

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.

Credit

Relic images and quotes from *Legenda Aurea (The Golden Legend)*, 13th century.

Box cover woodcut, *Der Ainsydel #6*, by Hans Schobser (d. 1530).

Box and board background from *The guilds and companies of London*, by George Unwin, 1908.

All other artwork and text by Michael Blascoe.