



# Monster Girl Quest

RPG 2.0

A Mamono Waifu Harem  
Card Rogue Adventure

# Monster Girl Quest RPG 2.0 : Contents

1-2	*****	Cover / Table of Contents
3-4	*****	Story / Letter
5	*****	Objective
6	*****	Models
7-8	*****	States / Decals
9-10	*****	Layout
11-12	*****	Wiki/Collections
13	*****	Biomes
14-15	*****	Harem Lineup
16-17	*****	Levels / Flow
18-19	*****	Start / Portals
20-23	*****	Turn Sequence
24	*****	Treasure
25	*****	Special Tiles
26-27	*****	Stats / NPC Stats
28-29	*****	Boss Fight
30-32	*****	Mini Game
33	*****	New Game +
34-36	*****	Assets
37-39	*****	Assets 2.0



# Monster Girl Quest RPG : A Mamono Waifu Harem Story

It is known, there are '**powers at be**' in our universe. A greatness bigger than anything imaginable, and a balance between all things. When this balance is upset these powers are forced to intervene. Another thing to note is that, our universe is parallel to hundreds of others; meaning our earth is just a tiny spec in the grand scheme of things...

At this time on our tiny little planet, everything seems normal. Monster girls and humans are co-existing and breeding, as there are no male monsters (*aside from Alps*), we know this is essential for the procreation of each species. There are 227 **known** species and the term we use for all of them are '**mamono**.' **The Mamono Lord** has compromised with the human leaders, so that her mamono can live happy lives and have children of their own.

Recently, we learned that mamono kind was simultaneously wiped out across the entire multi-verse !! In most cases, human men were targeted, and their semen was tainted *in someway or another*; as mamono feed on human men, it's enough to upset the natural order.

*\*\* Note: In one particular reality this loss was due to the Chaos Monsters, who managed to corrupt all the species and mutate them into grotesque versions of their kind. One where the mamono's previous form was not completely lost, but they became sticky and discolored like that of a 'mindslayer' or 'shoggoth.'*

Now, the '**powers at be**' are trying a **hard reset**, as we've been informed by a **young time traveler**. They have come from the **year 2222** in search of **brave adventurers**, who are up to the quest, '**save mamono kind before they become completely extinct**.' These men will need to **have sexual relations with a mamono from as many species as possible**. Once these men win a mamono over, the men will need to collect their DNA (aka capture them & **victory points for loyal mamono**).

Dear Hero,

We're so lucky you have agreed to help! In order to show our thanks, we are granting you **special powers** to help on **your quest**. Firstly, in order to travel from one realm to the next we grant you the power to **spawn portals**. These are useful if you get into a bind and find yourself at a dead end, and they are the main mode of transportation throughout your travels. However, beware of the **cursed lands** that will drain your stats. In the beginning when you are the weakest, we recommend heading towards the **enchanted lands** that will give your stats a boost, and collect **potions** to have a similar effect. Additionally, there are **nine categories of mamono that have a common weakness**. We also grant you the power to win over any girl, if/when given the chance. Don't worry, if all else fails you still have a **50/50 chance to save her kind**. Please note, once you capture a mamono there is no need to lure another from that species, and as **time IS of the essence**, please keep working on saving the remaining species!

Thanks again for your help, we believe in you & have **sent divine power your way!**

Good luck !!

<3 The Mamono Lord

# Monster Girl Quest RPG : Objective

*Note: 2-sided rule cards start at the top right corner of the table (just to the left of the cards/bank/portals). Hovering over a card will let you read both sides from far away.*

This Isekai Harem Role Play style board game combines various assets available on Steam; **please view asset credits on the workshop!**

The style of gameplay mimics **Card Rouge**, but has different game mechanics in that you will roll based off of ability mods from **Dungeons and Dragons** (DnD). There are **227 unique NPCs** from **Monster Girl Encyclopedia** created by **Kenkou Cross**, where each species has an infinite collection of **figurine / reference card combos, & English version of their encyclopedia entry.**

## Goal:

You need to collect as many **waifus** (*aka mamono DNA*) as possible, and add/rotate a select few into your **harem lineup** (*only 6 can be active*). You win the level once you have made it to *row 10 + defeated three monster girls for a final showdown*. You can summon two mamono from your lineup to help you defeat the boss and her comrades. Use reference cards for each NPC (*State 2; Page Down/Up to change states*). Repeat for all 4 levels. If playing with others you need the most **loyal girls / victory points** to win.

# Monster Girl Quest RPG : Models/Figurines

\* You can use the numbers on the bottom left side of the table, in association to each reference card to identify the book/page number for a given entry (*now marked with decals*). (ie: Alice is in square 1, and book 9. Therefore, [ **right clicking the violet color coded ‘Dark Girl Entries’ (pdf)** > ‘**Page**’ > ‘**1**’ ] will go to her entry so you can learn all about her species in order to create a fitting story about meeting her. **Chara excerpts are on Ref Cards/Alt. State of Models**).

\* You can also page through documents by holding ‘alt’ & scrolling; ‘search’ the associated collection to view all the figurines for a given category. See ‘**description**,’ some only have HP stats based on their book (pdf), and are otherwise blank; whereas, you can also use versions with predefined stats (**generated via organic game play**).

\* The sandbox (**table**) allows you to drag and drop figurines into the scene in order to spawn (**remove**) them from the chest. **But**, most of these models are for **reference only!** Thus, use the “Spawner” tiles (which act like infinite bags) to add a model to your game.

**\*\* Note: The infinity script is triggered by the bag object’s description field.**

**It must ONLY say ‘on’ to work as designed. Changing this field will allow you to edit the bag.**

\* There are more collections by the main Encyclopedia book, on the West of the table. Fill the ‘**Draw a Monster Girl**’ chest with the spawners/collections you want to play with.

\* There are infinite collections of NPCs by type, species, & biome. These are designed to auto clone what was put into them originally, meaning if you put a figurine back into an infinite object this will make a duplicate & *skew the odds of pulling her species going forward*.

**\*\* Note: Creating dups is fine if you want to have more chance to draw some over others.**

\* Prior to playing a new game/level, pick &/or create the collections you’d like to play with & add them to the **mamono draw chest** used to spawn NPCs for MG interactions.

# Monster Girl Quest RPG : States

\* Page Up and Page Down allows you to cycle through the model's states. Another way to do this is by right clicking the object and choosing the inactive state from the menu.

You can also map a custom key binding:

I like using [ , < | . > ]

Menu > Config > Controls

\*\* Note: keep track of captures on the reference/wiki side of the table by removing her species grayscale decal.

\* Additionally, once you capture a mamono, either revert her to the ref card state or equip her in your harem lineup. This way you can use the cards in the mini game and tally the loyal monster girls/victory points, as well as your other captures.



# Monster Girl Quest RPG : Decals / Species Collections (2.0)

- \* Right click to select a locked object like the species tiles shown below.
- \* Change states to reveal the existing models for that species & infinite spawner.
- \* Remove the grayscale thumbnail with the decal tool once a species is captured.
- \* To reprint a grayscale or color decal open the scripting workspace and remove the first set of square brackets “[” for the desired decal. Then change states twice to reload the tile and print the decal. **Make sure to replace the brackets after it prints or it will print every time the game or object is loaded, and removal will become tedious.**

Decal tool (F9) > click to unveil a new captured species > Grab tool (F1)



## Monster Girl Quest RPG : Layout

- \* North Center is where the Mamono '*Draw a Monster Girl*' chest is. Fill it with collections of girls and pull from it randomly to set the stage. You'll need to pick a figurine from a collection when there are monster girl interactions.
- \* The West side of the board (*as seen when you play as 'white'*), is a wiki reference for all the monster girls. In the beginning each record is marked with a grayscale decal (*which identifies the page number of their MGE entry, and is color coded in one of nine books*). However, once you capture a mamono there is a second state that acts like a bag with corresponding figurines. Keep track of your captures by unveiling the colored decal and removing the grayscale version (*in multi-player use a counter done to keep track of each player's captures*).
- \* The North East corner is where the shop, and rouge adventure cards are. Along with some rule cards/guidelines, and a place to restock low decks. To the left of this is a 3x3 square for the loyalty mini game. If you are playing against others, loyal girls are '**victory points**' & whoever has the most wins (*keep reference cards face down in a deck for the loyalty mini game*).
- \* Heading West is your harem lineup, where you can only have 6 active members in your party. Any upgrades are shared between any of the girls in one of the 6 spots. Your harem can only get +3 for each ability, so once these slots are full potions are to be discarded & replaced with a “true” pathing tile.

# Monster Girl Quest RPG : Layout (2.0)



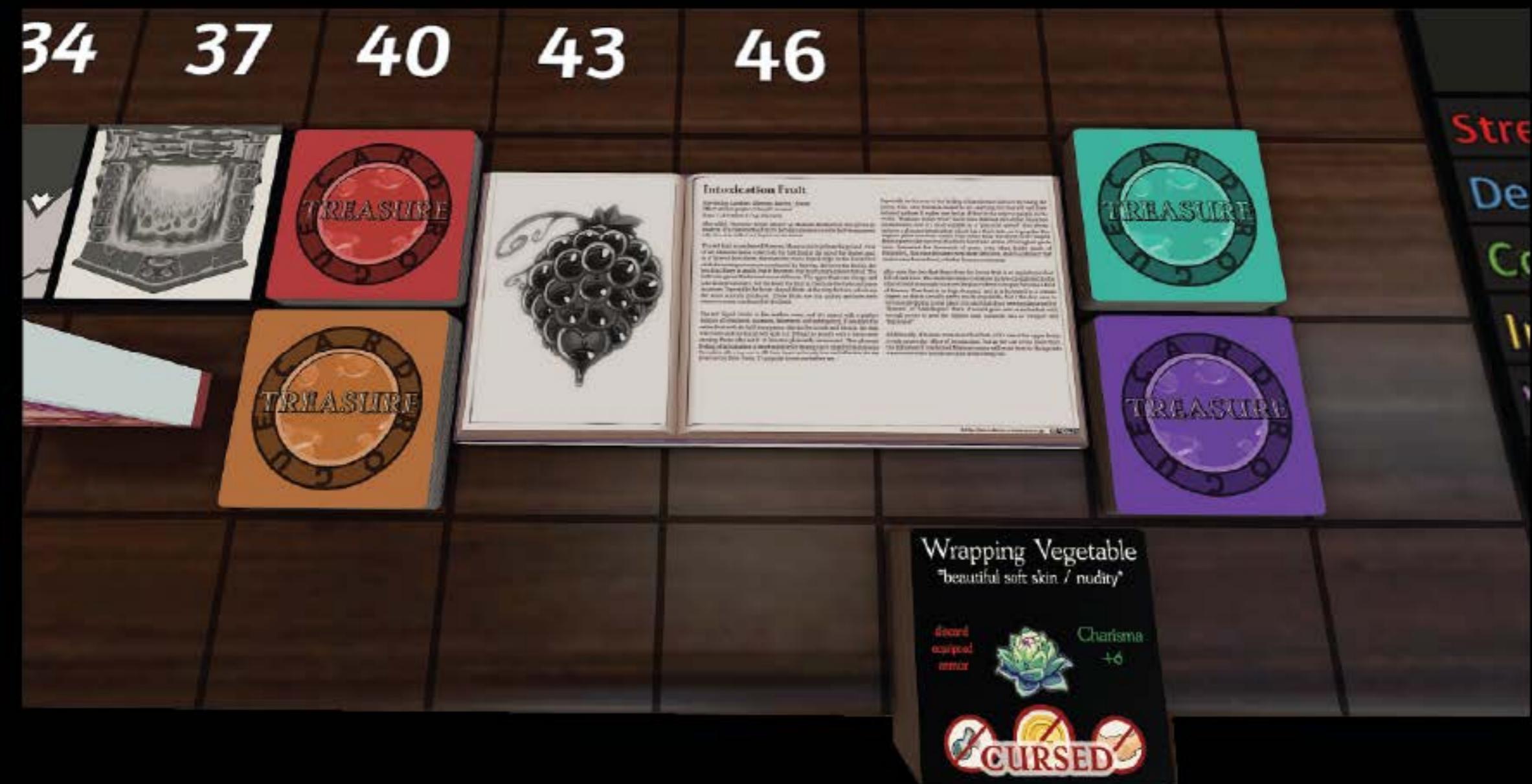
# Monster Girl Quest RPG : Wiki/Collections

- \* There are **9 categories** of mamono represented in **9 color coded pdfs** on the far left side of the table. All except the bug girls have three rows, and their page number is indicated by the numbers under the dark girls. You can page through these books by scrolling, or you can right click > 'Page' > and click their #.
- \* **21 bag objects** contain different collections of models, outside of the color coded categories, there are also '**Biome Collections**.' These contain models based on their habitat, and are nice for creating a scene in your play through.
  - \*\* Note: the description 'on' is used on bag objects & triggers an infinite script. To remove items from an infinite bag/tile you can change states before closing the search.



# Monster Girl Quest RPG : Wiki/Collections (2.0)

- \* Each treasure card now includes a wiki reference page for the item from MGE.
- \* Some item cards have a second state which acts like an infinite bag. Draw a mamono from within and defeat them to collect the item, and equip up to 2 item cards above the Hero's adventure sheet (active items).
- \*\* Note: some more abstract item cards are defined to help integrate them into your game and give more direction on how they should be applied and requirements to use them.**
- \* Learn more on the North East side of the table. This wiki is on the South side.



# Monster Girl Quest RPG : Biomes

- \* Choose a **biome collection** from the '*Draw a Monster Girl*' chest.
  - \* Navigate to the South West of the board under the wiki rows.
  - \* Here you will see a field of **grayscale biome tiles**.
  - \* When a biome is active *change the state* to mark the current scene/biome as active.
- \*\* Note:** if you press *Page Up / Page Down* it will change the state (you can also map a custom key binding).
- \* Once you've marked the corresponding biome, you can bring the monster girl spawning tile to a convenient place on the board (*Right Click + L to move*).
  - \* You may want to spawn another region (or custom collection) when you get further into the dungeon. I like to pick a new spawner at the start of a new level.
- \* Biomes are based on NPCs Habitat, but for simplicity many are grouped with similar-ish areas:
    - \* Sewers/Wastelands/Wetlands/Graveyards \* Grasslands/Plains/Meadows \* \* Forests/Wilderness \* Human Realm \*
    - \* Zipangu \* Wonderland \* Mountains/Volcanic Regions/Ice Palaces \* Sea/Fresh Water/Waterside \* Desert/Ruins \*
    - \* Dungeons/Caves \* Mamono Realms \* Demon Realm \*



# Monster Girl Quest RPG : Harem Lineup

- \* The **Harem Lineup** includes **6 spots** supercharged with divine power, which allows you to call them into battle and assist on your quest. Once captured, any mamono can be added here as an **active party member**. Changes to your lineup are allowed at the beginning of your turn.
- \* Inactive MGs who have been captured & are loyal may be kept in the chests to the west of your lineup, & (*those who you've generated new stats for*) can be recycled back into the game (*cloned to biome/type & species collections*). Either way, once marked as captured in the wiki section (*by removing grayscale decals*) they can be called to your Harem Lineup as needed.
- \* Additionally, new captures should revert to the reference card state, & stacked into a deck for the Loyalty Mini Game. Use the counters in the wiki section (west side of the table) to tally how many species you have captured & your loyal species for the mamono lord/powers at be.
- \* Once a mamono becomes a loyal girl her species counts as a **victory point**, & when playing with others the player with most loyal girls wins.
- \* Infinite stat count spawners can be found in front of the Harem Line up, and should be used to compare the enemy NPC stats to the Hero's or the active Hero's NPCs when Hero is trapped.



# Monster Girl Quest RPG : Harem Lineup

\* Every time you **collect a potion or an elixir** you get to **add ability modifiers to your Harem Lineup**. Once you reveal a potion from an exploration tile, use a token to mark it on the lineup, and discard it. You may place up to 3 tokens for each ability, and when full this gives a **+3 ability modifier for active party members**.

\* Note elixir buffs in model desc. indicating mamono types w/ +2 HP boost. Before ending your turn replace the item tiles with “true” path tiles (*spawn as needed*).

\* Each type of mamono has an indicator for their weakness/strength. For example, Alice has CHA +4, and the group has CHA +2 (**marked with a token when earned**), so she gets an ability mod of +6 added to her charisma stat.

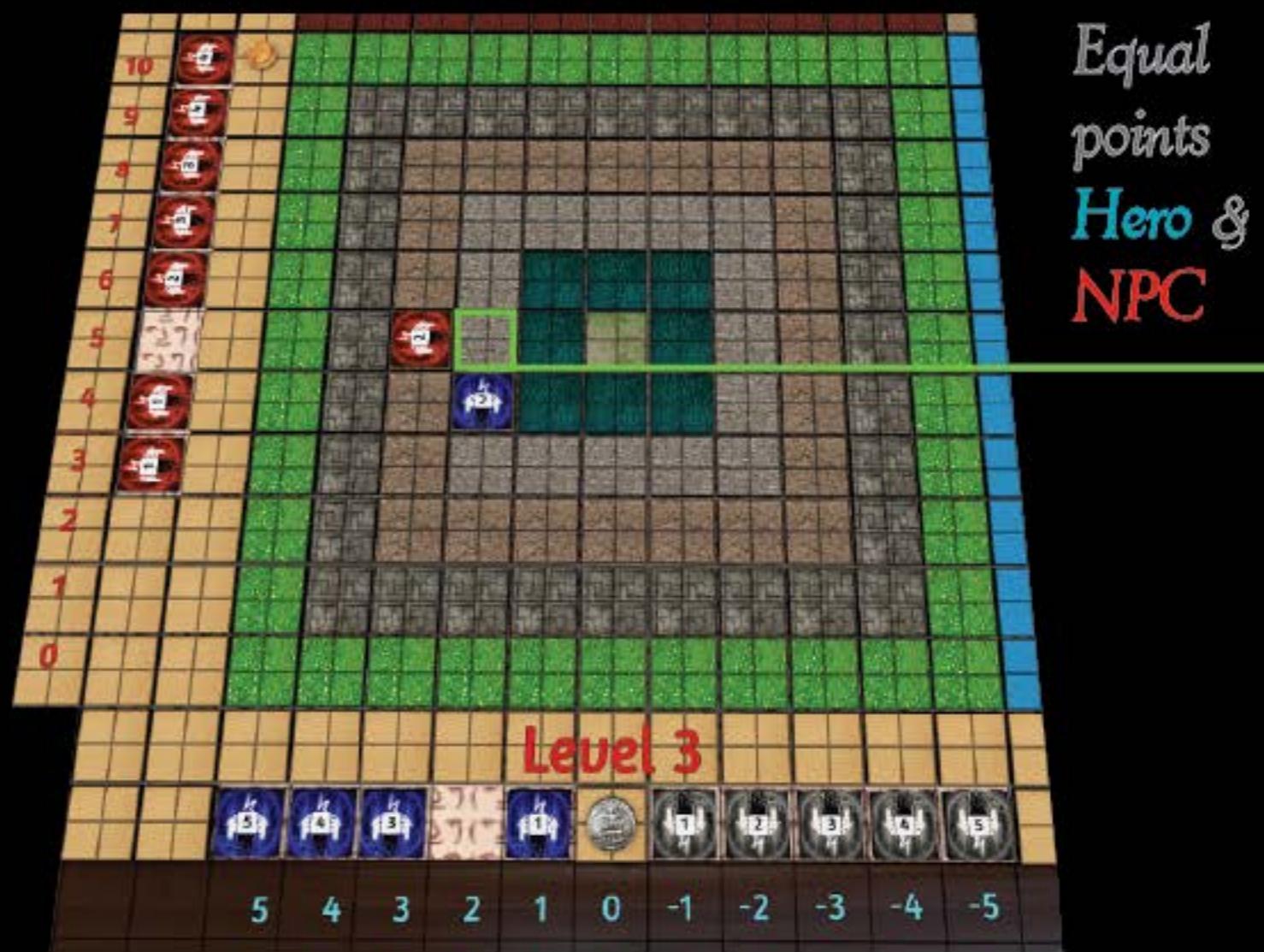


## Monster Girl Quest RPG : Levels

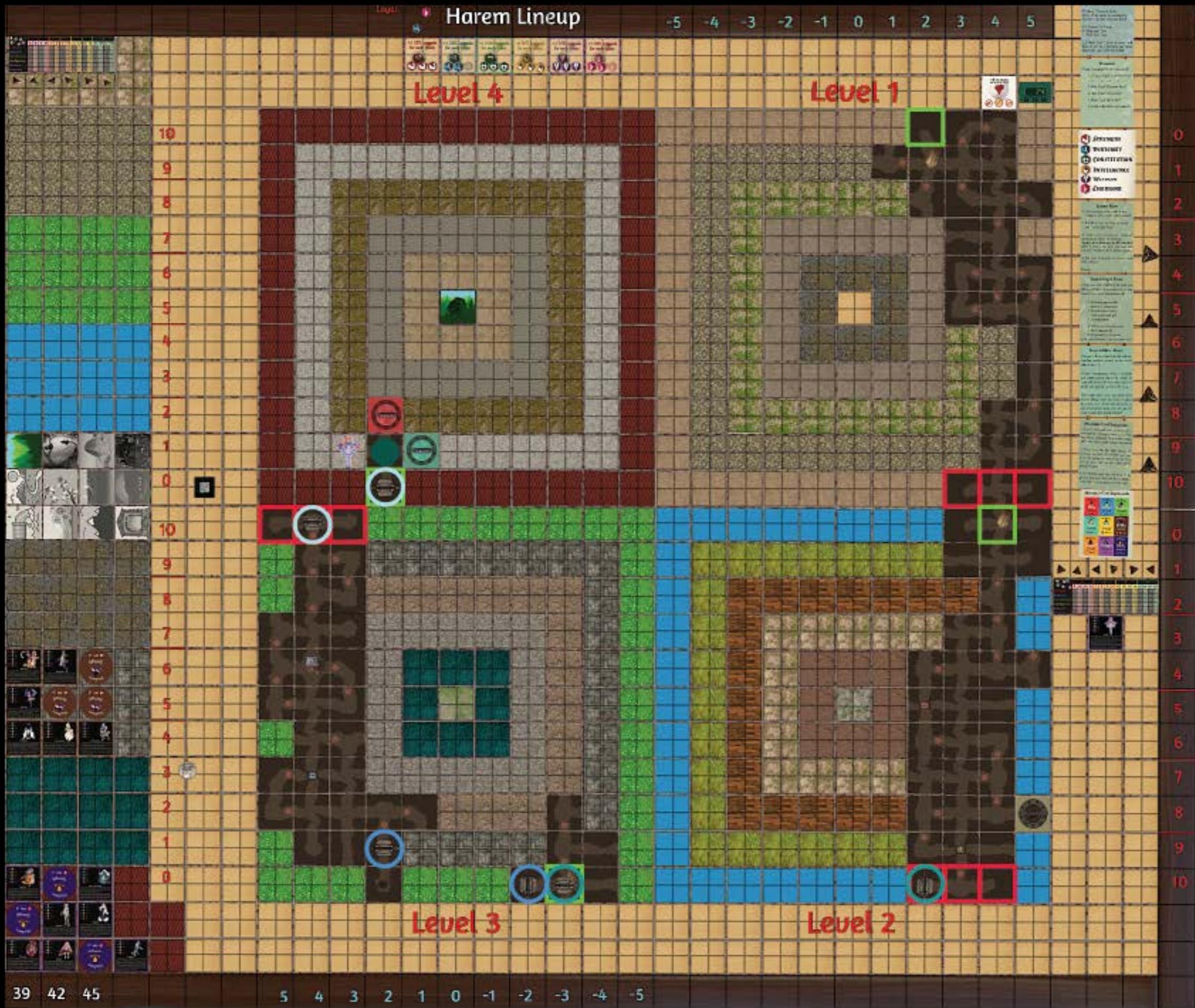
- \* The North East Quadrant is your starting area, and from there you will travel **clockwise** until you've completed level 4.
- \* Each **column** indicates the ability modifier you get to add to your roll, and in some cases subtract from your roll. **See teal markings on the top for the first two levels and bottom for the last two levels.** Buff counter tiles can help you keep track.
- \* The player(s) will start at **row 0**, and the goal is to make it to **row 10** where the boss fight for each level will take place. **Each row is marked in red on the side of each level.**

- \* Monster girls get ability mods based on how close you are to the final boss fight, see d4's placed in the level 1 area for reference (or use counters).

- \* **Row 3 - 4 = +1**
- \*\* **Row 5 - 6 = +2**
- \*\*\* **Row 7 - 8 = +3**
- \*\*\*\* **Row 9 - 10 = +4**



# Monster Girl Quest RPG : Flow



start



boss



portals

# Monster Girl Quest RPG : Start



## New Game Check List

- Choose a Meeple
- Restock the Decks & the NPCs
- Flip/roll for your start position.



Restock the Crossroads & One-way tile decks from the infinite boxes (**NE corner**).

Choose/edit main chest, where NPCs will spawn (**collections of models**)

- i) Choose a 'meeple' (**from the green box**) to represent your position on the board.
- ii) Flip a coin to determine which side of the level to start on. **The positive areas give you a bonus, whereas the negative areas put you at a disadvantage.**
- iii) Then roll a **d4** to determine the starting tile location.

**\*\* Note: there is a similar process to place portals when you arrive at a dead end. In these cases, you roll a green d4 and a red d4, where green is linked to the column it will spawn in and red is linked to how many spaces there are between you & row 9 (the closest row a portal can spawn without taking you to the next level).**

# Monster Girl Quest RPG : Portals

- \* Draw a portal from the blue infinite bag by the Card Rogue adventure tiles/bank (**North East corner**). The infinite script is triggered by the description, ‘on’ and changing this field will break it, meaning it will no longer auto clone.
- \* Inside this bag are **infinite portal doors**, draw 2 to indicate start and end position.
- \* **To spawn a portal**, you must be at a dead end in the current level or going to the next level. If the starting tile has already been placed, flip a coin to determine negative or positive side of the board, then roll two d4’s for the spawn location. **The green one is used to determine what column the portal will spawn in, and the red one is used to count up to row 9 (then down to row 0) from the current row.** If for example, you are near the end at row 9 and roll a red 4 = row 7.

**\*\* Note: red d4 is ONLY used post placing a starting tile at the beginning of each level.**



## Monster Girl Quest RPG : Turn Sequence

- \* Always start with placing a new exploration/pathing tile on any square you are able to expand from your current tile (*an adjacent tile*). However, if you are on the edge of the board (*or there is only one way to expand the path*) you must place a one-way tile.
- \* If the exploration tile placed is not a path, by the end of your turn you need to replace it with an appropriate “true” path tile. Thus, pull from “true” path tile spawners and replace with a path tile that works in the given space.

Next roll d6 for type of interaction/event

1. Nothing spectacular, collect 1 silver coin
2. Peaceful interaction with a monster girl (*roll d8 to capture new species*)
3. Hostile battle with a monster girl (*enter battle: player goes first*)
4. Fall into a monster’s trap (*enter battle: NPC goes first*)
5. Roll the treasure d6, and pick from the appropriate pile  
*(blue is a shop card)*

If gold, roll d4 to see how many gold coins you get.

6. You are unable to fight, and need to pick a girl from your active lineup to save you! (*enter battle: player’s NPC goes first*)

*\*\* Note: only six waifus can be active in the harem lineup at a time & should be rearranged at the beginning of your turn.*

# Monster Girl Quest RPG : Turn Sequence

- \* If there is a Monster Girl interaction pull a group from the jumbo 'Draw a Monster Girl' chest, & pull a figurine from the collection pulled from the chest or the active biome / custom MG collection (*infinite tile container*).
- \* To keep track of whose turn it is place the ability token next to the attacker.

A) In the case of a **3, 4 or 6**; choose a stat for the first round by drawing a token from an **Ability Prompts box** (The hero and the NPC should pull from their own box). If both boxes are empty flip a coin to decide if you can restock them or if you must flee, and go another direction (NPC enemy remains on the board).

\* *If the Hero doesn't have the current stat: roll four d6's and omit the lowest number to calculate your value for the associated stat.*

\* If her figurine does not have any stats recorded in it's description, roll the color coded d4's to determine the monster girl's stats against her reference card.

**\*\* Note: each mamono species can have 1 of 4 values for a given ability stat.**

Example I \*\* If she gets a ...

- 1: record the minimum stat on her ref card
- 2: record a digit higher than her min
- 3: record 2 digits higher than her min
- 4: record the maximum stat on her ref card  
(see 'Stats' section for more info )

	1	2	3	4
Strength	3 4 5 6	7 8 9 10	11 12 13 14	15 16 17 18
Dexterity	1 2 3 4	5 6 7 8	9 10 11 12	13 14 15 16
Constitution	2 3 4 5	6 7 8 9	10 11 12 13	14 15 16 17
Intelligence	1 2 3 4	5 6 7 8	9 10 11 12	13 14 15 16
Wisdom	1 2 3 4	5 6 7 8	9 10 11 12	13 14 15 16
Charisma	1 2 3 4	5 6 7 8	9 10 11 12	13 14 15 16

# Monster Girl Quest RPG : Turn Sequence

## Battle Sequence:

- \* If the attacker wins, subtract the difference from the HP of the defense.
    - \*\* ie: if your strength (with ability mods) is 10 and she gets a total of 12 (while attacking) subtract 2 from your HP counter and vice versa.
  - \* If it's a tie switch attack and defense, then draw from each character's finite Ability Prompt box to compare your numbers another time.
    - \*\* Note: Use the ability counters to record the difference between the Hero's stats and the NPC's stats. Grayscale indicates a negative value and color indicates a positive value.
  - \* If you win and have also depleted her HP, then you can flip a coin where heads would allow you to capture her. Once captured you may revive her HP and either add her to your runners up for your lineup, or revert her to the reference card state for the Loyalty Mini Game. Alternatively, loyal species are added to the loyal monster girl chests to the west of the lineup.
    - \*\* Note: rolling d8 is allowed once per interaction with a monster girl, but if/when the coin is flipped, capture status is final.
- B) In the case of a 2 you can roll the sexual favor d8, and if you get her weakness you can capture her. There is no coin flip for friendly interactions.

# Monster Girl Quest RPG : Turn Sequence

C) In the case of 1 or 5 you only get to collect treasure/loot (NE corner).

- \* 1 allows you to collect a silver coin from the bank.

- \* 5 allows you to roll the treasure d6, which determines what deck to pull the treasure from.

- \*\* Note: if blue (5) reveal 3 cards from the shop & pick 1 freebie.**

- \*\* Note: When rolling gold (6) follow up by rolling a d4 & use the value rolled to determine how many gold pieces to collect.**

- \* This area is where tile decks are.
- \* Blue bag spawns infinite portals.
- \* The equipment card keeps track of your active items/perks.
- \* Discard pile is here too.
- \* True Path Tile Spawners replace item cards as needed.



# Monster Girl Quest RPG : Treasure

- \* Items drawn from a treasure deck have **positive &/or negative ability mods** that apply to specific abilities. There are **two slots** used to equip **active items** above the equipment sheet, which keeps track of a player's **current buffs/debuffs**.
- \* Each perk creates a unique number to add/subtract from attack/defense rolls.
- \* If a player has three treasure cards, **only two can be active**.

'Intoxication Fruit' gives +4 CHA, but -2 WIS  
'Slime Nostrum' gives +4 CON, but -2 CHA  
'Licking Fruit' gives +4 WIS, but -2 CON

- \* Thus **you**, as the player needs to **strategize** which items to pair/equip
- \* For example, 'Slime Nostrum' + 'Licking Fruit' = -2 CHA, +2 CON, +4 WIS  
*So if you are ahead on charisma and behind on wisdom this is a good pair*

## Intoxication Fruit

\*demon grapes / thought removal\*

Wisdom  
-2



Charisma  
+4



## Slime Nostrum

\*slime elemental / potion\*

Charisma  
-2



Constitution  
+4



## Licking Fruit

\*oral provoking demonic banana\*

Constitution  
-2



Wisdom  
+4



# Monster Girl Quest RPG : Special Tiles

\* Hover over special Card Rouge tiles on the edges of the bottom right corner, to learn more, ie:

1. The Fountain of Healing restores a player to 25 HP. Other players may interact with a fountain once it's placed, but need to roll d6: where *if a 6 is rolled the fountain has dried up*, and should be replaced with a pathing crossroads.
2. If a tile has an arrow on it (to continue that way) place it so the arrow points away from you.
3. Draw three cards from the shop to see what is in stock. Pick an item and pay the fee recorded on the card. (**To sell items, the shop will pay half this amount**).
4. Attack roll applies to battle & acts as an ability mod.  
*(cursed items cannot be removed w/out a certain shop scroll)*
5. The default color chest is locked, and you must have the key to get the loot.
6. If you have **both lock & key**, pick a random girl from an active biome group. (Loyal MG/no dups)

**1. Fountain of Healing**



**2. Directional**



**3. Shop**



**-2 TO  
ATTACK ROLL**



**4. Attack Roll/Cursed**



**5. Locked Treasure**



**6. Locked Treasure Key**

## Monster Girl Quest RPG : Stats

\* Each figurine has a description that keeps a record of their stats. Hover over the model to view their stats and use ability counters to compare the active NPC's stats to the player's stats. The Hero's stat counters are in the 9x9 mini game grid, and can also be viewed on hover and edited in the description.

**\*\* Note: default max health for players is 25.**

\* Each turn where a **DnD Ability Token** is pulled, allows the players and the monster girls to get new stats. Once the number is known, right click on a given figurine and edit the description to record new stats for them. Alternatively roll for all NPC's stats at once (See NPC's Stats).

\* Once you have all your stats you can roll a d4 to increase your lowest base stat (**as your reward for victory at the end of level 4**).

**\*\* Note: every time you find a potion throughout the game you can add up to +3 ability mods for any active party members, (includes 6 NPCs from your harem lineup). The potion card should be discarded at the end of your turn. There is a total of 21 potion cards every time you refresh the crossroads/one-way decks, but if your upgrade slots are full for a given stat you cannot use them. If this is upsetting, you could always sell them to other players/shop. You can throw potions at enemies ... maybe? In any case, discard them later.**

# Monster Girl Quest RPG : NPC Stats



When you meet an NPC for the first time her stats may be empty, in this case take her to the 'Brown' Player's hand/area, also by level 3, before you begin combat roll for each of her stats. There are 6 colored d4's that correspond with 6 DnD abilities. In this area is the Monster Girl Encyclopedia Random Number Generation Stat Guide and a token for each stat rolled.

**Optional:** Once you've rolled for her stats, place a token in the cell that marks each one. Right click her model (state 1) & record her stats in the model's, 'description' field.

**Roll:** see her reference card (state 2) for her stat guide; ie: Wurm's intelligence stat appears in the first group, so she can score 3-6, and the yellow d4 yields '3.' Therefore, her INT Stat = 5, and is marked with the yellow intelligence token.

Therefore:

1 = 3-6

2 = 7-10

3 = 11-14

4 = 15-18

Navigate to the section on ref card:  
1 = first number  
2 = second number.  
3 = third number.  
4 = last number



# Monster Girl Quest RPG : Boss Fight

\* At the end of each level, once you've built a path to level 10:

1. Add 3 tiles for the boss girls and spawn 5 NPCs to the final showdown.
2. Omit 2 of the least powerful/fitting, and place the figurine with the highest HP in the center, as the main boss.
3. Spawn ability token boxes for each character (**SE Corner \* 5 more boxes**).
4. Roll for any unknown NPC stats (**attempt capture upon defeat**).
5. Call 2 of your harem lineup NPCs to battle (**you start, then alternate clockwise**).



# Monster Girl Quest RPG : Boss Fight (2.0)

## \* Need a difficulty spike?

(Optional, give the boss  $x$ (Level #) to her starting HP, and half that to her minions)

- \* Level 1 = No additional HP buffs
- \* Level 2 = 2x the boss max HP; beast girl with 7HP = 14HP  
the minions 1.5x max HP; beast girl with 7HP = 10HP
- \* Level 3 = 3x the boss max HP; beast girl with 7HP = 21HP  
the minions 2x max HP; beast girl with 7HP = 14HP
- \* Level 4 = 2x the boss max HP; so a beast girl with 7HP = 28HP  
the minions 2.5x max HP; so a beast girl with 7HP = 17HP

## \* Stat boost for the boss starting at half health

Give +1 stat modifiers to the boss  
on intervals shown below:

- \* Level 2 = every 4th turn
- \* Level 3 = every 3rd turn
- \* Level 4 = every other turn



## Monster Girl Quest RPG : Mini Game

- \* Once you have made it to the end create a fun scenario with your harem.
- \* If you have at least 9 captures you can play after each level.
  
- \* To get started, shuffle all the reference cards for the species you have collected so far (**excluding previous wins / loyal girls**). Deal 9 cards face down to the right of your lineup, and flip them to see which girls are dying for your attention now that you have time to spend with them.
  - \*\* Note: their reference card outline matches the background color as seen on the Monster Girl Stat Guide.
  
- \* Choose a limit of rolls (5-9), and roll the d8 sexual favor die. The goal is to roll their weakness and every time you get three in a row **all of these** become loyal girls. Of course, you want to collect them all, but if you're playing with others, **the player with the most loyal monster girls wins! XD**
  
- \* It's recommended to role play how you happen to win them over with their weakness, but you can just roll for loyal girls if you'd rather skip that part.

# Monster Girl Quest RPG : Mini Game

- \* The box contains ‘vitality tokens,’ to be used like markers on a bingo card.
  - \* The deck is reference cards of girls you’ve captured, but aren’t loyal yet.
  - \* The counter is to keep track of how many rolls/turns have taken place.
  - \* The d8 sexual favor die should be compared to the ‘Monster Girl Stat Guide’
- \*\* Note: the ref card outline is color coded matching the guide background color**



# Monster Girl Quest RPG : Mini Game (2.0)

- \* Optional markers added to indicate the Monster Girl's weakness.
- \* Each triangular weakness token can spawn infinitely.
- \* *The mini game captured cards can be placed over the Hero's stat counters.*
- \* *In this example all captured mamono on the grid would be won as victory points and become loyal Monster Girls. Indicate these on the wiki side of the board and file into the loyal monster girl chests (if you don't want to equip them on your Harem Lineup).*



## Monster Girl Quest RPG : End?

This game is made for new game plus, cuz you know '*you've gotta catch 'em all!*' Where you get to keep your money, special items (*anything crafted*), and your harem/their stats, but everything else is as is was in the beginning. It's also suggested to keep the stats of the NPCs, but to re-roll for your own. That said, it's fine to spawn new species with no stats yet, but your harem should retain their stats.

*\*\* There is also a catch and release policy enforced by the Mamono Lord herself, she has allowed you to keep ONLY 1 of each mamono species. So, if you end up beating a stronger one later you can always swap them &/or their stats.*

As for the rest of the story ...

each monster girl has a narrative that unfolds with the power of storytelling. Be creative and embark on an adventure full of H-scenes. This is a DnD type RPG that is best played by a couple (or two). The hero's role is to combat the scenarios the DM/GM brings to the table.

Happy Gaming !!

# Monster Girl Quest RPG : Assets

- \* There are 227 reference cards, marking the index number of each species' wiki pdf/page number. Each ref card has another state, which reveals the figurine.
  - \* 13.5% of the models have at least one double/recolor, but the rest are unique.
  - \* The Figurine base indicates their strength and weakness.
- \* Each wiki book/category includes 2 corresponding collections and a capture counter:
- Spawner Tile = Infinite/Random collection of all like models/ref cards with mixed recorded stats
  - Box = Finite collection of only like models (divided by category) with no recorded stats
  - Counter = Tool to help you count your captures and loyal species (state 2)



# Monster Girl Quest RPG : Assets

- \* There are 9 main categories of Monster Girl NPCs. Some tiles prompt a monster girl interaction from one of these groups.
- \* However, if you are playing with the Biome Collections it will be much easier to draw a NPC from a given category/infinite bag:  
*Bug, Sticky, Nature, Sea, Bird, Reptile, Beast, Magical or Dark.*
- \* If you turn over an exploration tile you must interact with it during your turn.
- \* If you reveal a chest you get a ‘victory point’ meaning the mamono you draw becomes a loyal member of your party.
- \* If you reveal a trap you must enter a battle sequence with the monster girl & call a MG from your lineup to save you.  
*\*\* Take turns drawing from a finite ability token box, compare stats for six turns. If you win the battle you may attempt to capture her.*

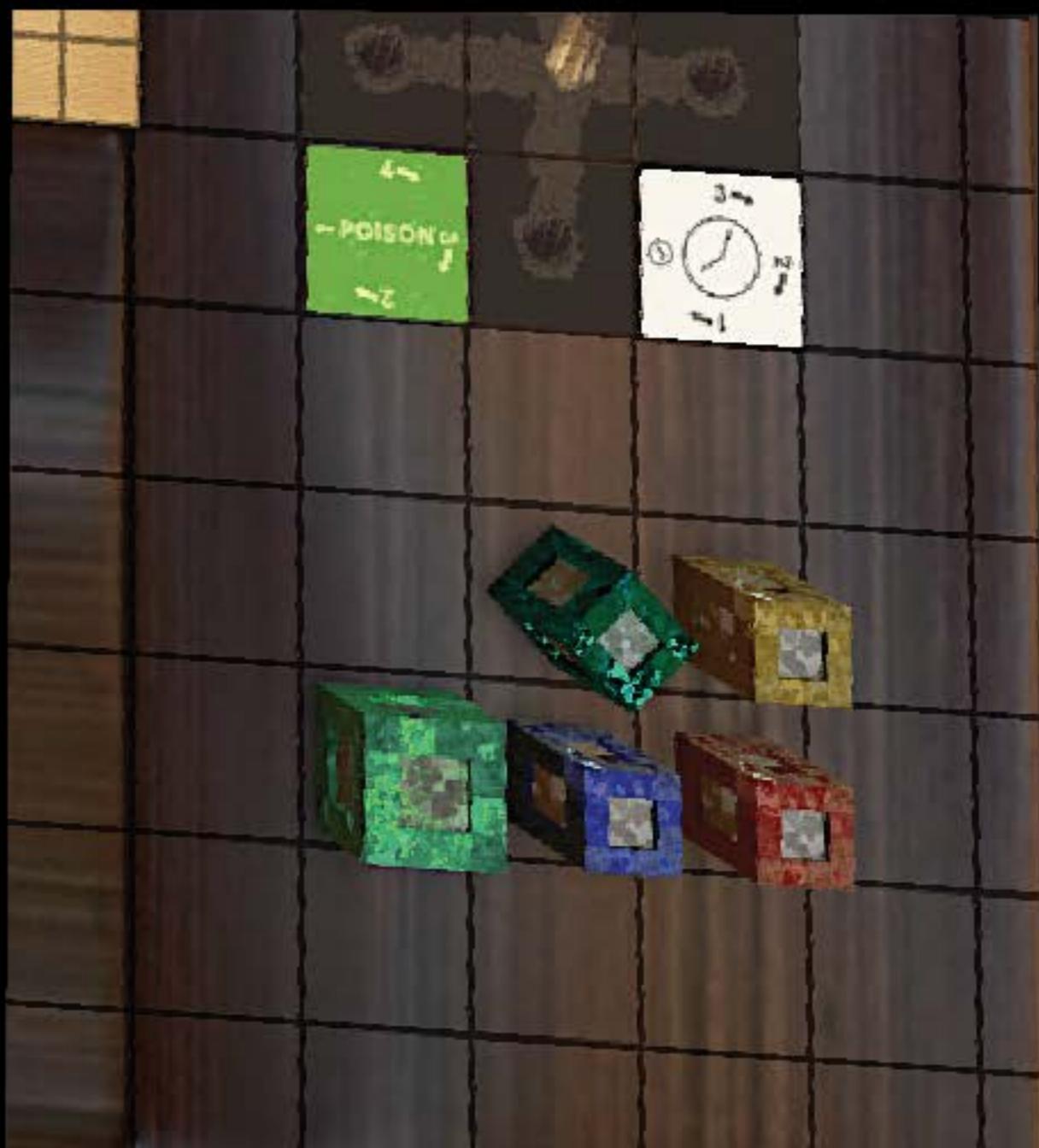


## Monster Girl Quest RPG : Assets

- \* There are various Card Rouge tiles sorted into decks to draw from throughout the game. These are also on the side of the board for reference.
- \* In the far right bottom corner (near white's hand), are Ability Tokens used for battle sequences. The default box is tinted dark green, and contains one of each token. The yellow and blue boxes are scripted so that, when the description is set to 'on' they will spawn infinitely. These bag objects also have one of each ability token in them, but they don't need to be replaced after they are drawn.

- \* The red box contains 40 ability token boxes so each NPC can have a different color. The boxes within are finite, and should be in "random" order.

\* *These are used for interactions w/ NPCs and crucial for the boss fight at the end of each level.*



## Monster Girl Quest RPG : Assets (2.0)

- \* Mr. Stump's custom image counters were added to track stats for each monster girl interaction. Find the difference of the Hero's stats vs. the NPC's.
- \* If the enemy NPC has a lower number use the grayscale state to indicate how much you win by.
- \* On the other hand, if the NPC number is higher use the color side to indicate how much you lose by.
- \*\* Note: change states to indicate positive values, or leave as is for negative values.**
- \* In this example, the Mindflayer has OP constitution, and wins by 9 HP. When attacking the hero's HP is reduced by 9, but if defending nothing happens.
- \* The tentacle Ties with the Hero for strength and constitution, but for all other stats she would be defeated (when defending), and isn't able to take any HP from the Hero on her attack turn.



# Monster Girl Quest RPG : Assets (2.0)



- \* Mr. Stump's custom image counters were added to track captured / loyal monster girl species. Default value is the species count for each category. Reduce the value by 1 every time the Hero captures a new species / state 2 to indicate victory points.
- \* Each species is indexed using a tile on the wiki side of the board. State 2 looks like a reference card but it acts like an  $\infty$  spawner for at least one model with stats. The original reference card is at the bottom and the model stats on the alt state are TBD.
- \*\* Note: when you capture a new species use the decal tool (F9) on their tile to remove the grayscale thumbnail; this reveals the thumbnail in color to visually mark your captures.

# Monster Girl Quest RPG : Assets (2.0)

- \* Custom tile templates for MG spawners can be found on the North West corner next to the “Make it a Bag” tool.
- \* Draw a template tile, choose the tint color, modify the custom image Front & Back, place on the tool and click “Create Bag” to make your own monster girl spawner.



**\*\* Note: To make this an infinite bag copy the object script from another infinite bag object and paste into your new bag object's scripting workspace. Copy name & description from a template tile to activate the infinite spawner script (description = "on").**

- \* Once you add models to your bag and have completed your collection, add it to the draw a monster girl chest and give yourself a chance to pull mamono you want to interact with or still need to capture.
- \* If you are going for the later, it's best to keep the bag as is and not apply the infinite spawner script to make a finite collection of remaining monster girls.