

DienstNet

# Quester's Keep

A Competitive RPG Board Game



## Game Rules V2.1



Copyright 2020 DienstNet LLC  
All Rights Reserved

Game Rules

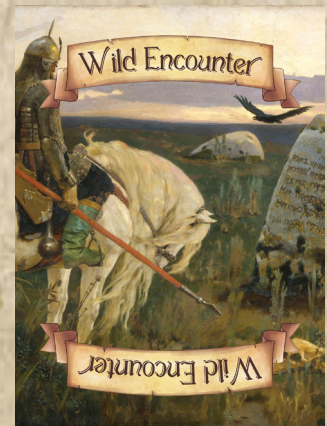
# Game Contents



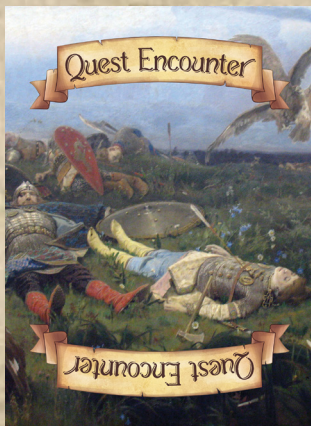
25 Land cards including the Quester's Keep Castle card.



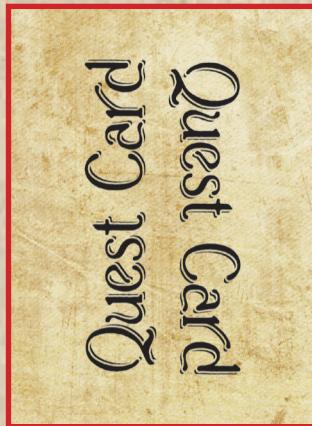
6 Player Cards that specify a character's stats and unique ability.



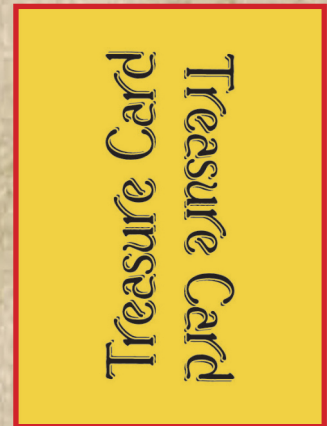
30 Wild Encounter Cards



24 Quest Encounter Cards



24 Quest Cards



70 Treasure Cards



6 Colored Player Pawns (Red, Blue, Black, Green, Orange, Yellow)



3 Dice (Red, Green, and White)



48 Red/Green Tokens

## Object of the Game

The object of the game is to bank as much treasure as you can at the Keep. To do this, you will need to survive long enough to explore the world, build up your character, find your quests, defeat your monsters, and get that treasure safely back to the Keep. The player with the most banked treasure in the Keep at the end of the game wins.

## Basic Game Play

For basic game play, movement is simplified and the movement related treasure cards act like a standard treasure card.

It should be decided before play begins how many quests need to be completed and if a basic or advanced game is being played.

A regular length game is playing to 3 quests and a long game is up to 5 quests.

### Set up for basic game play

For a game with 4 or fewer players, the two peasant player cards should be removed from the deck and each player should choose a player card at random. The peasant cards are the hardest characters to play and should only be used if playing with more than 4 players or with very inexperienced players such as young children. In which case, the peasant cards should be given to the most experienced players.

One of each type of +1 armor, +1 weapon, and potion treasure cards are to be separated from the treasure deck and placed face up as the inventory of the market at the Keep.



The Quester's Keep land card should be placed face up in the center of the play area and 6 land cards should be drawn and placed adjacent to the Quester's Keep land card. Each player should place the Player pawn that matches the color on their character card, on a road space along one of the six sides of the Quester's Keep land card. Only one player per side.

All other cards are shuffled and placed face down on the table according to their deck type, leaving room for each deck to also have a discard pile. The land cards and quest cards do not need a discard space.

Each player is given a number of tokens according to their Character card's health in order to track the player's health. All tokens start out green and are flipped to red to indicate damage.



Finally, each player is dealt 3 quest cards which will have the names of places they must find. The players should keep these cards private.

The player that rolls the highest goes first with play proceeding clockwise around the room.

## Turns

Each character on their turn can move to an adjacent land tile or draw one from the land deck if one does not exist in the direction they wish to move. (See Movement)

A player may, once per turn, roll the green die to see if they can use their special ability at any point during their turn. Special abilities override movement rules.

A player may also use any special Active Treasure ability at any point during their turn.

If a player ends their movement or starts their turn on the Quester's Keep land tile then they may take additional Keep related actions. (See Quester's Keep)

## Movement

Every time a player moves from one land tile to another they must draw a Wild Encounter card after they complete their movement and resolve it. (see Combat)



A player that ends their movement at a Named Location for which they have a quest card can reveal it to instead draw a Quest Encounter card and resolve it. (see Combat)

Some land cards can only be entered or exited from certain sides as indicated by their terrain. You can not enter or exit a land tile if it has water or mountains along that side of the tile.

Multiple players can occupy the same land tile.

## Placing Land Tiles

A player that wishes to move from a land tile in a direction where no land tile exists yet may draw a land tile from the land deck, place it, and move on to it. A land tile must be placed so that the player can enter it. Roads and forests should match neighboring land tiles as much as possible. With the connection of roads having priority.

## Combat

When combat is required, health tokens are placed next to the creature card to track its health. A die is rolled by both the player (green) and attacker (red), preferably with another player rolling for the creature, each roll is modified by the creatures or player's strength and adjusted by any Active Treasure modifiers. It is recommended that each player that is rolling calls out the result after applying the modifiers to

aid in the clarity of the combat. For example, if the player has



a plus one sword and rolls a three, then they will call out FOUR and if the attacking creature has a strength of minus one and they roll a three, then they will call out TWO. If the player's number is higher than the creature's number, the creature loses 1 health indicated by flipping one of its tokens to red, otherwise the player loses 1 health. If the player and creature's numbers are equal, then it is a tie and no health is lost. A player may use any Active Treasure potion cards before each die roll.

If a player is killed then, their pawn is moved to the Keep and all of their Active Treasure is

returned to the treasure discard pile as well as any defeated Wild Encounter cards they have. The player's health is fully restored at the start of their next turn.

### Wild Encounter Combat

If a player draws a Wild Encounter card, because they have moved from one land tile to another, with a creature then they must fight the creature. A player can not flee a wild encounter and keeps the encounter card as a trophy if victorious. Defeated Wild Encounter cards can be traded for treasure at the Keep.

### Quest Encounter Combat

When a player lands on a Named Location for which they have the quest card, the player will draw from the Quest Encounter deck and place the quest card next to it.

Only Quest Encounters are directly rewarded with the number of treasure cards indicated on the creature's card if the player wins the combat.



If the creature is defeated, then it is returned to the Quest Encounter discard pile. The player does not keep the creature card. The player collects the quest card and places it face up in front of them side by side so everyone can see how many quests each player has completed.

The player can choose to run from the quest encounter before each combat roll by verbally declaring so.

If the player runs from the combat or is killed then the quest encounter card is placed face down with the quest card on top of it face up and a red token is placed on the Named Location. This is now a free quest location and any player may travel to it and attempt to complete the quest by battling the creature at its full health. Players can not peek at this Quest Encounter card.

## Quester's Keep Actions

### All health is restored.

The player may choose to bank or activate any of their treasure cards. Banked treasure is kept face down and stacked in a pile by the player, which is considered to be safely stored in the Keep. Active treasure is face up and is being carried by the character. The character only gains bonuses from active treasure cards.

A player can trade two defeated encounter cards for an item of their choice from the market, if they find anything available and suitable.

A player can trade a Wild Encounter card for 1 treasure from the top of the treasure deck. The encounter cards are then placed in the discard pile.

The player may buy from the store and draw treasure if they have enough encounter cards to do so.

Also while at the Keep a player may restore their quest cards up to their three card limit. A player may have no more than three quest cards at a time. Players cannot surrender or trade quest cards.

## Endgame / Victory Condition

Play continues until a player completes 3 quests for a standard game or 5 quests for a long game. Once a player has completed the required number of quests the play then enters the endgame phase.

The player who first completed the required number of quests places the endgame white die in the Keep on the number 6. Each time play returns back to that player, the die is decremented. After the 6th round, the player with the most banked treasure cards (face down) wins.

In the event of a tie, the player with the most completed quests wins. If it is still a tie, then the players may share the victory or combat each other to determine the winner.

## Special Character Abilities

Each player has a special ability that is listed on their player card.

### The Warrior



Rolling a 1 on the player's green die is an automatic win for the round.

### The Ranger



Basic Rules -The player may attempt to use this ability by rolling 1 on their turn. If successful the player may move two land tiles and only draws one Wild Encounter card.

Advanced Rules - Both roads and forests are only 1

movement point.

### The Thief



The player may attempt to steal a random treasure from another player that is on the same or a directly adjoining land tile by rolling 1 on their turn. Players on the Keep tile are safe from the thief. The thief must declare who they are trying to steal from before rolling.

### The Wizard



The player may attempt to teleport on their turn by rolling a 1. If successful, they can instantly move to any location on the map. The player may attempt to teleport only once during a Wild Encounter by stating their intention before rolling.

### The Peasants



The Peasant can hire a mercenary at the Keep for a treasure and gains the stats of 0 strength and +4 health. The treasure card is to be kept on the player card to indicate this. If the player is killed, then their stats revert to the ones listed on their card and the treasure is discarded. This treasure is considered as spent and does not count towards the player's end score and does not convey any other special bonus to the player.

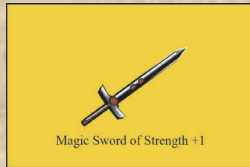
There are two peasant player cards.



## Special Treasure Cards

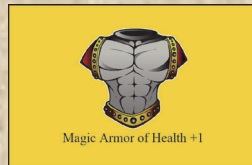
### Magic Weapon

The magic weapon will add to your strength based on the bonus on the card.



### Magic Armor

The magic armor adds health to your character so you can take on more damage before you die. This does not affect your movement just how many health tokens you have.



### Magic Boots

In the basic game this just acts as any other treasure card with no effect.



For advanced gameplay, this will increase the number of movement points you have to move with.

### Healing Potion

You can use this potion on your turn or before a combat roll.

The potion will restore your character back to full health. Once it has been used, the card is placed in the treasure discard pile.



### Teleport Potion

You can use this potion on your turn or before a combat roll. The potion will allow you to move your character to any location on the map. This action does not trigger a wild encounter, but the player may play a Quest card if they have one for that named location. Once it has been used, the card is placed in the treasure discard pile.



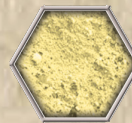
## Placing Land Tiles

### Basic Game Play

A player may enter any land card and is considered to be somewhere in that land's space. Some land cards can only be entered and exited on certain sides. If a side is bordered by water or mountains then it can not be entered or exited in that direction. The "Atlantis" and "Lighthouse" land cards can only be accessed by the side that has the road marking on it.

### Advanced Game Play

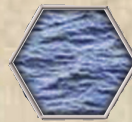
There are 5 different types of land: Roads, Forest, Water, Mountains, and Named Locations.



Roads are yellow and can be occupied. Entering a road costs 1 movement point.



Forests are green and can be occupied. Entering a forest costs 2 movement points.



Water is blue and can not be occupied or moved into.



Mountains are white and can not be occupied or moved into.



Named Locations are black and can be occupied. These are special quest locations. If a Named Location is touching a road, then it is considered to be a road in terms of movement point cost, otherwise it is considered to be a forest.

## What if Rules

If the game gets disturbed to the point that play can not continue, then the player that disturbed the game loses and the player(s) that completed the most quests wins.

If a player must leave the game and at least two players remain, simply discard all of the leaving players' cards.

## Advanced Game Play

### Set up for advanced game play

Setup is the same as for the basic game except that the Movement +1 Treasure card is added to the Keep marketplace.


### Turns

Turns are made the same as in the basic game. rules.

### Movement

Movement is done using the small hex locations within the land tiles.

The total Movement is done using the small hex locations within the land tiles.

The total number of movement points a character has is equal to the health score on the Character card plus any movement bonus given by any active Treasure cards. Roads take 1 movement point, and woods take 2  movement points. A player can move in any direction allowed by the terrain. If there are not enough remaining movement points, then the movement cannot be made. Two players cannot occupy the same location, but a player may pass through an occupied space.

Every time a player moves from one land tile to another, they must draw a Wild Encounter card after they complete their movement and resolve it. (see Combat)

Any Named Location touching a road is considered to be a road for movement.

A player may move through the Keep by exiting any gate, counting each road as one movement point and the Keep itself as 1 movement point. A player must end their movement at a road or on the Keep itself to be considered at the Keep.

A player that ends their movement at a Named Location for which they have a quest card can reveal it to draw a Quest Encounter card and resolve it. (see Combat)

### Combat

Combat is done in accordance with the basic game rules. Except when a character flees a "Quest Encounter" they move their pawn one space away from the named location on the land tile in addition to announcing that they are fleeing.



## Quester's Keep Actions

A player that ends their movement at a road on the Keep tile or inside the Keep is determined to be at the Keep.

All of the same actions can be performed at the Keep as in the basic game rules.

## Endgame / Victory Condition

The end game and victory conditions are the same as in the basic rules.

## Game Variants

### Quest for the Holy Grail

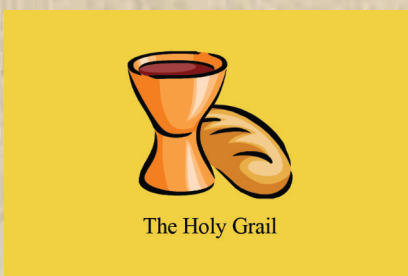
In this 2 - 6 player variant, the players are searching the kingdom for the mythical Holy Grail.

Set up the game the same as the regular version of Quester's Keep except for the quest cards. Then separate from the treasure deck, one extra set of potion and equipment cards along with the +2 equipment cards, the "Holy Grail" card, and 15 of the regular treasure cards. Shuffle them and place them face down in a grid off to the side on the table. Then shuffle the quest cards and put a card face up on top of each treasure card.

When using the basic movement rules, a player that moves from one land card onto another can either take a Wild encounter card or a Quest card, if that quest location is still available. If playing with the advanced movement rules, the player can only take a quest card when they land on a named quest location. If the player fails or flees the quest,

then that location is marked with a red token. Then without looking at the treasure, the quest card and treasure card are placed on top of the face down quest encounter card. Otherwise, the player collects the treasure card located under the quest card for that location, marks the quest location with a green token, and does not receive any other treasure.

The game immediately ends when someone finds the Holy Grail Treasure card. Then the player with the most treasure wins.



## Solo Grail Quest

This solitaire Grail Quest is fun for people that are looking to challenge themselves by embarking on a solo adventure. In this variant of the game, you either find the Holy Grail or die trying.

The setup for this variant is just like the regular grail quest above except that you first randomly remove six land tiles from the game along with their quest cards. Then separate from the treasure deck, one extra set of potion and equipment cards along with the +2 equipment cards, the "Holy Grail" card, and 9 of the regular treasure cards. You

should now have 18 treasure cards. You then lay out the 18 treasures face down randomly in a grid, and then place the face-up quest cards on top.

This game uses the advanced movement rules. The player draws a Wild Encounter card after each turn's movement unless the movement ends at the Keep or on a named location that has an active quest. The player also starts the game with one free item from the marketplace.

The game ends when the character dies or finds the Holy Grail treasure card.

### Additional Information

Additional Information about this game and our other products can be found on our website at [www.DienstNet.com](http://www.DienstNet.com)

Informative videos can be found at [rebrand.ly/DienstNet-YouTube](http://rebrand.ly/DienstNet-YouTube)

Like us on Facebook at [www.facebook.com/DienstNet](http://www.facebook.com/DienstNet)

Follow us on Twitter at [twitter.com/DienstNet](http://twitter.com/DienstNet)



# Credits

Quester's Keep was copyrighted in 2020 by DienstNet LLC and all rights are reserved. Some of the artwork used in this game are public domain elements, or images intended by their creators to be in the public domain. The final composite work that makes up each game component is copyrighted as a whole by DienstNet LLC.

**Game Design**

Donald D. Dienst

**Land Tiles, Box, Character Art**

Giovanni Spadaro

**"Golem" clipped by bounding box**

CC-BY

Philippe Semeria

**Historical Line Art Colorization**

Mirza Ananta Wirawan

**Rule Book Design**

Yusuf A. Oluwafemi



