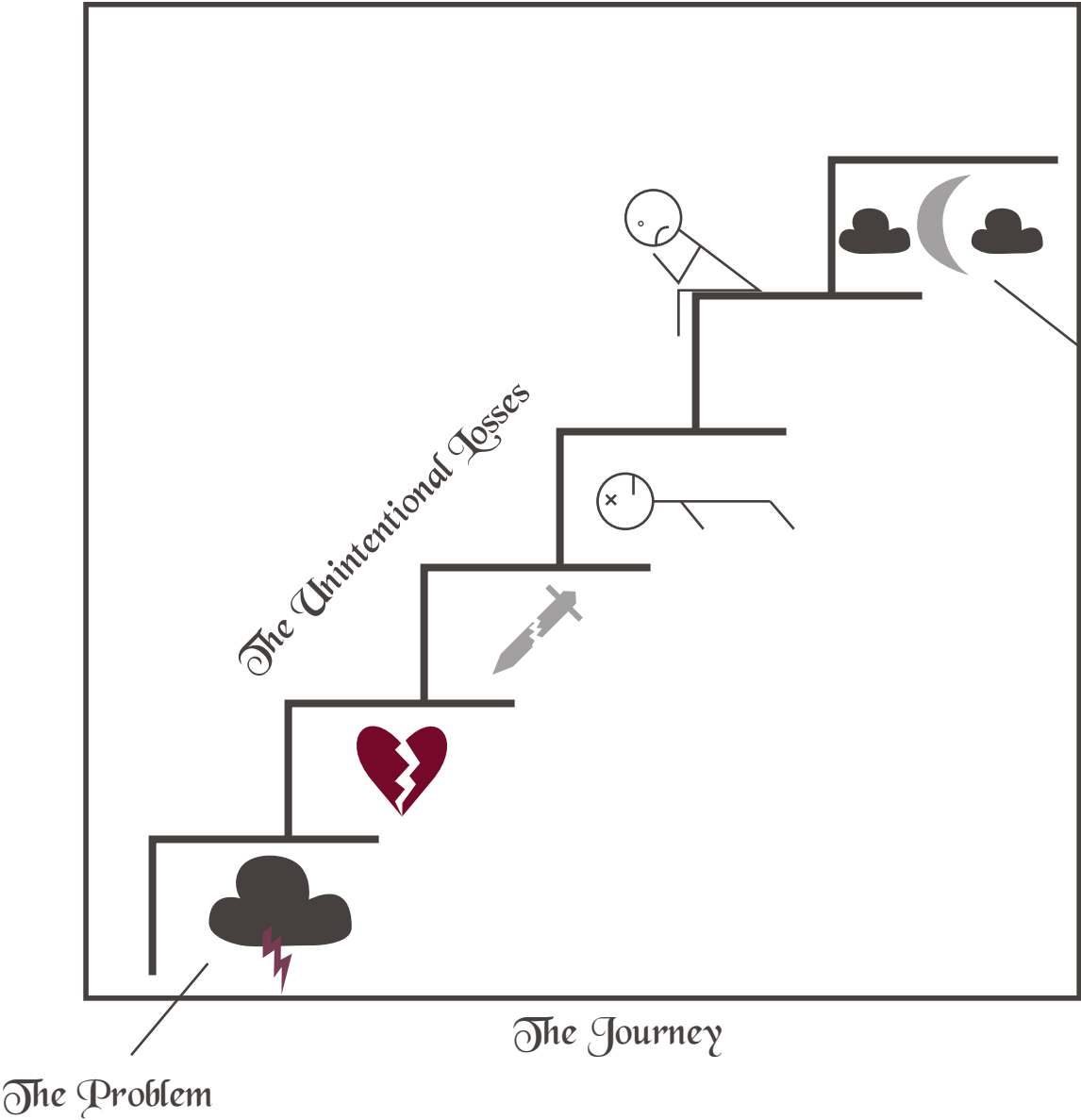
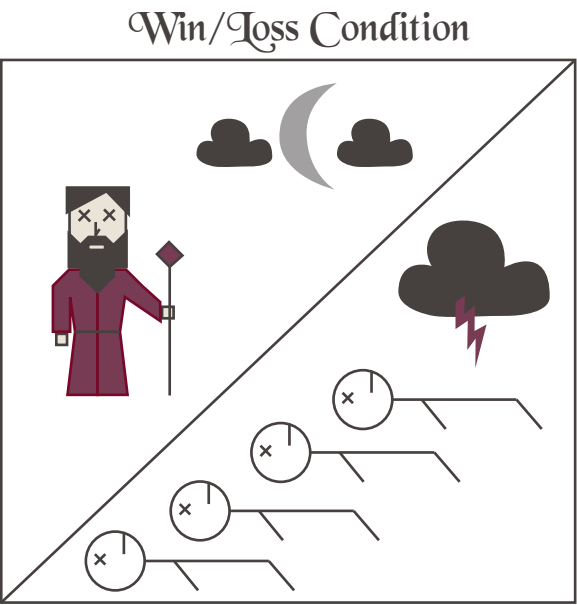


Sorcerer's Storm

2 July 2022



- Notes
- With each choice, something may be lost
 - Make each encounter count
 - Win condition: Defeat the sorcerer
 - Loss condition: All 4 characters are lost



- Rules
- A game timer starts with 10 turns, but can be increased/decreased based on your encounters.
 - Select a team of 4 characters to take on your journey.
 - Each turn roll for your encounter type. Then draw an encounter card from the matching pile.
 - Choose from your characters to handle the encounter you drew.
 - The game ends when you defeat the sorcerer or lose everything.

Obstacles	

Challenges	

