

FANTASY MONSTER QUEST

Created by Fiodor Kuberski

2-6 players

90 minutes

Age recommendation: 10+

Fantasy Monster Quest is a board game about becoming a hero. It's a game about fighting monsters, looting their gold, and buying cool stuff with that gold, so you can fight more powerful monsters. Your in-game character levels up with each lap around the game board and gains more hit points as a result. You can fight with other players' characters, or interfere with them by using spells. Ultimately Fantasy Monster Quest is a game about getting there first by forceful, clever, or otherwise means.

There is only one hero left standing in the end! Is it going to be you?

1. Game contents

- Game board
- 6 character sheets
- 6 miniature character pawns
- 6 red marbles
- 2 D6 dice
- Adventure deck (65 cards)
- Large Market deck (25 cards)
- Small Market deck (65 cards)
- Rules sheet

2. Setup

The following steps outline the initial setup of the game:

- All players choose one character each. Every character is different and possesses unique abilities and stats. You can find detailed information on each character in section 6
- Players receive a character sheet and a matching pawn. Character sheets are placed in front of the players face up, and the pawns are placed on the Start field of the board
- Decide which player goes first by rolling the die. Resolve ties by re-rolling
- Adventure deck is separated into 5 piles: Light Green, Dark Green, Blue, Yellow and Red. They need to be shuffled and placed on the table independently. Large and Small Market decks need to be shuffled independently also, and then 5 cards from the top of both decks (total 10 cards) need to be placed face up next to the Market decks
- Each player also receives a red marble which will be used to track characters current Hit Points. At the start of the game the marble is placed on each characters' Level 1 max Hit Points, which is marked by this icon



- Each player will need a way to track their gold coins. Piece of paper and a pencil will suffice

Optional game rule:

If each player draws one random card from the Small Market deck, which can be used immediately or kept in hand. This optional rule strengthens players and potentially makes the gameplay longer

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5. Combat

Combat in Fantasy Monster Quest is a turn based event. It can be the most exciting part of the game. Winning combats is often dependent on how well prepared you are for the fight. It is vitally important that you prepare your equipment specifically for each fight. You can swap all your items and abilities around before the combat starts, but once the first die is rolled you cannot change your mind.

You will see the card of the monster you have to fight before it starts, so carefully study its stats and special abilities to select best possible equipment.

In case of player versus player (PvP) fights, the attacked player chooses equipment first, and then the attacker has a chance to adjust his/hers equipment before the combat starts.

Every combat has only two participants, although non-participants can affect it in different ways. In each round both combatants make one attack each. These attacks happen simultaneously, unless one of the fighters (or a particular weapon/special attack) has 'First Strike' ability. If both sides have this ability it doesn't apply at all. More about Abilities in section 8.

Player attack: To make an attack you roll a D6 die. The result determines which action you take as shown on your character sheet. In general 1-2 means you are attacking using your weapon (either one or two-handed) or defend/-block with a shield. If you get a 3, that is usually an ability (either active or passive). Result of 4-6 means you get to use your favorite ability. All of these stock actions can be replaced by item cards to give you better attack, defense and abilities.

After you determine your action you deal damage as described on your character sheet/item card. This damage is deducted from your opponent's current Hit Points. If this attack reduces your opponent to zero Hit Points it dies. You still take damage from the opponent's attack in this round, unless you had 'First Strike'

Monster attack: Monsters do not roll for their attacks. They always deal a set amount of damage (shown as a number over the sword icon on the monster card), which can be affected by any special abilities as described on the monster's card. If a monster's attack reduces you to zero Hit Points you die.

Death: When a monster is killed you receive a specified amount of gold it carried as described on the monster's card. The card is then placed on a discard pile.

When your character is killed by a monster, you have to discard one item of your choice from either the equipment (on the character sheet), or inventory (on hand). You may choose to pay the item's value in gold to keep the item instead. Discarded item card is placed at the bottom of the relevant Market deck. If another player aided the monster in defeating you, the lost item or its value in gold is instead given to that player.

When your character is killed by another player's character in direct fight, you have to roll a dice to determine what is looted of your unconscious body by your opponent:

1 - right hand or two-handed equipment 2 - left hand or two handed equipment 3 - Ability 4 - Favorite Ability 5 - Armor 6 - All items from your inventory (on hand) plus all your gold and spells. If the roll indicates your opponent would receive nothing, you roll again and again until at least one item is passed over. In case you have nothing at all, you don't lose anything, but the opponent has the right to mock you relentlessly.

After the lost fight your pawn has to move back to the last Market (or Start) field you passed before the fight, and you have to spend your whole next turn healing (meaning no movement or adventure, nor can you use spell/action cards). You are then healed up to your max Hit Points for your level, and can act as normal in the following turn.

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3. The Goal

Players take turns moving their pawn around the board and performing various actions. The goal is to become the most powerful character by collecting rewards from fighting, and by spending this gold on useful item and action cards. At the same time your goal is to hinder other players' quest for power by affecting them through the use of spells, said action cards, or even by fighting them directly.

The final goal is to defeat a boss monster and deliver its Victory card home.

4. Player turn

Player's turn can be divided into the following two phases:

A. Movement

- Market shopping (optional)
- Shortcut travel (optional)

B. Adventure

- Fighting another player (optional)
- Fighting a shortcut monster (optional)
- Fighting a boss monster (optional)

A. Movement

Roll a D6 die and add the character's Speed modifier to the result. Speed modifier can be found on the character sheet underneath the portrait. Using the result, move your pawn clockwise on the board.

If during this movement you pass over the Market field, you can choose to purchase any number of items displayed using your gold. Each item purchased is replaced in the Marketplace by drawing cards from the top of the Market decks. Passing the Market field also heals you by 3 Hit Points.

If during your movement you pass over a Start field you can also purchase items, but more importantly you gain a level and your maximum HP goes up as shown on your character sheet. You are also fully healed.

If during your movement you pass over another player's pawn, you can choose to fight that player at the beginning of the Adventure phase (but before you draw a card from the Adventure deck).

You can choose to use a shortcut during your travels. Doing so will speed it up significantly, but also carries a considerable risk. When using a shortcut you have to draw a card from one of the special piles: dark green, blue or yellow. Monsters lurking inside these cards are stronger and much more dangerous than regular monsters from the light green Adventure pile. You have to fight that monster at the beginning of the Adventure phase, and you do NOT draw a card from light green pile afterwards. If you are bold enough you can choose to use more than one shortcut during your turn. You will have to fight a shortcut monster for every shortcut you go through in order.

Using the 'red shortcut' initiates a fight with a boss monster. You should only consider doing so, once you've become much stronger. Boss monsters are extremely dangerous and very strong, and can easily defeat you if you're not prepared.

B. Adventure

At the beginning of this phase you resolve fights with other players first, followed by any fights with shortcut monsters. Rules on fighting can be found in section 5.

You then draw a card from a light green Adventure deck (unless you fought a shortcut monster), and place it face up in front of you for everyone to see.

If the card is a monster, you have to fight it. Once the fight is over you discard the monster card on a discard pile. This pile is shuffled and reused once all the cards from the Adventure pile are gone.

If the card is a Spell you keep it in front of you to be used according to its description, which tells you when you can use it. 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. More info about Spells can be found in section 7.

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Monster's name

Reward in gold pieces



Monster's ability

Monster's damage dealt

Monster's HP

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