

Quest-Givers

SUMMARY OF PLAY

Introductions

1. As a group, decide the starting Level of all of the characters. (Seven is good for new players.)
2. Name and describe your character. What makes them a hero or villain?
3. Draw your Level tokens from the bag.
 - *You may trade in any number of renown for infamy before passing the bag.*

Quest-Giving Phase

4. Starting with the character with the highest Renown, choose another player and give that person's character a quest. This will require you to wager one or more tokens. (See upper right.)

Tale-Telling Phase

5. In the same order quests were received, each player narrates how their character accomplishes their assigned quest.
6. Other players may use tokens from their Level to intervene. (See lower right.)
7. The player with the highest level wins the round.

Wager

These tokens go to the quest recipient's Spoils if their tale is successful.

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Spoils

These are the tokens earned when you successfully tell the tale of your quest. They are not part of your Level, and you can't spend them yet.

When giving a quest:

- *Renown adds heroic feats to be met.*
- *Infamy adds complications or restrictions.*

Level

When you spend Renown to help another player on their quest, draw a token from the bag if they accept your help.

When you spend Infamy to create trouble on another player's quest, they must give you a token to reject.

During another player's tale:

- *Renown lets your character help out. You get to draw if they accept.*
- *Infamy creates trouble in another character's tale. They have to give you a token to reject the detail, or else take the trouble and the Infamy.*