

Relic Trader

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Let's start with the most important thing. Your relics are fake. You are a fraud, like Geoffrey Chaucer's Pardoner from the Canterbury Tales. You are a con artist, attempting to trick unsuspecting people into giving you money for your cheap trinkets and tall tales. And you're one of the best.

The Dean of St. Paul's Cathedral has offered up the position of lay clerk - assistant to the church canons - for the first man who brings him a bribe of thirteen shillings, and you plan to be that man.

Gameplay

Starting the Game: Players roll a die to see who goes first. Starting with the first player, each person chooses a gate location to start from. Each player must start from a different gate. Each player enters the city with one random relic.

Churches: At each player's starting location, place the matching color church at that gate. When a player lands on their own church, they gain 1 shilling. When a player lands on another player's church, they must leave 1 shilling, if they have one.

Play: Each turn, the player rolls a die, moves clockwise, and follows the instructions on the location. Players can then choose to make an Action (Gather, Sell, Pickpocket) where applicable, or pass their turn. Players may perform only one Action per turn.

Relics: When a player gathers a relic, they keep them displayed until they lose or sell them. Some cards affect the value of the relics; if any relic reaches a value of 0, it is discarded. There can be multiple copies of the same relic in play at the same time.

Arrest: Any time you attempt an Action (Gather, Sell, or Pickpocket) you must roll a die for success. A roll of 1 indicates that you were spotted by the city guards, and you must go to the Tower of London. Whatever you were attempting fails, and no relics or money change hands.

Win: The first player to gather thirteen shillings and get to St. Paul's Cathedral, wins the job. You do not need to land exactly on the Cathedral to win.

Actions

Gather: Roll a die to determine success based on your location or Action card. If a card tells you to gather "successfully", you do not need to roll.

Pickpocket: When you land on another player, you may choose to steal from them. Both player and target roll a die, and if the player rolls higher, they get a random relic from the opponent (or a shilling, if they don't have a relic).

Ties go to the target. You can get arrested for rolling a 1, but the target cannot.

Sell: At selling locations, there are always buyers. Only one relic may be sold per turn. Changes to relic value must be made before the seller rolls for success. If a card tells you to sell "successfully", you do not need to roll. If you're not happy with the selling price, you can choose not to sell.

Selling

- 1 - The city guards spot you. Go to the Tower of London.
- 2 - You don't make a convincing argument. No sale today.
- 3 - The target is skeptical. He offers you 1 shilling.
- 4 - You manage to sell your relic for 1 shilling less than your asking price.
- 5 - You make the sale! Get full price from the customer.
- 6 - You sell your relic for 1 shilling more than you expected!

Optional: Death Walks the Streets

For an extra challenge, Death can join the game. Place the tall, black figure in God's Acre, and treat Death as the last player in each round; rolling the die and making a move after everyone else, but not drawing cards or taking any actions.

If Death lands on any player - or if any player lands on Death - move that player to God's Acre.

That player must leave one relic or one shilling on that spot. If the player doesn't have anything, they can still continue.

Any player who lands on God's Acre - without being sent by Death - can choose to pick up all lost items, instead of gathering as normal.

Errata

Turn the Gates into Selling locations (like Markets), instead of Draw locations.

Add markers (or pennies) to use as Sheriff Tokens for the Hue and Cry card.

Add two extra copies each of God Helps Those and The End is Near cards.

False Witness **Quantity: 2**
Target relic gets a -1 value. *Cannot be played after rolling to sell.* Save this card for later use. Discard after use.

God Helps Those... **Quantity: ~~2~~ 4**
You see an opportunity in the street. You may roll to gather on a 4~6.

~~**Haggling**~~ ~~**Quantity: 2-0**~~
Removed from Deck.

Hue and Cry **Quantity: 2**
Leave *Sheriff Token* at this location. The next player to land here shall get arrested.

Papal ~~Write~~ Bull **Quantity: 2**
Target relic gets a +1 value. *Cannot be played after rolling to sell.* Save this card for later use. Discard after use.

The End is Near **Quantity: ~~2~~ 4**
You encounter an eager customer. You may *roll to* sell any 1 relic right now.

Threat of Plague **Quantity: 2**
Until the end of your next turn, all relics *in play* gain a +1 value.

Tithe **Quantity: 2**
The next time you pass the Cathedral, stop there and do not gather. At the start of your next turn, you must lose 1 shilling or 1 relic, or lose 1 turn. *This card does not stack.*

~~**Fourist Season**~~ ~~**Quantity: 2-0**~~
Removed from Deck.

Wages of Sin **Quantity: 2**
All players *performing an Action* shall be arrested on a 1~2 roll, until the next player gets arrested.