

Example fight:

Example 1, Round 1: The Dwarf (Lv1, 12HP, stock items, one action card 'Avoid 1 hit') attacks the Gryphon Rider. Player rolls D6 and gets a 2. Worried about the enemy's attack power our Dwarf will defend with his shield. He would block 2 damage as a result. Unfortunately Gryphon Rider has 'First Strike' ability, which means he was able to attack before our poor Dwarf raised his shield. Ouch... Gryphon Rider using his 'First Strike' ability bypasses our Dwarf's shield and deals him 5 damage. He receives no damage himself, as the Dwarf used his shield to no effect.

Example 1, Round 2: The Dwarf (7HP left) rolls a 5 this time. He gets to attack with his sword dealing 2 damage and block with his shield at the same time. The foe will still get to attack him first though, so the shield will have no effect. Gryphon Rider attacks and deals full 5 damage again thanks to 'First Strike'. This time however he receives 2 damage back from Dwarf's sword, leaving him with just 1 HP.

Example 1, Round 2: The Dwarf (2HP left) rolls 1 and gets to attack with his sword. However he will not survive this fight because of how fast his opponent is. He knows this and decides to use his Action Card to avoid 1 hit. He dodges Gryphon's claws and slashes him for 2 damage killing the monster and sending its rider spiraling down for a very hard landing. The fight is won (barely) and our Dwarf receives 5 gold as a reward. With only 2 HP left though, he will have to hope he can heal and shop before he has to fight again.

6. Characters

There are 6 different characters to choose from in Fantasy Monster Quest. Each one with different stats, skills and required play style, they will be great fun to explore. Below we present a brief summary of each character:

- A. Dwarf – Natural born warrior. Starts with abilities that allow him to attack as well as defend, and maximize damage. He is quite strong, starts with 12 HP, but he is slow. He doesn't have a speed modifier, but he moves minimum 3 fields (i.e. he moves 3 fields when player rolls 1, 2 or 3)
- B. Elf – Excellent distance fighter. Start with a bow and ability to heal. She's quite fast (+3), but starts with only 7 HP
- C. Orc – Brutal and ruthless fighter. Prefers two-handed heavy weapons, and starts with ability to remove opponent's armor. His speed modifier is +1 and he starts with 10 HP
- D. Human – Versatile and skilled character. Fight well with two weapons at the same time, and has ability to dodge damage. Starts with 8 HP and his speed modifier is +2
- E. Goblin – Small and dangerous creature. Can use his teeth to bite and drain life, and has a passive regeneration ability which makes him hard to kill. His speed modifier is +2 and he starts with 7 HP
- F. Gnome – Interesting but challenging character to play. Gnome starts with no weapons, and a special ability to escape from battle. He is really fast (+4) which means that he will gain levels quick, but not very strong (6 HP)

7. Spells

Spell are instant action cards that can be used at different times during the game. Each card specifies when the spell can be used and what its effects are. The real power of spells is that many can be used outside of your normal turn, and can affect other players in and out of combat. If you sense that the monster is close to winning, you can help it and gain an item from the defeated players and obviously greatly weaken them in the process. On the other hand you could bargain with other players to help you for the price of gold, items, or future returned favor. Once the spell is used, the card is discarded.

You can have a maximum of three spells in front of you. If you draw a Spell and you already have three, you have to discard one of your Spells.

8. Abilities

There are two types of abilities in this game: Active and Passive. The ability is Passive if it's described as such, all other abilities are Active. Active abilities only take effect when you use the action they are linked to. As described in section 5, players do not choose which action they take, it is decided using dice. Active abilities only work when the dice roll allows it. Passive abilities work in every turn of each combat, which makes them very useful, however that could also mean a round is wasted when the action holding the passive ability is rolled.

Monsters' abilities are always counted as passive.

Examples:

Human character has an active stock ability to dodge 2 damage received. It only works when the player rolls a 3 on a D6.

Goblin character has a passive ability to regenerate 1 HP which works every round of combat. However if the player rolls a 3 on a D6 the round is wasted, because the character doesn't get to do anything else but regenerate.

List of abilities:

- A. Damage [value] – deal damage to your opponent. The number next to Damage is the amount of it dealt to opponents.
- B. First strike – deal damage before the opponent. All opponent's abilities do not activate until your attack is resolved. If both attacks in the same round have 'First Strike' ability, they cancel each other out. First strike can be passive, or active if attached to a weapon. Only that weapon has First Strike, not any other action unless it's using that weapon.
- Example: Elf's stock favorite ability is to use her distance weapon with +1 damage, so because her distance weapon is a bow with 'First Strike' ability, her favorite ability also has 'First Strike'
- C. Drain Life [value] – deal damage to the opponent and heal yourself for the same amount. You cannot heal above your current level maximum HP.
- D. Slow – using an attack which has Slow on it, causes the attacker to skip the next turn of combat
- E. Regenerate [value] – heal yourself for the amount defined next to Regenerate
- F. Stun – Opponent hit with stun attack has to skip the next turn of combat
- G. Redirect [value] – When receiving damage you deflect some of it back to the opponent. You do not receive that damage, only your opponent does.
- Example: You are hit for 5 points of damage, but have a Redirect 2 ability. You receive 3 damage, and your opponent receives 2 damage
- H. Block [value] – When receiving damage you nullify some of it
- I. Armor – Armor nullifies a set amount of damage. It works like block, but can be circumvented by Armor piercing ability
- J. Armor piercing – Ignores armor of your opponent. Doesn't ignore block or redirect

Name

Actions

Level indicator

Speed modifier

Armor

HP tracker

9. Equipment

Equipment in the game is acquired by purchasing cards from two market decks. There are three types of cards you can purchase: item cards, ability cards and action cards.

A. Item cards replace your stock actions on your character sheet. The big item cards are two-handed weapons (which replace whatever stock actions are shown under 1 & 2) and armor, which has its separate place on the character sheet. The small item cards consist of one-handed weapons and shields.

B. Ability cards can replace both your regular ability (dice roll of 3) and your favorite ability (dice roll of 4,5,6). It is fully the choice of the player which one, and that can be changed freely before any combat starts (full rules on equipment replacement in section 5)

C. Action cards can be used at any time during the game. They work similarly to spells, as in they are one use-instant actions that can be performed any time, however they do not suffer the same limitation of maximum three at a time. You can have as many action cards as you wish.

Purchasing equipment can only be done during player's Movement phase and only after passing one of the Market (or Start) fields. The player has to declare the intention to shop the moment he stops moving his pawn, and always before drawing a card from any Adventure decks.

Players can purchase as many items as they can afford, there is no limit, however there is also no facility to sell items, so once you've purchased you are stuck with it.

9. Winning

In order to win Fantasy Monster Quest a player has to defeat one of the three Boss Monsters from a red adventure pile. These monsters are very powerful and only a higher level character with descent equipment and some spells can hope to defeat it.

Fighting the Boss monster is a normal combat as described in section 5, however with one special rule:

Other players cannot affect this fight with spells or abilities. There is a persistent anti-magic field around the volcano which prevents outside interference. You can still use spells and abilities to defeat the Boss.

Once the Boss has been vanquished you do not receive any gold, but instead get to keep his card as a trophy. You need to deliver this trophy to the Start location in order to win the game, in other words you need to go one last lap after defeating the Boss. During this final lap other players will try to catch and fight you for the trophy, so you need to be careful.

If a player is defeated in a fight during this final stage of the game (from the moment the Trophy card is claimed), the death is permanent and the player is eliminated from the game.

Optional game rule: The rule of permanent death can be ignored. This will prolong the game a bit, and could make the final lap feel a little more challenging.

If a player's character who carries the Trophy card gets defeated by the monster and no other player interfered with that fight, the final lap is cancelled and the Trophy card is removed from the game. The defeated player is eliminated from the game (or not if you use the optional rule) and the race for defeating another Boss monster continues.

If a player's character is defeated by a monster with the help from another player, that player who interfered loses the Trophy card and begins his final lap, becoming a target for remaining players.

In a direct player-vs-player fight the loot is always the Trophy card (no dice roll described in section 5).

Once you have safely arrived back to the Start field with the Trophy card you are victorious! Congratulations you have completed the Fantasy Monster Quest game and become the greatest hero there is. All bow to your might!

We hope you enjoy playing the game, just as much we enjoyed creating it.

Thank you all for your support.