

# FOUR TAVERNS

**Setup:** Each player selects a tavern and takes the four matching Tavern Level cards and the three Quest Marker cards. Each player's tavern starts at level one. Shuffle the Quest Deck and divide it into three equal piles face down if three or four people are playing, and two equal piles if only two are playing. Turn over the top quest in each pile. Shuffle the Adventurer Deck, deal four cards face down to each player, and place the deck in the center of the table near the stacks of Quest Cards. Deal five gold to each player and place the remainder (called the bank) next to the Adventurer Deck. See below.



**Basics of Playing:** Each player is trying to be the first to collect twenty renown by winning Quest cards. Quests are won by hiring Heroes and Champions from your hand and placing them into parties on the Quests. When the party that you have created meets the requirements of the Quest, you may then claim that Quest and place it in front of you. To meet the requirements of a Quest, each of the four colored numbers (representing the different types of Adventurer) must be met or exceeded by one or more cards (Adventurers) of the same color. You then gain the renown on the card, as well as the gold which is taken from the bank. Each player may have a party on a Quest but when one player wins a particular Quest, all parties on that Quest are discarded.

## Quest Cards

Warrior	→		<p><b>UNEARTHED TOMB</b> (FAVORED TAVERN)</p> <p><i>"Yeah I was one of the diggers that found the entrance. Guy we were workin' for, he had some old map and wanted to get the treasure in the tomb 'fore them oves do. Well, once we opened it, he took one look at all the snake summoning traps and hightailed it outta there! I know some shady fella over in the Black Raven's lookin' to go".</i></p>		←	Gold earned
Wizard	→				←	Special Quest (if any)
Cleric	→					
Rogue	→				←	Renown earned

## Special Quests

**Favored Tavern:** If the player who controls that tavern wins the quest, they earn double the renown.



**Muster:** Any player that has a party of at least one card on this quest will collect gold equal to the renown OR draw two cards if someone else wins the Quest.



**Prize:** The player who wins this quest can look through the discard pile and take one card into their hand including cards that were just discarded from their party.



**Wild:** On these Quests, the matching colored hero costs no gold to lay down for all players. Champions that have the color of that hero only cost one gold instead of two.



## Adventurer Cards

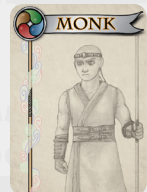
**Hero:** There are four types of color coded Heroes; Warriors are red, Wizards are blue, Clerics are green, and Rogues are brown. Each has a number on it. To play one of these cards from your hand to a quest requires one gold paid to the bank regardless of the number on the card.



**Champion:** There are six types of Champions; Alchemists, Bards, Druids, Paladins, Rangers, and Swashbucklers. These each count for two different types of Heroes and are color coded to match their roles. Rather than having a number on the card, their value is always sufficient for the Quest they are assigned to for BOTH roles that they represent. These cost two gold paid to the bank. For example, the Swashbuckler card has a red and brown banner. This means that when you add it to a party it fulfills the roles of both the Warrior and the Rogue, regardless of the numbers of those two classes on the quest.



**Monk:** The Monk fills the requirements for ANY two types of Heroes on a quest. This card requires two gold but is paid to the player with the least amount of gold. If there is a tie then the current player decides. In a two player game it is simply paid to the bank.



**Tavern Cards:** Each player has three Quest Marker cards and four Tavern Level cards. Quest Markers are placed on a player's parties to show which cards on a quest are theirs. Tavern Level cards denote how many cards a player can have in their hand at the END of their turn. When a player earns five renown, their tavern level goes up to two, at ten renown it goes to three and at fifteen renown it goes to level four. The first player to reach twenty Renown, wins the game!

**Action:** These cards are played on your turn or on another player's turn and cost no gold.

**Reshuffle:** When the reshuffle card is drawn, it, the draw pile, and the discard pile are shuffled together before any other actions are taken.



## Taking a Turn

Draw two cards

Play cards from your hand. You may play as many or as few (including no) cards from your hand as you wish to, as long as you have the required gold.

Hero, Champion, and Monk cards are placed into parties while Action cards are played and immediately discarded (except for the Doppelganger). A party can consist of a single card or as many cards as needed. Lay them near the Quest card that you are trying to win along with a Quest Marker card to identify that it is your party.

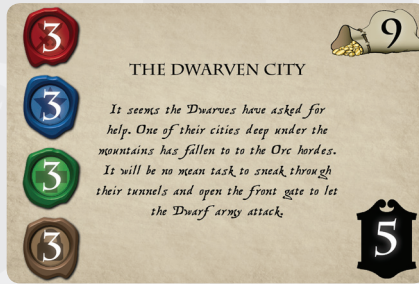
You may create or add to multiple parties on your turn and have one party on each quest. Quests may have one party per player.

After you have played the cards you wish to, claim any Quest cards for which your parties have met the requirements. Each of the four colored classes must be met or exceeded by one or more of your party's cards. Place the card in front of you and collect the gold from the bank that is on the Quest card. You now also have the renown listed on the card. Overturn the next Quest Card(s) and it is now the next player's turn.

At any time during your turn you may sell two cards back to the DISCARD pile for one gold, OR spend two gold to purchase a card from the DRAW pile. This may be done once per turn.

If at the end of your turn you have more cards in your hand than your Tavern Level permits, you must discard down to your current Tavern Level.

## Example



Any of these Hands would meet the requirements for this Quest.

## Using the Action cards.



**Arcane Tome:** is only played on your turn, and allows you to rebuild the amount of cards in your hand. It is best used when you have few cards in hand.

**Burglar's Cloak:** is only played on another player's turn, when they complete a quest. Use on Quest's that reward higher amounts of Gold. Only one may be played on a single Quest.

**Cursed Dagger:** is played on either yours or another player's turn. Use it to eliminate powerful cards in other player's parties especially when they try to claim a Quest.

**Doppelganger Potion:** is only played on your turn. By copying another card on the table, you can save gold.

**King's Banner:** is played on either yours or another player's turn. It's useful for either stealing cards to add to your party or to save it from being discarded when someone else claims a Quest.

**Mithril Shield:** Use on yours or someone else's turn. Counters any Action card as it's being played including another Mithril Shield.



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Game design by Michael Richie. Art by Grant Wilson. Special thanks to our lovely wives, Holly & Reanna.