

QUESTS

Heroes of Sorcado



Rule Book

Quests: Heroes of Sorcado Manual

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Darkness creeps over the peaceful land of Sorcado. In the fiery depths of the underworld, a demon stirs, hungry for the power he once wielded before a great Hero locked him away a century ago. When you and your companions set off on a scavenger hunt, you have no idea of the role you'll play in this epic struggle. But the Heroes of old are long gone. The Dark Lord is coming. And no one else has the courage to stand between the people of Sorcado and the endless nightmare that is coming to lay his dark hand over the world.

Gather your party.

The journey begins right now.

Gameplay Overview

Read aloud the appropriate section of the Adventure in the Campaign book.

When told to do so, play a Location by dealing a Location card facedown in front of each Hero.

Reveal the Location cards one at a time to fight Monsters, and encounter Traps and Events which you resolve with dice rolls and strategy.

When the Boss is revealed, fight for ultimate victory.

If you succeed, congratulations! Proceed to the next Adventure.

If you fail, reset the Adventure and try again.

How to Use This Manual

This manual is divided into two parts. The first is geared toward the Training Adventure. The setup and gameplay is similar for all Adventures, so you'll find what you need for Adventures 1-8 in boxes around the Training Adventure text (currently highlighted in purple). Ignore these boxes when playing the Training Adventure. The Walkthrough contains some spoilers, but is meant to introduce all the concepts you'll need to play the whole Campaign. The second part of the manual includes additional information for elements not included in the Training Adventure.

1. What's in the Box

- 525 - Total Cards Including:
 - 8 Hero Cards
 - 40 Hero Equipment Cards (3 Starter and 2 Advanced each)
 - 8 Hero Starter Gear Cards
 - 36 Treasure Cards

- 26 Wilderness Cards
- 26 Dungeon Cards
- 26 Ruins Cards
- 26 City Cards
- 24 Mountain Cards
- 281 various cards spread over the 7 Sealed Adventure Booster Packs
- 12 Player Aid Cards
- 8 Adventure Bookmark Cards
- 30 Loot Tokens (Yellow Cubes)
- 20 Armor Tokens (Silver Cubes)
- 70 Health Tokens (Red Cubes)
- 2 Sheet of Punch Board (103 Punchout Tokens)
 - 12 Perk Tokens
 - 6 Cursed Tokens
 - 6 Diseased Tokens
 - 6 +1 Health Tokens
 - 6 +1 Lightning Reflexes Tokens
 - 6 Gastro Fortitude Tokens
 - 6 +1 STR Tokens
 - 6 +1 DEX Tokens
 - 6 +1 INT Tokens
 - 6 +1 WIS Tokens
 - 4 STR Potion Tokens
 - 4 DEX Potion Tokens
 - 4 INT Potion Tokens
 - 4 WIS Potion Tokens
 - 4 Health Potion Tokens
 - 4 Poison Potion Tokens
 - 4 Quickness Potion Tokens
 - 4 Luck Potion Tokens
 - 4 Lure Potion Tokens
 - 1 1st Player Token
- 1 Standard d20 die
- 1 18x13 Game Board
- 1 64 Page Campaign Book
- 1 144 Page Adventure Book
- 1 32 Page Rule Book

2. Setup: What to Do With All the Stuff

Quests: Heroes of Sorcado is a game for 1-6 players controlling 6 total Heroes. When playing with fewer than 6 players, each player may control multiple Heroes.

1. Set the Campaign Book and Adventure Book in easy reach of all players.
2. Set the Playboard in the middle of the table.
3. Set the Training Adventure Boss card above the board, facedown. Do not peek. [For the rest of the Adventures, select the appropriate Boss card(s).]
4. Do **NOT** shuffle the Coast Location Deck. Cards must remain in numerical order. Set it over the Wilderness Location space on the Playboard. [For the rest of the Adventures, shuffle each Location Deck and place it in the appropriate space on the playboard, adding in any cards from the booster pack for the Adventure you're playing]
5. Separate all other card types by their card backs.
6. Place the Treasure Card in its space on the board. [For future Adventures, shuffle the Treasure deck before placing it on the board]
7. Separate all Potion tokens, forming piles of each type. Place them on the token spaces on the board.
8. Place the yellow Loot cubes, the silver Armor Token cubes, and the red Health Token cubes in their spaces on the board.
9. Place the d20 near the board.
10. For The Training Adventure, use these 6 Heroes: Barbarian, Cleric, Druid, Mage, Monk, and Ranger. Give the corresponding Hero Cards to the players who will be controlling them. [When you are ready to start Adventure 1, you may use any combination of 6 Heroes and each Hero will start with the 1 Perk Point they earned for beating the Boss Monster of The Training Adventure.]
11. Place the Hero cards on the table in a circle, since it is important to tell which Hero is to the left or right of another Hero.
12. For each Hero:
 - Take the appropriate number of Health Tokens and set them next on the Card. [example here]
 - Take their Starting Equipment card and place it next to the Hero Card. [In future Adventures, Heroes may start with up to three Equipment cards: one Magic Item, one Weapon, and one Armor piece. They may be Starters, or found Treasure from previous Adventures.]
 - For Starting Equipment that has the numbered Armor Token icon, place the appropriate number of Armor Tokens on the card.
 - **Item Type:** The item type (slot for Hero's Equipment).
 -  Weapon: Items with this icon can only be equipped in a Hero's Weapon slot. Heroes can only equip one Weapon at a time.
 -  Magic Item: Items with this icon can only be equipped in a Hero's Magic Item slot. Heroes can only equip one Magic Item at a time.

-  Armor: Items with this icon can only be equipped in a Hero's Armor slot. Heroes can only equip one Armor item at a time.
-  Armor (limited use): Items with this icon can only be equipped in a Hero's Armor slot. Heroes can only equip one Armor item at a time. Armor items with a number indicate how many Armor Tokens go on the card when it is equipped. Once the counters are reduced to zero (0) the item goes to the Vault (removed from the game). These items can be repaired at the Peddler, if they have not reached zero (0) and can only be repaired to the max value shown.
-  Gear: Items with this icon can only be stored in the Party Treasure slots at the bottom of the board. Items in these slots can be used by any Hero.

What's With All the Tokens?

Loot and Potion tokens gained during the Adventure are pooled. No matter who gains the token, it goes in the pool for anyone to use.

- **Loot tokens** (*yellow cubes*) are currency. Discard them to the token bank to buy useful stuff from the Peddler or when you lose them as a penalty.
- **Health Tokens** (*red cubes*) are used to track the health of your Hero. Place them on your Hero card.
- **Armor tokens** (*silver cubes*) show how much damage Armor can absorb before it is destroyed. The tokens are placed on equipment that provides Armor for the Hero.
- **Potion tokens** are single use, discarded to the token bank after using. We'll talk more about them when it's time to use them.

Your legend begins now!

3. Okay, Let's get started.

Each Adventure is divided into sections.

Start in the Campaign Book, reading the story aloud for your current Adventure, then as directed, play a Location. You will return to the story in the Campaign Book between Locations and at the end.

Read the first section of the Training Adventure Campaign text now, stopping at "Play Coast Location."

3a. Location Decks



Now it's time to play the Coast Location.

To play a Location:

1. Take the Coast Location deck, and deal one card facedown in front of each Hero. They must remain in numerical order, and the Hero who receives card 1 will be the first Primary Hero, and will resolve their card first.
 - [For future Adventures, there are 6 Locations in Sorcado: Coast, Wilderness, Ruins, City, Mountains, and Dungeon. The Campaign book will tell you which Location to play. Adventures 1-8 use different, shuffled Location Decks.]
2. Heroes must play in clockwise order, starting with the Hero who was dealt the first card in the Coast deck.
 - [After The Training Adventure, Heroes may play in any order they choose.]
3. On their turn, each Hero flips over and resolves the Location card in front of them. Do not reveal any other cards until the current card is resolved.
4. The Hero that reveals the card is the **Primary Hero** for that card.
 - If the card is a Monster, fight it *(See Fighting Monsters: Section 3b)*. That Hero's turn is over after the Monster fight.
 - If the card is a Trap, Story Moment, or Event, deal with it *(see Traps and Events Section 3e)*. Vault the card you just resolved and then draw another card, immediately playing it faceup in front of the same Hero.
 - i. A Hero who resolves a Trap or Event must still fight a Monster. The Hero might draw and resolve multiple Traps/Events in a row, but their turn is not over until a Monster is drawn and fought.
 - Play proceeds to the next clockwise Hero.
5. When **each** Hero has resolved their card and **all** the Monsters are defeated, that Location is complete.
6. Once a Location is complete, each Hero resets all **exhausted** cards used in the Location to their **unexhausted** state.

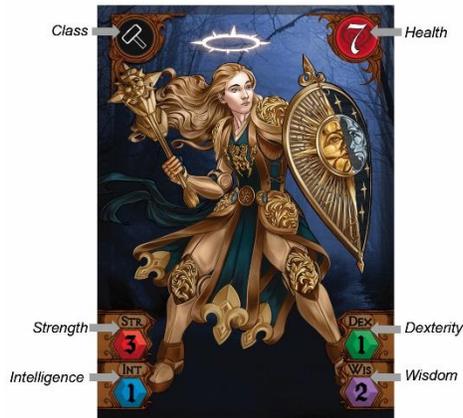
3b. Fighting Monsters

For a peaceful country, there sure are a lot of Monsters around.

The **Primary Hero** is the Hero that revealed the Monster card. The **Primary Hero** and the other Heroes assisting in the fight are collectively called **Active Heroes**. The Active Heroes that are not the **Primary Hero** are called **Assisting Heroes**.

Let's look at a Hero card:

Hero Card



Hero's name and backstory.

Each Hero has four stats used when fighting Monsters and resolving stat checks. They are: Strength (STR), Dexterity (DEX), Intelligence (INT), and Wisdom (WIS). The numbers on the bottom of the card show the permanent bonuses that the Hero adds to dice rolls that use the stat (in combat and for stat checks).

Each Hero has a maximum Health value, indicated on the upper right corner of the Hero card. Always begin each Adventure at full Health. Heroes may never have more than their maximum health.

Now let's look at a Monster card:

Monster Card



Monster Skull: The number of eyeholes is the **Skull Level** of the Monster. This indicates how many Heroes must participate in the fight, including the **Primary Hero** who revealed the Location card. More eyeholes mean stronger Monsters.

Target Stat: The Monster's weakness, called the **target stat**. Your Heroes will attack using this stat.

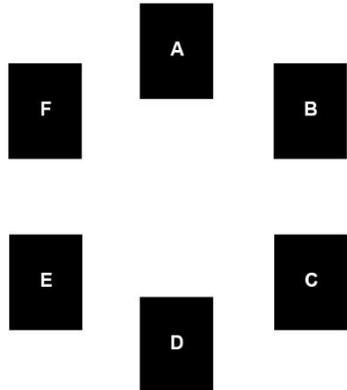
Name: The name or type of Monster.

Reward: What the Heroes receive for winning the fight with the Monster.

Penalty: What it costs the Heroes each time they lose a fight with the Monster.

When a Monster is revealed:

1. Choose who will assist the Primary Hero (A) in the battle:



- Skull Level 2  : A, plus **either** B or F.
- Skull Level 3  : A, plus B **and** F.
- Skull Level 4  : A, plus B, F, and **either** C or E.
- Skull Level 5  : A, plus B, F, C, and E.
- Skull Level 6  : All 6 Heroes.

2. If the Monster has **Surprise Attack**, **Disarm**, or **Ambush**, apply effects immediately.

-  **Surprise Attack** hits the Primary Hero for 2 Health damage.
-  **Ambush** hits all Active Heroes for 1 Health damage each.
-  **Disarm** means the Primary Hero cannot use their Weapon in the fight (Assisting Heroes may still use Weapons). Magic Items, Gear, and Armor are still usable by all Active Heroes.

3. Determine the Monster's target stat. *Example: When fighting a Monster with a DEX stat, each Hero applies their permanent DEX stat modifier (printed on Hero card), and the DEX bonuses of any Equipment, Potions, or Gear they choose to use.*

4. Total the bonuses for all Active Heroes in the fight. This value is the **Attack Bonus**.
 - Always add Hero attribute stat modifiers for all Active Heroes (printed on each Hero card).
 - If you use a "One Time per Adventure Location" Equipment boost, flip the card over to show that it is **exhausted**.
 - If you use any consumable Gear, discard it to the Vault (*See What's the Vault? Section 3b*).

Let's look at Equipment cards now:

Equipment Card

Equipment cards are cards that can be equipped to the Heroes or stored in the 6 Party Treasure slots along the bottom of the game board.



Sale Value: What the Peddler will pay you in Loot Tokens for this item.

Item Name: The name of the item.

Bonus Effect: If the item gives a stat bonus, it will be shown here.

Item Effect: The description of the effects of the item when it is used. *For Armor, Weapon, and Magic Items "used" means that the item is equipped to a character. For Gear items, this means the item is available in the Treasure Pool (along the bottom of the board).*



Item Class: The Hero class that can equip the item.

Item Name: The name of the item.

Bonus Effect: If the item gives a stat bonus, it will be shown here.

Item Effect: The description of the effects of the item when it is used. *For Armor, Weapon, and Magic Items "used" means that the item is equipped to a character. For Gear items, this means the item is available in the Treasure Pool (along the bottom of the board).*

Item Type: This icon indicates the item type (Hero slot).

Starter/Advanced: If a card has the "Starter" or "Advanced" badge, it indicates that the item is specific to a certain Hero, and only usable by that Hero.

If an Equipment card says "Exhaust to...", it may be used once per Location only. Once used in the Location, flip it over to show that it's been used. It has no more effect until the Location is complete.

Let's talk about Potions.

- The Primary Hero may use Potions to improve the party's chances.
 - Only the Primary Hero in a battle may consume Potions.
 - A Hero may only consume 2 Potions in any Location unless a Perk allows an exception.

- When a Potion is consumed, flip it over to the used side, and place it on the Primary Hero's card. After the battle is over, return it to the bank faceup.

There are nine Potions that act in three different ways:



- **Poison Potions**  increase one Hero's attack result by 2 for any **single attack roll** by imbuing their weapon with poison. This must be applied **before** the attack roll is made. They cannot be used for non-combat die rolls.
- **Health Potions**  increase one Hero's health by 2 (up to the Hero's maximum). **Use any time.**
- **Lure Potions**  are used after an unsuccessful Monster fight. They allow players to choose which Hero the Monster will move to battle next, instead of the normal clockwise rotation (*See Fighting Monsters: Section 3b*). These are the only potions that do not contribute to a single Hero's 2 potion per Location limit. They are simply discarded when used by the party as a whole.

- **Quickness Potions**  allow one die reroll. You can use Quickness Potions for any die roll, any time.
 - **The only die modifying Potions that may be used after a roll are Luck and Quickness!**
- The Potions below use the Potion Roll table printed on the game board. To consume one of these potions, roll the d20 to determine how effective the potion will be, and add the appropriate number (0-4) to your attack roll.
- **Stat Potions** (Strength  , Wisdom  , Intelligence  , and Dexterity ) increase one Hero's associated stat bonus for **one single die roll** (attack or stat check). Stat Potions must be used **before** the roll to determine how much the stat will increase for that roll.
 - When text refers to a Stat Potion (*ex: gain 1 Stat Potion*), players choose which Stat Potion to gain or lose.
- **Luck Potions**  increase one Hero's results for **one single die roll**, used **after** the roll. Luck Potions may be used to affect rewards or penalties.

- When using a Stat or Luck Potion, roll the d20. The result will indicate how much the stat is increased for the die roll to follow. Refer to the “Potion Result” table on the board.

Potion tokens are limited. If they are all in the Potion pool and you would gain another of the same type, you do not gain anything.

- There may not be more than 12 Potions in the pool at once unless a card allows an exception.

Once you’ve decided what Equipment to use and which Potions to consume, continue the battle:

5. **Roll the d20 die once.**
6. Add the Attack Bonus (Hero bonus, Equipment, and Potions used) to the d20 result.
7. If the result is equal to or higher than the Monster’s target stat, the Monster is defeated! Gain the reward listed on the card (Victory) and discard the card to the bottom of its Location deck.
 - If the reward includes a roll on a Good Things Happen table, choose the appropriate table (found on the back of the Rule Book), and roll the d20 to find your prize. You may use Luck Potions or Quickness Potions to adjust this roll, if desired.
8. If the result is less than the Monster’s stat, the fight is lost. Pay the penalty on the card.
 - If the penalty includes a roll on a Bad Things Happen table (found on the back of the Rule Book), choose the appropriate table and roll the d20 to find your penalty. You may use Luck Potions or Quickness Potions to adjust this roll, if desired.
 - If the penalty is the loss of Health, the card will indicate which Hero takes the damage.
 - If a Hero’s Health reaches zero, they are exhausted and cannot participate in any further actions until they are healed.
 - If the penalty is “gain the **diseased** condition”, the Primary Hero becomes diseased, and may not drink any Potions, including Healing Potions.
 - If the penalty is “gain the **cursed** condition”, the Primary Hero becomes cursed, and must subtract 1 from the value of every die roll they make.
 - If a Hero’s Health reaches zero, they are exhausted and cannot participate in any further actions until they are healed.
 - **When you lose a Monster fight, it’s not over!** The Monster now moves to the next Hero in clockwise order. That Hero becomes the Primary Hero for the continuation of this fight and must begin the battle anew. Damage done to the Monster in one battle does not carry over to the next.
 - A **Lure Potion** may be used to lure the Monster to a different Hero to improve your chances of victory.
 - Once this Monster is defeated, the next Hero flips the card in front of them - even if they were Primary Hero for a Monster that survived its battle and passed to them.
9. All Monsters drawn in each Location **must** be defeated for the Heroes to complete the Location.

10. When the Monster is defeated, either discard the card to the bottom of its Location deck, or if it has the Vault icon  or the numbered Vault icon,  check to see if it should be discarded to the Vault instead (See *What's the Vault?* Section 3b).



Example: The Barbarian is the Primary Hero. She draws a Skull Level 3 Crime Lord from the Location deck. The Crime Lord's target stat is STR 17. The Barbarian uses the Monk and Ranger, who are sitting to her right and left, as Active Heroes to assist her. Since the Barbarian's Strength is +3, the Monk's is +2, and the Ranger's is +2, together they get +7 to add to the roll. They also use the Barbarian's Stone Great Sword (another +1, for which the Barbarian must discard two Health and exhaust the card) and decide to throw in a Potion of Strength, which rolls the d20 for +1 more. Now their total Attack Bonus is +9. The Barbarian rolls the d20 and gets an 8. Added to the total Attack Bonus, that sums to 17. Since they tied the Crime Lord's Strength target stat, it's a win! Gain 2 Loot tokens, a Treasure Card for the pool, and Roll on the Good Things Happen table 4 to claim additional rewards!

3c. What's the Vault?  The Vault is where cards go to retire. When any Gear is consumed, Equipment is discarded, or Monsters defeated once their Vault level is achieved, the cards are sent to

the Vault. For Monsters, the Vault level indicates when this will happen  : if the number of the Adventure you are playing is equal to or higher than the Monster's Vault level, that Monster has fought for the last time. (*Example: You are playing Adventure 5 and defeat a Monster with Vault 6. You don't banish it, because it's not yet Adventure 6. When you defeat that Monster in Adventure 6 or later, Vault that Monster*). If the Monster's vault icon has no level, it's Vaulted as soon as it's defeated.

Vaulted cards are removed from the rest of the Campaign and returned to the box. They are not used in any future Adventures. In the unlikely event that you run out of Treasure Cards, shuffle the Treasure Cards in the Vault to make a new Treasure deck.

3d. Treasure: Equipment and Gear

Treasure cards are pooled until a Hero equips or discards them. All cards from the Treasure deck are either Equipment or Gear.

Gear  are single use cards that are used and immediately discarded to the Vault.

Equipment must be equipped to a Hero to have an effect.

Each Hero has one slot each for the three different classes of Equipment: **Weapon**  , **Magic Item**

 , and **Armor**  . Each Hero can equip only one of each type.

1. Within a Location, you may only switch out Equipment when you acquire a new item into the party's Treasure Pool (*6 Slots along the bottom of the board*).
 - a. Any Hero may equip the newly found Treasure item. It need not go to the Hero who acquired it.
2. Between Locations, you may freely switch out Equipment.
 - a. Unequipping a Starter or Advanced Item sends it immediately to the Vault.
 - b. When Unequipping a Treasure Card, if there is room in the Treasure pool (limit 6 cards), it may be returned to the pool. Otherwise, it goes to the Vault.
3. Your party may carry a maximum of 6 Treasure cards in the party's Treasure Pool at any time.
4. Any Treasure in the pool or equipped to a Hero is retained between Adventures.
5. Special Armor rules:
 - a. Some Armor pieces have passive bonuses, such as stat upgrades. These are always applied in any battle where the Hero is an Active Hero.
 - b. Some Armor pieces absorb damage from Monster attacks, reducing the damage that Hero takes.
 - i. These pieces have a number on the card. When you Equip one of these, place the appropriate number of Armor tokens on it .
 - ii. When a Monster causes damage, the Hero can choose whether to lose their own Health, or absorb the damage with the Armor, reducing its tokens by one per damage absorbed. This damage may be split between the Armor and the Hero.
 - iii. If an Armor piece's tokens are reduced to zero, that Armor is destroyed, and immediately discarded to the Vault. Any damage the destroyed Armor did not absorb is taken by the Hero.
 - iv. Damaged armor remains damaged between Adventures. Store the Armor tokens in the baggie with your Hero card to keep this count.
 - v. Armor can be repaired by the Peddler, up to its maximum value indicated on the card.

3e. Events and Traps

It's not a dungeon without some well-placed booby traps. Not a wilderness, either, or a city. Sorcado is a dangerous place.

When you draw an Event or Trap card from a Location deck:

1. Read aloud the name of the Event or Trap, and the text on it.
2. Only the Primary Hero is involved in resolving this card.
3. A player who is **not** the Primary Hero turns to the entry in the Adventure Book that is indicated on the card, and reads aloud **only** the three choices.
4. The Primary Hero picks one of the three choices.

5. For **Traps**:



- Read aloud the appropriate result for the Hero's choice.
- If you chose poorly, you must roll a stat check to try to escape. **Mental** refers to either INT or WIS (not both). **Physical** uses either DEX or STR (not both). The Primary Hero chooses which of the two stats within that category to use for the roll.
- Check the stat's **Target** in the text. Potions may be used before the die roll. Roll the die and add your Hero's stat modifier, along with any Equipment and Potion rolls you chose to use.
- Announce the final total. If you meet or exceed the Target, you pass. Read the *Success?* result and gain the reward. If not, read the *Fail?* result and resolve the penalty.

6. For **Events**:



- Read aloud the flavor text in quotes for that choice, along with the stat that will be tested.
- The Primary Hero may choose to spend potions to improve their stat die roll. This must be done **before** rolling.
- The Primary Hero rolls the d20 for the stat to be tested.
- Add your Hero stat modifier, along with any other passive stat bonuses from Equipment and potions you consumed.
 - You may spend a Quickness Potion to reroll now if you wish, or a Luck Potion to increase the result.
- The final result is compared to the numbered list beneath that choice, and the reader announces what is won or lost. The reward or penalty is applied to the Primary Hero. If the Primary Hero does not have it to lose, nothing happens.

Example: You draw the Event card "Clockwork Gnome". Of the three choices, you go with "Wind the gnome up." This choice uses the DEX stat. Your DEX modifier is +2, and you throw in a DEX token for another +1. You roll the die (stat die roll) and get a 6, so added together, your final result is 9. The reader announces your reward or penalty based on the table. [image here]

7. When the Event or Trap is finished, discard the card to the Vault. Draw another card since you did not draw a Monster.



4. Story Moments

When a Story Moment card is revealed, turn to the appropriate entry in the Adventure Book and read it aloud. Follow its directions, making choices and reading the text. When it is complete, the Hero that drew it will draw another card since it was not a Monster.

Once you have completed the Location, defeating all Monsters, return to the Campaign Book and read the next section. Remember to unexhaust any Equipment cards you have used.

5. Trading with the Peddler

At varying times during Adventures, you will come across a trading opportunity. This is what Loot tokens are for. You may only trade when the Campaign book says you can. Not all Adventures have the same number of trading options.



The Peddler is located on the game board. When you encounter areas of the story that allow you to “Trade with the Peddler,” you are allowed to sell items from your

inventory with the Loot Icon  for a number of Loot Tokens equal to the number next to the Loot icon.

The Peddler has a list of services that the Heroes may purchase for Loot Tokens.

- **Remove Curse:** Remove the cursed condition from the target Hero.
- **Cure Disease:** Remove the diseased condition from the target Hero.
- **Any Stat Potion:** Allows the Heroes to buy one stat potion of their choice.
- **Heal Potion:** Allows the Heroes to buy one Healing potion
- **Repair 1 Point of Armor:** Add 1 Armor Token back to an Armor item. It cannot be repaired past the starting armor value listed.
- **Full Heal:** Restores one Hero to their maximum health.

After trading, return to the Campaign Book and read the next section. It’s Boss Time.



6. Boss Fights

You made it through the Locations! You fought Monsters, made choices, and bought stuff in shops! Now it is time to fight the big baddie. Best of luck.

Flip over the Boss Card and turn to the appropriate Boss Fight entry in the Adventure Book. Read the entry, and begin the battle.

Here’s your first Boss card:

Boss Card



MEN - Mental Target: The target number to hit the Boss with either your INT or WIS attack roll.

PHY - Physical Target: The target number to hit the Boss with either your STR or DEX attack roll.

Boss Name: The Name of the Boss

Adventure Book Entry: The entry number you look up in the Adventure Book to see how to fight the Boss Monster.

Boss Fighting basics are as follows:

1. Choose which Hero will go first, attacking alone as Primary Hero.
2. Heroes attack in clockwise order. Lure Potions may not be used.
3. Each Boss has two target stats: Physical (STR and DEX) and Mental (WIS and INT). Each Hero may pick which stat to attack.
4. Each Boss has a Health value. When it is reduced to zero, you win!
5. Choose the stat you will attack. Use those Potions. Add Equipment, Gear, and Hero Attribute bonuses. Figure out the total Attack Bonus you will add to the die roll.
6. Roll the d20 once.
7. Add the Attack Bonus to the d20 result, and compare that sum to the Boss's target stat.
8. If the sum is equal or higher to the Boss's target stat, you hit the Boss!
 - Lower the Boss's Health by the number by which you exceeded its stat.
 - *Example: If the Boss stat is 16 and your total was 18, lower the Boss's Health by two.*
 - *Note that Bosses have a limit on how much Health they can lose in a single hit regardless of your roll. This will be defined on the Boss' entry in the Adventure Book.*
 - If you equaled the target stat, lower the Boss's Health by one for your effort.
9. If your roll result is lower than the Boss's target stat, you missed.
10. Either way, hit or not, the Boss hits back until it is defeated. The Boss' Adventure Book entry will tell you how.
11. Once you have made your attack and taken your hit, then the next Hero **in clockwise order** becomes Primary Hero and attacks.

12. Continue attacks and Boss counterattacks until one of two things happens:
 - The Boss is defeated (Boss health is zero). You have won the Boss fight! Congratulations!
 - One Hero becomes unconscious (Hero health is zero). You have lost the Boss fight. Drag your catatonic friend away in defeat; the Adventure is lost.

Win or lose, read the appropriate post-Boss fight text from the Campaign book to complete the Training Adventure.

7. What Happens After the Training Adventure?

Here are the changes to setup and gameplay for Adventures One through Eight. All the Training Adventure rules still apply unless noted.

7a. Setup:

1. There will be multiple Location Decks for each Adventure, listed in the Campaign. Shuffle the Location Decks separately and place each one on a space on the Playboard. The order is unimportant. Only some of the Locations are played in each Adventure.
2. Begin with any Potions you carried over from the previous Adventure. If you have fewer than 3 Potions, take one of each Potion token from the bank into your hand, and drop one randomly onto the table. Keep this Potion. Repeat as necessary until you have 3 Potions to begin the Adventure.
3. After The Training Adventure, all 8 Heroes are available for play. Choose which 6 Heroes to use in this Adventure. Take the corresponding Hero Cards, and give them to the players who will be controlling them.
 - a. Place the Hero cards on the table in a circle, since it is important to tell which Hero is to the left or right of another Hero.
 - b. You do not have to use the same 6 Heroes for the whole Campaign.
 - c. At the beginning of Adventure 1, each Hero will start with 1 Perk Token. This is the Perk Token earned from defeating the Training Adventure Boss.
4. For each Hero:
 - a. Multiple Starting equipment cards will be available for each Hero. Remember that each Hero may only carry one card of each type: Weapon, Armor, or Magic Item at any time. You may start with the Starter cards, or use Treasure gained in a previous Adventure.
5. For each Adventure after Adventure One, there is a Booster Pack to open at the start of the game. Find the numbered pack and take out the cards. Add them to the appropriate decks. Some will be Monsters, Treasures, or other special cards. The Boss card(s) will also be included - do not peek – just set them facedown on the board until you get to the Boss fight.

A note about Heroes:

There are 8 Heroes available to play, and you can switch among them from Adventure to Adventure. We never know who the 6 played Heroes will be at any moment, and we wrote the Campaign and Side Quests to include them all. For story purposes, just know that all 8 Heroes are always together, even if only 6 of them are on the table at any given time. Real Heroes never leave their friends behind.

7b. Perks

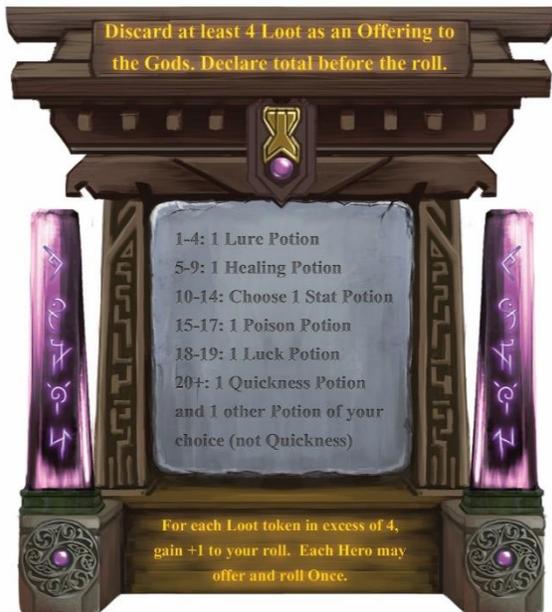


- Each Hero gains one Perk token after a successful Boss Fight. Each Hero chooses Perks (paid for with these tokens) that stay with that Hero for the duration of the Campaign. You will gain multiple Perk tokens for each Hero as the Campaign progresses. Perk upgrades are found in the Perks section of the Adventure guide. Perk tokens can be saved or spent immediately upon acquiring them, but you may not hoard more than 2 Perk tokens at a time.
- A Hero's Level is always the same as the Adventure currently being played. *Example: When you begin Adventure Three, all Heroes are Level Three.* Some Perks cannot be bought until a Hero is at a specific level.
- If changing to a different Hero, that Hero begins with Perk tokens equal to the Adventure number. Choose Perks for that Hero at setup. Keep no more than 2 tokens unspent.
- The table of all Perks are in the Perk section of the Adventure Book.

7c. Other Changes after The Training Adventure:

- The Coast Location cards can be placed in the Vault upon successful completion of The Training Adventure. This deck will not be used again.

The Altar of the Lesser Gods



When directed in the Campaign book to trade at the Altar, use the Altar of the Lesser Gods, on the back of this manual.

Discard 4 Loot tokens as an offering. Then roll the d20 to collect the gods' reward.

Before rolling, you may discard extra Loot tokens (above the required 4). Each extra Loot token will increase your result by 1.

- After The Training Adventure, there are Side Quests, Story Moments, and Nemesis Cards that are added to the Location decks from the sealed Booster packages.
- In a Location, if you don't have enough Heroes to fight a given Monster because a Hero has dropped to zero Health and is unconscious, the Adventure is immediately lost, and you must start over from the beginning of that Adventure.
- If a Hero is unconscious, but there are enough Heroes to satisfy the Monster's Skull level, you may continue, skipping that Hero's place when determining Active Heroes for the battle. Unconscious Heroes are not considered adjacent.
- If any Hero drops to zero Health in a Boss fight, the Adventure is immediately lost.
- Each Boss fights differently. Their entries in the Adventure Book will tell you what to do.

8. Continuing the Adventure

When an Adventure is complete:

1. If you won the previous Adventure, put the Boss card in the Vault.
2. If you lost the previous Adventure, set the Boss aside for the next attempt.
3. If you're done playing for now, pack each Hero's Card away in a baggie, along with any Equipment they have equipped with Armor tokens, if applicable.
4. Keep any unequipped Treasure Cards from the Party Treasure Pool.

5. Keep any of the party's pooled tokens separate from the bank. Place them in the baggie provided for your next Adventure.
6. All Location cards added from previous Booster Packs remain in the Location decks.



9. What About Side Quests?

Sorcado is full of old magic. From time to time, hidden in the darkest places, you will stumble across a Stone of Need. It is a powerful portal that, when touched, will sweep you away to a place where you are needed, or where there is something you need. There is no way to stop the pull. Once the Stone is touched, you are taken to where you need to be, and returned when you are finished. It can be a nice break from a dangerous Location, and a chance to see more of Sorcado without all that annoying travel time.

Side Quest cards are triggered in the Campaign, and are also found on cards in the Location decks. When you are told to do so in the Campaign book or you reveal a Side Quest card, turn to the appropriate entry in the Adventure Book.

Choose a reader for the Quest. The reader will not be involved in the choices to follow. Read the text and make decisions as directed.

1. Once you have begun a **card-triggered** Side Quest, no matter the outcome, you will not play this Side Quest again. Place its card in the Vault. The Hero that drew the Side Quest draws a replacement card from the Location deck and continues their turn.
2. If you are repeating an Adventure because you failed it the first time, and you did NOT completely resolve the **Campaign-triggered** Side Quest (to earn the final reward), you may play it again when the Campaign directs.
3. The final reward may be a specific card from the booster pack. If you earn this reward, it becomes another card in your Treasure Pool, taking up one of your six spaces.



What is a Nemesis?

Nemesis cards are added into the Location Decks via booster packs.

- When a Nemesis Card is drawn, it will either be placed in front of its specified Hero, or placed on the bottom of its Location Deck if that Hero is not in play.
- Turn to the indicated page in the Adventure Book and read the text.

Some Nemesis battles are competitions. For those, specific rules appear in the Nemesis text. Some are battles, Hero vs Nemesis:

- Only the specified Hero can fight their Nemesis.

- Each Nemesis has a single target stat which the Hero must attack. Like Boss fights, the amount the attack roll exceeds the target is the amount of Health the Nemesis will lose. Equal value means one Health lost by Nemesis. Anything lower is a miss.
- Once the Nemesis reaches zero Health, it is defeated.
- After the Hero's attack, if the Nemesis is not defeated, it will counterattack the Hero. Instructions for these counterattacks appear in the Adventure Book.
- If the Hero's Health is reduced to zero, the Hero has lost the fight. Pay the penalty. If the Hero can't pay a penalty, nothing happens.
- After paying the penalty, the Hero's health is restored to half maximum, rounded down as the party drags them away.
- Once the Nemesis is resolved it is Vaulted. The Hero who originally revealed the Nemesis card draws another Location card.



10. What about Travel Entries?

At times during the Campaign, you will be directed to read Travel Entries in the Adventure Book. Choose a player to read them aloud, while the other players make decisions, following the appropriate entries as you go. *If you have to repeat an Adventure, ignore the Travel Entry.*

11. What if I just cannot win an Adventure?

We get it. Sometimes dice hate you. If you have lost an Adventure twice and just want to chuck it and move on, you may invoke the Blessing of the Designer for Instant Victory. This is not cheating, because Heroes do not cheat. Or you can play it one more time, taking extra potions at setup to give your party a boost. Also not cheating. It's right here in the manual. Adventuring is serious business, but in the end, it's a box full of cardboard and paper. We want you to enjoy the whole story. Do what you must to save Sorcado and have fun.

And That's It

Read stuff. Draw cards. Roll dice. Make choices.

And try not to die.

Sorcado is counting on you.

Glossary

Active Heroes: All Heroes in the fight, Assisting and Primary.

Ambush  : When revealed, the Monster immediately attacks. All Active Heroes lose 1 Health before the fight begins.

Assisting Hero: Heroes involved in the fight that are not the Primary Hero.

Attack Bonus: The sum of all bonuses added to the die roll when attacking a Monster's target stat.

Boss Monster: The final Boss at the end of each Adventure. This includes the Boss and his minions, if he has any.

Cursed  : A Cursed Hero must subtract 1 from every d20 roll they make. Only the Peddler can remove the Curse.

Disarm  : When revealed, the Monster disarms the Primary Hero. The Primary Hero may not use any Weapon bonuses in this fight (Assisting Heroes may still use their Weapons). Do not exhaust the Weapon; it's just not used in this fight.

Diseased  : A Diseased Hero cannot drink any Potions. Only the Peddler can heal the Disease.

Equipment: Everything you can equip: Armor  , Weapons  , and Magic Items  .

Exhaust: Some Equipment is usable once per Adventure Location. Flip the card over so you remember it is unavailable until you leave the Location and refresh it.

Gear  : Consumable, single-use items acquired from the Treasure deck.

Hero Level: Same as the Adventure you are currently playing. Playing Adventure 3? You are a Level 3 Hero.

Mental: Either INT or WIS, Hero's choice.

Monster Skull Level  : The number of eyeholes on the skull, indicating how many Heroes are needed to fight it (*See Fighting Monsters Section 3b*).

Perk Points  : Gained by all Heroes when a Boss is defeated, they allow you to buy Perks to improve your Hero's skills. Up to 2 Perk Points may be saved for later.

Physical: Either STR or DEX, Hero's choice.

Primary Hero: The Hero that is directly facing the face-up Location card or Boss card. Whether that Hero flipped it up, or it passed to them via clockwise progression or Lure, they are Primary Hero for that Monster now.

Surprise Attack  : When revealed, the Monster immediately attacks. The Primary Hero loses 2 Health before the fight begins.

Target Stat: The stat printed on a Monster's card. For Bosses, this is a choice between Mental and Physical stats.

Treasure Pool: The pool of acquired Treasure cards containing all unequipped Armor, Weapons, Magic Items, and Gear consumables available to any Hero. Limit 6 cards in the pool.

Vault  : Removal of a card from the game forever. When this Monster is defeated, check the Vault number. If you are playing an Adventure of equal or higher number, the Monster is removed from the game permanently and placed in the game box. Also remember that any destroyed Armor, or any Treasure discarded or sold to the Peddler is immediately Vaulted.

Special Thanks and Credits go here.

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End of manual