

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:

The '0' on a d10 means '10'.

When asked to roll the d100, use both d10.

A '0' and '00' means '100'.



d4



d6



d8



d10



d10



d12



d20

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 a 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.

Character Stats

Strength, Dexterity, Constitution, Intellect, Wisdom, and Charisma are bonus modifiers used on various rolls throughout the year. HEALTH is the amount of damage you can take before dying. ARMOR is how difficult it is to be hit by an enemy. ATTACK is the bonus you receive when rolling to hit an enemy. DAMAGE is 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. There will be reminders, but get familiar with these abilities so you know how to use them.

Choices

Each day may have a couple 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, etc. If you are meant to do each, they will be listed numerically such as 1, 2, 3, etc. For example:

A)
B)

1)
2)

1)
2-A)
2-B)

Choose to do either A or B

Do action 1.
Then, do action 2.

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

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. Example: If on Tuesday, Feb 2, 2021 you are asked to roll an investigation check, you will find out the results of that roll on the back of Monday, Feb 1, 2021

Combat

Combat runs differently in a Quest Calendar than you may be accustomed to in other RPGs. In other games, you usually continue combat over several rounds until the enemy is defeated. In a Quest Calendar, you only get a set number of rounds to fight a monster. When fighting groups of several monsters, you get 1 round per monster. In each round, you get an Attack and a Damage roll. This is your chance to defeat the monster before you get hit and take damage. If you do not hit the monster or deal enough damage to kill it, then your Armor will help reduce incoming damage.

When fighting against a single enemy over several rounds, you can't kill the monster until the final round. When you hit and do sufficient damage, you will "Stun" the enemy so it can't damage you on that round.

For combat abilities, you may decide to use them once you see the outcome of combat. For example, the Paladin's Smite can be used once you know your damage was not enough to kill the goblin.

You can use healing abilities in combat, but you can't use a Health Potion in the middle of combat. Make sure you have enough health before resolving combat. You can use other potions in combat, such as Dragon's Fire or a Combat Tonic, but not a Health Potion.

Ability Reminders

Many abilities can be used outside of combat. Each day will give "Ability Reminders" for abilities that you can use. If it feels that you should be able to use an ability but there is no reminder, use your best judgement. You can always visit our website to ask questions on a forum. www.SundialGames.com

Once per Rest

When you use an ability that says, "Once per Rest", 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.

Once per Day

When an ability says, "Once per Day", it references the "calendar day" such as Wednesday, January 20th.

Pick Pocket

Pick pocket is an ability that the Thief knows, and the Bard will eventually learn. The pick pocket ability says "Once per day, when encountering a non-enemy character, roll a d4. Gain that much in gold." This means that the ability can't be used in combat. You will see an "Ability Reminder" when it can be used.

Dealing with Death

Sometimes, the dice can be unforgiving with the fate of your hero. It may be that at some point along your journey, your hero's health gets reduced to zero (0). The adventure must go on. You can be resurrected, but at a price. Bring your current health to half your max value, rounded up. Roll a d6:

- 1: Pay gold for life. Roll a d%. Pay that percentage of your gold. If you have no gold, roll a d6 again.
- 2: Suffer a Physical Injury. Roll a d6:
 - 1-2: Reduce your Strength by 1.
 - 3-4: Reduce your Dexterity by 1.
 - 5-6: Reduce your Constitution by 1.
- 3: Suffer Mental Trauma. Roll a d6:
 - 1-2: Reduce your Intellect by 1.
 - 3-4: Reduce your Wisdom by 1.
 - 5-6: Reduce your Charisma by 1.
- 4: Suffer a Grievous Wound. Roll a d8:
 - 1-2: Reduce your Max Health by 2.
 - 3-4: Reduce your Armor by 1.
 - 5-6: Reduce your Attack by 1.
 - 7-8: Take a -1 penalty to all Damage rolls.
- 5: Sacrifice one of your magical treasure items. If you do not have one, roll again.
- 6: The gods smile upon you. You are resurrected without consequence, but seeing the other side of death has left you drained. Mark all "use per Rest" abilities as used until your next Rest.

Once you have resurrected, resume the day's encounter with your modified character stats.

A single Physical Injury, Mental Trauma, or Grievous Wound can be removed during a Rest. These may also be removed by some items, or by some magical effects, if stated by those items and magics.

Rest

There will be designated days where your character will get to Rest and recover from their journey.

- Restore your health to full.
- Regain all expended uses of abilities.
- Regain all spell points.
- Remove a single negative modifier caused from a previous death ("physical injury", "mental trauma", or "grievous wound") If you died twice and have a physical injury and a grievous wound, pick one to restore. If you died twice and got a physical injury against both Strength and Dexterity, pick one to restore. If you died twice and got a physical injury to Strength both times, fully restore your Strength.

Level Up

There are certain days where your hero will gain levels. Your hero has gained enough experience to improve in their traits, abilities, health, etc. On these days, you will be instructed on how to adjust your hero. If you have the companion Laminated Character book, you will be able to simply turn the page to the hero's next level. You can also visit our website to download and print the character sheet for your hero's level. Go to www.SundialGames.com.

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

Any additional uses of abilities you gain can be used, but don't refresh any expended uses. Increase your current health by the same amount of health you gain for that level. For example, if your max health is 20, but you have taken 9 points of damage, your current health will be 11. If you level up and gain 4 health for your new level, your max health will be 24, while your current health will be 15.

Characters

The Kickstarter campaign allowed some backers to make custom characters. Some of these backers chose to allow their heroes to be used by you. They are not printed in the Quest Calendar, but are available on our website. www.SundialGames.com

Shops

Throughout the campaign, you will visit shops where you can make purchases of items that can help you on your journey. Use gold that you have accumulated to make these purchases. You may also sell items back to the shop for the same amount that you purchased them 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, where you visit another shop.

You may not use the Bard's Appraiser ability to purchase a Health Potion for 4 gold (normally 5g) and sell it back for 5g at the same shop.

Tokens

The next two pages contain a few item and potion tokens that you can use to help keep track of your inventory. You can write items down in your inventory or you can cut out the tokens to use. If you need more for any reason, you can download them at www.SundialGames.com