regain all expended Spell Points.
- Remove the Poisoned condition and the Curse condition.
- Change your equipment if you desire. You can't have 2 of the same item types (helmet, gloves, etc.) equipped at the same time.
- Change your Party Members if you desire.
- Remove a single negative modifier caused by a Wound. If you have a wound against both Strength and Dexterity, pick one to restore. If you died twice and got a wound to Strength both times, fully restore your Strength.

Campfire

There is an item you will acquire in which you can choose to Rest when traveling.

These pages are noted by the following icon:



Be aware that you could be headed toward a town when traveling and you could rest the next day/page.

Level Up

There are certain days when your hero will have gained enough experience to improve their traits, abilities, health, etc. On these days, you will be instructed on how to adjust your hero.



In addition to new abilities, you will also have 2 points to allocate however you choose to your hero's traits: Strength, Dexterity, Constitution, Intellect, Wisdom, or Charisma.

Example A: You could increase Strength by +2.

Example B: You could increase Strength by +1 and Dexterity by +1.

When you level up, you do NOT get a Rest.

Any additional uses of abilities you gain can be used but do not refresh any expended uses.

Increase your current health by the same amount of maximum health you gain for that level. For example, if your max health is 20 but you have taken 10 points of Damage, your current health will be 10. If you level up and gain 4 health for your new level, your max health will be 24 while your current health will be 14.

If you have the companion Hero Book, turn the page to the hero's next level to see the additional abilities you have acquired (make sure to copy over your current amber, injuries, stats and trait adjustments, per rest uses, and other notes).

Shops

Throughout the campaign, you will visit shops where you can make purchases of items that can help you on your journey. Use the amber that you have accumulated to make these purchases.

You may sell items back to the shop ONLY if they are selling that same item. You must sell it for **half** the price the current shop sells it for. If you move on from the shop but regret that you did not purchase something, you must wait to make purchases until another day, when you visit another shop.

Debt

Throughout the campaign, you are sometimes required to pay amber to get past an obstacle (to gain entry to a city, receive information, etc.). If you do not have enough, you will go into debt (negative). When this happens, you also take an additional -2 amber penalty.

For example: If you must pay 5 amber for a bribe but you only have 3 amber remaining in your inventory, you must go into debt with a negative -4 (3 minus 5 minus an additional 2 amber for going into debt). You must pay your debt back as you acquire more amber.

Starting Amber	Must pay	Result	Debt Penalty	Final Amber
3	5	= -2	-2	= -4

You cannot go into debt to make optional purchases, such as at a market to buy Meal Rations. You do not go into debt if someone steals more amber from you than you have.

Equipment



You will come across artifacts in your adventure which will give you great benefits. You can equip only one of each type (helmet, cloak, shield, etc.) to your hero at a time.

You can switch these out when you Rest and on days when you acquire a new piece of equipment. If you should die, one of these items will be taken from you if you roll a '3' on a d4 (see 'Dealing with Death').

We have a special Equipment Page available in the Hero Book and on our website (www.SundialGames.com) that you can use to keep track of these.

Meal Rations and Traveling



Meal Rations

Consumed on use.
Needed if you can't find food and water.

Meal Rations (sometimes referred to as Rations) are used to stave off starvation while traveling. If you ever need to consume one or more Meal Rations and do not have enough, reduce your health by 1 for each ration you do not have.

Exploring

No adventure is complete without the chance to explore areas. On these pages, you will look at different areas on the map and resolve them as you come to them.

Cities and Open Areas

You may find yourself in a city and told to explore. The resolution page will have various areas and encounters for you. You do not have to do these at all or in any order. We do however suggest that if you read the section, you commit to the encounter (even if you read ahead and discover there are no good outcomes).

Dungeons

There will be pages where your hero will need to explore a dungeon.

Begin at the '⊗' and navigate around the map. Visit each numbered area along your path. Explore and resolve each area you visit before you choose your next.

Areas that have an encounter are marked by a number.

Using the image provided, move from the starting ⊗ to an adjacent numbered area along the available paths. Once you land on a numbered area you have not already encountered, look to the resolution page for that.



Area 1:
As you approach the
overwhelmed by the
tackle the task indep.
If the result is 10 or
If the result is 11 or
a +2 to all rolls on th

Area 2:
Inside the undergrou
boulders block the w
If the result is 10 or
unable to enter the r
If the result is 11 or

Area 3
A room that has been
you joined the group

Area 4:
It is surprising that th
hear an odd scratchi

Area 5
The storage room is
Reminder: Athlete

In the example above, starting at the ⊗, the next adjacent room would be **1**. Resolve **Area 1** before either proceeding to **Area 2** or **Area 6**.

You may double back over an area to go somewhere else, but you do not need to resolve that area again.

You will be instructed on where you can stop. You are not required to stop. You may continue exploring if you wish to risk your hero for treasure.

Sunday Lottery

Though not displayed or mentioned otherwise, you have the option to partake in a lottery every Sunday. It is an optional roll where you could gain or lose amber.

Each Sunday, you may roll d6:

- 1 - Lose 2 amber
- 2 - Lose 1 amber
- 3 - Gain 1 amber
- 4 - Gain 2 amber
- 5 - Gain 3 amber
- 6 - Gain 4 amber

Do not go into debt for losing Amber for the Sunday lottery.

No abilities, equipment, inventory items, or other roll bonuses can affect the lottery roll.

Boons and Automatic Failures

When rolling a d20 to accomplish a task, a natural 1 (the dice lands on a 1) will always fail regardless of any modifiers you may add to your result.

For an attack, you will miss the enemy.

For an activity, you will always use the lowest resulting outcome described.

Conversely, you will earn a **boon** when you roll a natural 20 (the dice lands on a 20). You may use this boon to add a d4 on a future d20 roll.

Use the following symbol on your hero page to indicate you have a boon available:



You may only hold a single boon at a time. Rolling another natural 20 will NOT give you a second boon.

Party Members

There are days when you can hire party members to accompany you. They can give your hero access to abilities they might not know or grant an additional bonus if the skill is already known. They may also provide perks like improved attack, damage, defense, or healing capabilities.

You will need to pay an initial fee to hire the party member. Then, assign them to an open spot in your party.

Berserker ← Name of the follower.
 Health = 2 ← The follower's health.

Card suits required to activate an ability. ← (points to ♠♣)

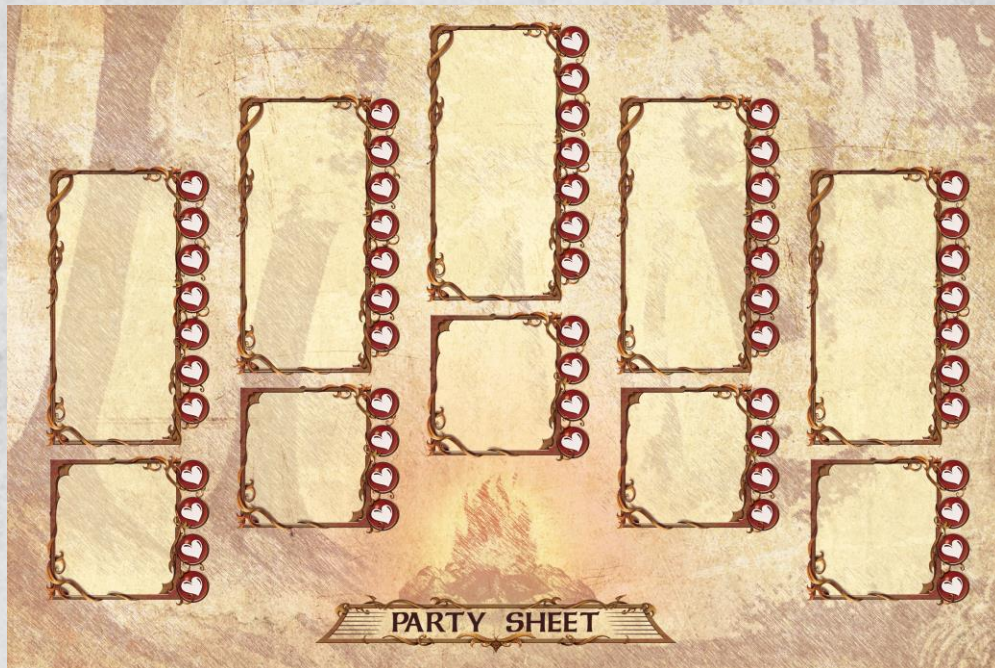
Ability granted when successfully activated. ← (points to Intimidating)

Card suit and value needed to activate an ability. ← (points to ♠ ≥ 7)

+1 Atk ← (points to +1 Atk)

Recruit for 10 Amber ← Cost to hire the follower.

There are 10 slots available for party members. You may have up to 5 critters and 5 pet bugs. Heroes will remain in your party until their health is reduced to zero or you switch them out on a Rest.



To use a party member, you will need a deck of playing cards (see alternate rules below for using dice instead).

The ability is activated if the card matches the required suit and is equal to or more than the ability's target number:

- 1) Shuffle a deck of playing cards once for the page (keeping the Jokers in the deck.)
- 2) Identify which party member you wish to use the ability of.
Each party member can only be used once per page.
Each ability can only be triggered once per page.
- 3) Draw a random card from the deck of cards and compare it to the party member's abilities.
The ability is activated if the card matches the required suit and is equal to or more than the ability's target number.
 - Some skills only need the card to match the suit to trigger.
For example: a club or spade may trigger the Berserker's Intimidating ability.
If you didn't draw a club or spade, the ability did not trigger.
If you did, you gain a +2 for your roll if the Intimidating ability applies.
 - Some skills may also require the number on the card to be higher than the target number. For example, a Monk can grant a +1 to a Defense roll if the suit is a diamond and the number is 7 or more.

- 4) Damage the party member. If you draw a face card (J, Q, K, or Joker) of any suit, reduce their health by 1. Face cards also act as a 10+ and can trigger abilities. Jokers act as both suits. A red joker is both a heart and a diamond. A black joker is both a club and a spade. If the party member's health is reduced to zero, they are dead and are removed from your party.


Example:

I rolled poorly to intimidate the guard. I needed a **15** but rolled a **13**.

I would like to use the Berserker's Intimidating ability to gain **+2** for a total of 15 to succeed.

I shuffle the deck of cards if I haven't already done so for this page.

I need a  or .


I draw a card. It is a **J** . I gain the **+2** on my roll and succeed.


The Berserker is damaged and is down **1** health because I drew a face card (J, Q, K, Joker).

Example:

I am in combat and missed my attack by **1**. I needed an **11** but rolled a **10**.

I shuffle the deck of cards if I haven't already done so for this page.

I need a  ≥ 7 .

I draw a card. It is a **9** .

The Berserker was unable to help in combat.

Party Members can be healed with a Health Potion, a hero ability, and upon a Rest.

Party Members with a Healing Ability

Party Members that can heal can only use their healing powers on the hero.

Party Members that can heal can be used outside of combat and can be used once per page.

Using Dice to Activate Party Members

Alternatively, you may substitute dice to activate their abilities. Use a d₄ for the suit of the card. For abilities that trigger on a single suit, you will need a result of a 4. For abilities that trigger on 2 suits, you will need a result of 3 or 4.

Use a d₁₂ for the value of the card. The target number required will be the same. The party member will take damage on a result of 10 or more.

Example:



When trying to trigger the Berserker's Intimidating Ability, roll both a D₄ and a D₁₂:

- D₄: 1 or 2 – Failed
 3 or 4 – Success
- D₁₂: 1 to 9 – No Health Loss
 10, 11, or 12 – Damage the Berserker 1

When trying to trigger the Berserker's Combat Ability, roll both a D₄ and a D₁₂:

- D₄: 1, 2, or 3 – Failed
- D₁₂: 1 to 9 – No Health Loss
 10, 11, or 12 – Damage the Berserker 1
- D₄: 4 – Possible Success, Check the result of the D₁₂
- D₁₂: 1 to 6 – Failed with No Health Loss
 7 to 9 – Success with No Health Loss
 10, 11, or 12 – Success and Damage the Berserker 1