





GAME RULES FOR THE 2026 QUEST CALENDAR

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FURTHER HELP

You can always ask questions on:

- Our Facebook page (facebook.com/sundialgames/)
- Discord Channel (discord.gg/p9Kne9PWj9)
- Board Game Geek (<https://boardgamegeek.com/boardgame/447721/quest-calendar-2026-the-souls-of-saraku/forums/0>)
- Email (support@sundialgames.com)

THE MOST IMPORTANT RULE

The game element of the Quest Planner 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.***

VILLAINS

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

In the first 3 weeks, you will play a sample of the villains in an introductory story. Then, you will choose one to play over the remaining year, or you may create your own villain.

If you choose to create your own character, you will find instructions 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 from the same shops, collect equipment from the same chests, etc. However, we encourage you to alter the internal narrative to suit a party of players.

CHARACTER STATS



Strength
(STR)



Dexterity
(DEX)



Constitution
(CON)



Intellect
(INT)



Wisdom
(WIS)



Charisma
(CHA)

Strength, Dexterity, Constitution, Intellect, Wisdom, and Charisma are bonus modifiers used on various rolls throughout the year. Your health indicates your villain's vitality. A low health means

your villain 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)

The bonus you receive when rolling to avoid getting 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.

DICE

The 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 is 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

Encounters will have you make dice rolls to accomplish tasks and allow you to add a modifier based on your character. Example instruction: 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.

CHOICES

Each page may present 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 events and their resulting outcomes 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 party members. Don't cut them out until you resolve the following day's events.

ABILITIES AND REMINDERS

Villains have various abilities. Some skills give you bonuses to specific encounters (e.g. Sneaky or Athlete), while others are used in combat (e.g. Smite or Fireblast). Each task may list a skill that you can use for a bonus. 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 may decide if you wish to use the ability to affect that roll.

PER REST ABILITIES

Some abilities can only be used a set number of times between Rests (e.g., "Once per Rest: Add d6 to all Attack rolls on the page."). 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 recover these expended uses.

PER PAGE

Some abilities are limited to a set number of uses per page (e.g., "Twice per Page: Add d6 to a single Damage roll"). This refers to the "calendar page" such as Friday, January 20th. You may use it again on the following page.

SPELLS AND SURGES

Some characters have abilities that use a limited resource pool of Spell Points or Surges, depending on the villain you choose to play as. To use an ability that consumes a Spell Point or Surge, you must have one available. Once used, mark that it is used on your villain sheet. You

may use any number of such abilities any number of times per page if you have the available Spell Points or 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.

COMBAT - STANDARD


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


Enemy 1:  = 12  = 5  = 13  = 2/1  = 1

In each round:



1. **Roll Attack** (d20 + your Attack modifier)

If your Attack roll equals or exceeds the enemy's Defense , you HIT. Otherwise, you MISS.

2. **Roll Damage** (Damage dice depend on the villain and level).

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.

3. **Roll Defense** (d20 + your Defense modifier)

If your Defense roll equals or exceeds the enemy's Attack , reduce your Health by the enemy's partial Damage  (1 in the example above). Otherwise, reduce your health by the enemy's full Damage (2 in the example above).

4. **Earn a gold reward.**

If the enemy DIES, earn gold .

COMBAT – BOSS

There are encounters in which you must fight an enemy to the death. These will be explicitly described. Here, the enemy will have a high amount of 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.

Boss:  = 12  = 25  = 13  = d4/0  = 1

You may even be responsible for rolling the enemy's damage. Note the [d4] for the enemy's damage.

COMBAT – OTHER

This calendar presents many new types of combat scenarios. For example, some encounters may have you roll a die to determine the attack move made by the opponent, or present different stats for the round. Read and follow the instructions written.

HEALING IN COMBAT

During play, 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.

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

You can use any abilities to heal in the middle of a combat page between enemies/rounds, just not items.

DAMAGE MODIFIERS

If you have an ability that allows you to double your damage, roll twice (roll again and add the results to your first roll). Apply any modifiers to your Damage after your entire roll (and after doubling Damage).

COMBAT DIFFICULTY

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

STANDARD MODE

Roll the 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.

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

EASY MODE

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

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.

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

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

CONDITIONS AND AFFLICTIONS

Several conditions can be inflicted upon your villain. The calendar will indicate when this occurs.

POISONED

If you are Poisoned: At the end of each page, including the page on which 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. Mark this on your character sheet.

You can cure Poison with 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 villain'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.

Mark this on your character sheet.

This condition is removed during a Rest or if you consume Hex Cleanse. 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 encounter will indicate when this occurs, and you will roll $d20 + \text{Wisdom}$ to check against getting Frightened for that round.

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 encounter will indicate when this occurs, and you will roll d20 + Dexterity to check against getting Restrained for that round.

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


WEAKENED

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

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 + Intellect to check against getting Confused for that round.

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.

This icon notes reminders for the Pickpocket opportunities:
If you spot this icon, roll d4 to gain that much gold.



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 gold you can receive.

LOOTING / BACKPACK

Throughout the calendar, there are some days where you can find treasure hidden on the page. These days are noted by the following icon: 

These icons may not always be easy to find as they will be hidden on the page. Keep an eye out for them. If you spot this icon, roll d6 and consult the following table to see which item you find:

- | | | |
|---------------|---------------|-------------|
| 1: NightShade | 3: Cryptweed | 5: Bonedust |
| 2: Wolfsbane | 4: Blightroot | 6: Moonmoss |

These items are ingredients used in crafting. See the Crafting section for details on what can be made and when.

DEALING WITH DEATH

Sometimes, the dice can be unforgiving with the fate of your character. It is likely that at some point along your journey, your villain'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 gold, 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 Dragon's Blood or through certain villain abilities. Since these injuries can be restored, note the injury down on your villain sheet.

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, Surge Points, and Spell Points 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 activities where you are explicitly told your character may rest and recover from their journey. On these pages, do the following:

- Restore your Health to full.
- Restore the Energy of all Henchmen and Pets to full.
- Regain all expended uses of abilities.
- Regain all Spell Points.
- Remove the Poisoned and Cursed conditions.
- Change your equipment if desired.
- Change your Henchmen and Pets if desired.
- Remove one negative modifier caused by a Wound.
- If your Notoriety is 20, you may reset it to 0 and increase one of your traits (Strength, Dexterity, Constitution, Intellect, Wisdom, or Charisma) by +1.

- Craft items.

You may use and consume ingredients in your inventory to craft items. See the Crafting section for more info.

SLIVER OF THE SOUL CRYSTAL

There is a special item you will acquire in which you can choose to Rest. You can choose to use this item at the beginning or end of the page. There is a limited number of this item. Use it wisely.

LEVEL UP

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

If you have the companion Villain Codex, turn the page to the villain's next level to see the additional abilities you have acquired. Be sure to copy over any increases to these stats from equipment you may have.

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

The companion app will also guide you through the process.

NOTORIETY

Notoriety is a mechanic that reflects your villain's evil nature based on your decisions at certain points in the adventure. Notoriety ranges from zero (0) to twenty (20). Every villain will start at 0 (zero). You may gain or lose Notoriety Points with certain decisions. Your Notoriety can also give you bonuses or penalties on certain rolls. When you are allowed to rest, if your Notoriety has reached 20, you may reset it to 0 and permanently increase one of your traits (Strength, Dexterity, Constitution, Intellect, Wisdom, or Charisma) by +1.

MINIONS

Minions are followers you gain throughout your journey, either by choice or by coercion. You may have up to 20 Minions. Certain events grant bonuses based on your total Minions. You may sacrifice one Minion to gain a +1 bonus on any non-combat roll.

CRAFTING

Crafting can only be done at a Rest. When crafting, you will exchange a number raw ingredients for a single item using the list below. You may When using any abilities for crafting, such as

Ysora's Cauldron Mastery, you may either craft before or after recovering your Spell Points, but not both. You may craft any number of potions as long as you have the raw ingredients for them.

	NightShade	Wolfsbane	Cryptweed	Blightroot	Bonedust	Moonmoss
Elixir of Might	1	1	1			
Elixir of Speed		1	1	1		
Elixir of Fortitude			1	1	1	
Elixir of Insight				1	1	1
Elixir of Wits	1				1	1
Elixir of Charm	1	1				1
Dragon's Fire	2	1	1	1		
Combat Tonic		2	1	1	1	
Warding Ointment			2	1	1	1
Hex Cleanse	1			2	1	1
Health Potion	1	1			2	1
Antidote	1	1	1			2

SUNDAY LOTTERY

You can participate in a lottery every Sunday, though this is not indicated on the page. It is an optional roll that could result in you gaining or losing gold. Each Sunday, you may roll d6:

- | | | |
|----------------|----------------|----------------|
| 1: Lose 2 gold | 3: Gain 1 gold | 5: Gain 3 gold |
| 2: Lose 1 gold | 4: Gain 2 gold | 6: Gain 4 gold |

SHOPS

Throughout the campaign, you will visit shops where you can make purchases of items that can help you on your journey. Use the gold 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 until another page, when you visit another shop.

DEBT

Throughout the campaign, you must sometimes pay gold 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 gold penalty. 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 gold from you than you have.

EQUIPMENT

You will come across artifacts in your adventure that will give you great benefits. You can equip only one of each type (helmet, cloak, shield, etc.) to your villain 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 Villain Codex and on our website (www.SundialGames.com) that you can use to keep track of these. The Companion App is also available for this.

AIM AND EVASION

At some point in the adventure, you will gain two new traits, Aim and Evasion, for piloting and maneuvering a ship as well as firing a canon from the ship. These can be recorded and kept on your Henchmen and Pets page of the Villain Codex.

You will use these when instructed and do so by rolling a d100 + Aim (or + Evasion). Similar to Attack and Defense, you will need to get a result equaling or exceeding the target number. Failure to do so will result in damage or loss of other resources.

MEAL RATIONS AND TRAVELING


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 - CITIES AND OPEN AREAS

You may find yourself in a city to explore. The page will have various areas and encounters for you. You do not have to do these at all or in any particular 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).

EXPLORING - DUNGEONS

There will be pages where your villain will need to navigate a dungeon.

Using the image provided, move from the starting point  to an adjacent labeled area along the available paths. Once you land on an area you have not already encountered, look to the resolution page for the encounter details.

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 villain's safety for more treasure.

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 a task, 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.

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 pages when you can hire party members to accompany you. They can give your villain access to abilities they might not know, or grant an additional bonus if the skill is already known.

You will need to pay an initial fee to hire the party member. Then, assign them to an open spot in your party. There are 10 slots available for party members. You may have up to 5 henchmen and 5 pets. They will remain in your party until you switch them out on a Rest.

When you wish to use a Henchman or Pet's skill or ability, spend 1 Energy.  Each Henchman and Pet has their own Energy pool, which is spent individually. Energy can be restored by using a Health Potion. When you Rest, all Henchmen and Pets restore their Energy to full.