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# COMPONENTS

## 16 VAULT CARDS



## 7 VICE CARDS



## 36 RELIC CARDS



## 8 ASPIRING VILLAINS CARDS



## 6 BIG CORRUPTION TOKENS



# OVERVIEW

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Relic Roadshow expansion adds new temptations to bid your way to the dark side. New Vaults are free of special rules, and instead award the second-highest bidder powerful Relics to craft. Aspiring Villains reward you for crafting the right Relics. Vices give players unique abilities, if they're willing to corrupt themselves, of course.



# SETUP

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Setup the game as normal with the following changes:

- 1.** From the base game, set aside all Vault Cards, Worker Cards, the Loan Shark Card, and both the Rogue and Priest Aspiring Hero cards (they're resisting the temptations of the dark path). These cards will not be used.
- 2.** Shuffle all of the expansion Vault Cards and deal them as normal depending on the number of players.
- 3.** Shuffle the Aspiring Villain Cards and deal 1 to each player facedown.
- 4.** Shuffle the Aspiring Hero Cards and deal 1 to each player facedown (instead of 2 as normal).

**5.** Shuffle the Vice Cards and deal 1 to each player faceup.

**6.** Shuffle all of the Relic Cards and place it next to the Item Deck to form the Relic deck.

## Player Area



**Item  
Deck**




**Relic  
Deck**

## GAMEPLAY

Gameplay is similar to the base game, with a few changes.

## Phase II - Auction

### VAULT CARDS

Vaults are auctioned off using the normal Auction rules, however, the new Vaults have no abilities and instead have a  icon with a number. At the end of each auction, the **second-highest** bidder looks at this many cards from the Relic Deck, keeping 1 and discarding the others.



If the Auction Master wins their own vault, (and therefore there is no second-highest bidder), then each

other player gains 1 Relic Card from the top of the Relic Deck instead.

If the Relic Deck ever has too few cards, shuffle the Relic discard pile to form a new Relic Deck.

## RELIC CARDS

When a player gains a Relic, they place it in their Item Pile.

When a Relic is in a player's Item Pile, it:

- has no abilities
- does not count as their Item Types
- is worth 0 Victory Points
- cannot be Trashed or Sold
- can be Transmuted during the TRANSMUTE RELICS step (explained later)
- counts as Item cards for any effects other than scoring or paying Transmute costs.



## VICE CARDS

Each player begins the game with a Vice Card faceup, each with 3 abilities, 1 of which can be used each round if their Vice Card is faceup. The ability describes when it can be used.



Whenever a player uses a Vice ability, they:

- Gain 1 Corruption Token from the supply
- Flip over their Vice Card to indicate that they cannot use a Vice ability again this round



Corruption tokens are worth negative Victory Points at the end of the game as listed on the bottom of the Vice Card, and once taken cannot be removed.



## **Phase III - Get Paid**

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### **TRANSMUTE RELICS**

After the Equip Items step, players may craft their Relics by paying their Transmute costs, gaining powerful abilities.

Players each simultaneously:

- 1.** Choose and reveal any number of Relics they wish to Transmute.
- 2.** Discard Items from their Item Pile to pay the Transmute cost. This cost is indicated below the name of the Relic, and can be paid with either the indicated number of items of any type or of the specific type indicated. Other relics may not be used to pay these costs. Place all items used to pay costs into the Trash.

**3.** Place transmuted Relics faceup in front of them, immediately resolving any “Transmute:” effects.

Relics in front of a player with the Equip keyword are considered to be Equipped Items, other Relics are not.

**EXAMPLE:** *Transmuting the Elven relic “Tattling Sword”:*



Discard  
3 Items

OR



Discard 1  
Elven Item


Place faceup in  
player area.

Resolve effects.

## **Phase IV - End of the Round**

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### **STORAGE FEES**

Players pay storage Fees for Relics in their Item Pile (1  per Relic Card), but not for Transmuted Relics in front of them.

Each player returns their Vice Card to its faceup side.

### **End of Game - Scoring**

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Before Scoring, each player discards any Relics from their Item Pile, but keeps any Relics in front of them.

Relic cards in front of a player are worth their VP value and count as both Item types listed on the card for any scoring purposes.

**NOTE:** Unlike equipped Items, equipped Relics are worth their VP value.

## ASPIRING VILLAIN CARDS

At the end of the game, each player chooses to score either their Aspiring Hero or Aspiring Villain card.

Aspiring Villains scores a large number of points if a player has at least the number listed for each type among Relics in front of them. The same Relic can count as different types on the list.



## CREDITS

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