

# Quest

Mordred's vast armies of **Evil** hold Arthur's forces at the precipice of defeat. With the future of Britain balancing on a knife's edge, desperation compels Arthur to launch a series of hastily planned quests to tip the balance in **Good**'s favor. Leaders must choose their teams quickly, without a vote. Yet not all is lost. The forces of Arthur are aided by powerful magic and amulets to uncover the minions of Mordred hidden in their midst.

If all else fails, a final quest can still bring victory.

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## OBJECTIVE

Quest is a game of hidden loyalty. Players are either **Good** Loyal Servants of Arthur, or **Evil** Minions of Mordred. **Good** wins the game by successfully completing three quests or correctly identifying **Evil** during the last quest. **Evil** wins by failing three quests and avoiding **Good**'s Last Chance. **Evil** can also win by identifying specific **Good** characters during the Hunt.

Players may make any claims during the game, at any point in the game. Discussion, deception, accusation, and logical deduction are all equally important for **Good** to prevail or **Evil** to rule the day.

## THE CARDS AND TOKENS

**Character card** - Determines if a player is **Good** (Arthur's sigil on a yellow icon) or **Evil** (Mordred's sigil on a red icon). A player's character card may not be revealed at any point in the game, nor the character art discussed. Some characters have special powers, such as Morgan le Fey, who is included in all games. Some special character cards are used at different player counts. *See Special Roles on pg 9.* Some are optional and can be switched in for other roles. *See Optional Roles on pg 10.*

**Leader token** - Designates the player that will decide the Team.

**Team token** - Allocates positions on the Team.

**Quest card** - Determines a Quest's success or failure.

**Magic token** - Compels a player to play a Success card for that Quest.

**Veteran token** - Indicates that a player has already acted as Leader and may not be chosen to lead another Quest.

**Amulet token** - Given to a player to check the loyalty of another player.

**Loyalty card** - Reveals a player's loyalty to **Good** or to **Evil** without revealing a player's exact role.

## SETUP

Select the tableau corresponding to the number of players. For a game of 4, you may play either side of that tableau. Place the tableau in the center of the play area with the score markers, Team tokens, Quest cards, Veteran tokens, and the Magic token adjacent to the tableau. Place a player aid in front of each player.

Randomly select a Leader; the Leader receives the Leader token and a Veteran token.

**For games of 6 to 10,** place the Loyalty cards next to the tableau, and then place the Amulets as below, according to player count:

- **6 players** - 1 token between the 2<sup>nd</sup> and 3<sup>rd</sup> Quests
- **7 players** - 2 tokens, the second between the 3<sup>rd</sup> and 4<sup>th</sup> Quests
- **8+ players** - 3 tokens, the 3<sup>rd</sup> between the 4<sup>th</sup> and 5<sup>th</sup> Quests

**Optional:** Place near the tableau the character tokens for each character in the game, as a reference for the players. See more about character tokens on page 12.

## THE REVEAL STAGE

After all the players know their character and allegiance, the Leader must ensure that all the *Evil* players know each other by repeating the following script:

**For games of 4 to 5,**  
"Everyone close your eyes"

"Scion, extend your thumb so that Morgan le Fay may know of you"

"Morgan le Fay, open your eyes and look around so that you know your Scion"

"Scion, re-form your hand into a fist"

"Morgan le Fay, close your eyes"

"Everyone open your eyes"

## DETERMINING ALLEGIANCES

Gather and shuffle the character cards according to the chart below. Deal one card to each player facedown. Each player secretly looks at their role and assigned loyalty (*Good* or *Evil*) on their character card.

PLAYERS	4	5	6	7	8	9	10
<i>Good</i>							
<i>Loyal Servant of Arthur</i>	2	3	3	3	4	4	4
<i>Duke</i>	0	0	0	1	1	1	1
<i>Archduke</i>	0	0	0	0	0	1	1
<i>Evil</i>							
<i>Minion of Mordred</i>	0	0	1	1	1	1	2
<i>Morgan le Fey</i>	1	1	1	1	1	1	1
<i>Scion</i>	1	1	0	0	0	0	0
<i>Changeling</i>	0	0	1	1	1	1	1

## GAMEPLAY

The game consists of several rounds; each round has a Team Building phase, a Quest phase, and a Transition phase. The game ends with the Final Quest phase.

### TEAM BUILDING PHASE

After appropriate discussion, the Leader takes the required number of Team tokens (indicated on the tableau, or on the chart below) and assigns each Team token to any player. There is no voting in Quest. The Team that the Leader picks goes on the Quest.

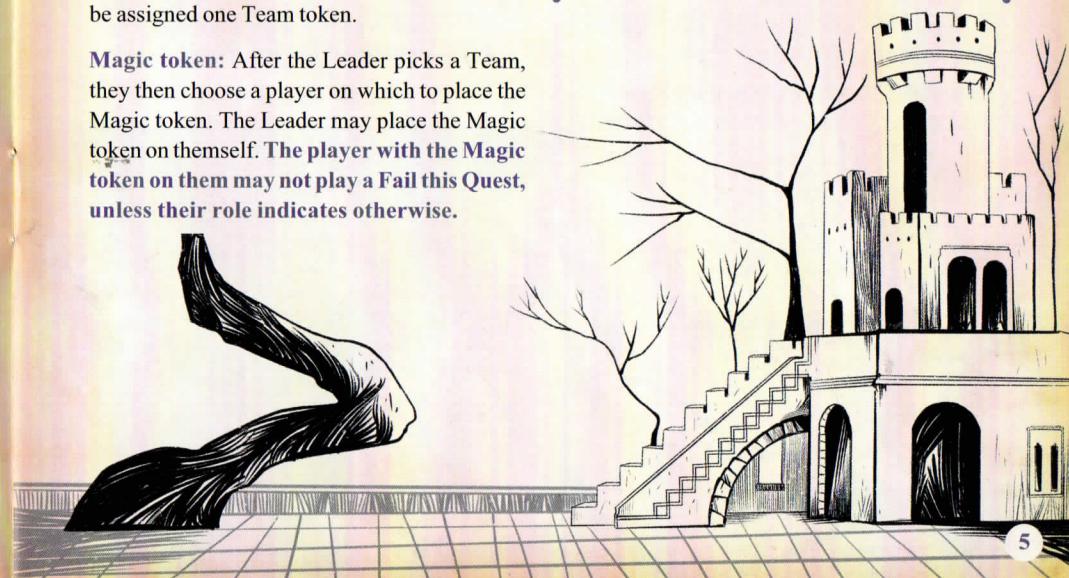
PLAYERS	4	5	6	7	8	9	10
<i>1<sup>st</sup> Quest</i>	2	2	2	2	3	3	3
<i>2<sup>nd</sup> Quest</i>	3	3	3	3	4	4	4
<i>3<sup>rd</sup> Quest</i>	½	2	4	3	4	4	4
<i>4<sup>th</sup> Quest</i>	⅓	4	3	4	5	5	5
<i>5<sup>th</sup> Quest</i>	-	3	4	4	5	5	5

The Leader can be on the Team, but is not required to be so. Note that a player may only be assigned one Team token.



**Example:** The first Quest in a five-player game requires a Team of two players. The Leader passes Team tokens to Jennifer (herself) and DeShawn. The Leader then places the Magic token on DeShawn.

**Magic token:** After the Leader picks a Team, they then choose a player on which to place the Magic token. The Leader may place the Magic token on themselves. **The player with the Magic token on them may not play a Fail this Quest, unless their role indicates otherwise.**



## GAMEPLAY

### QUEST PHASE

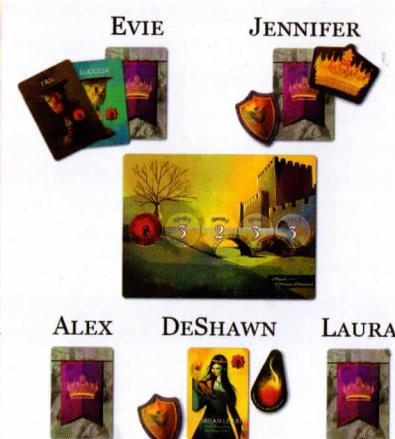
The Leader passes a set of Quest cards (one Success and one Fail) to each Team member. Each player on the Quest selects a Quest card and plays it facedown in front of themselves. **Good** players must select a Success card (unless otherwise dictated by their role). **Evil** players may select a Success or Fail as they choose (unless otherwise dictated by their role, or assigned Magic token).

The Leader collects and shuffles the played Quest cards before revealing them. The Quest is completed successfully only if all the cards revealed are Success cards. The Quest fails if one or more Fail cards have been played.

The 4<sup>th</sup> Quest (and only the 4<sup>th</sup> Quest) in games of 7 or more players requires at least two Quest Fail cards to be a failed Quest.

**Note:** Two different players should shuffle the played Quest cards before revealing. Designate a player not on the Team to collect all the discarded Quest cards so that it's clear which cards are played and which are discarded. Shuffle the discarded Quest cards.

Place a blue score marker on the tableau if the Quest succeeded and a red one if the Quest failed.



**Example:** Jennifer gives herself and Deshawn a set of two Quest cards. Jennifer selects the Success card and places it facedown in front of herself. Deshawn has the Magic token on him, but because he is Morgan le Fay, he does not have to play a Success card. He places a Fail facedown in front of himself.

Jennifer takes the two Quest cards and shuffles them and hands the cards to Evie who also shuffles them, before revealing that the Quest failed. She places a red score marker on the first Quest space on the tableau.



## GAMEPLAY

### TRANSITION PHASE

Once the outcome of the Quest has been revealed, the Leader must choose which player will lead the next Quest. The Leader may not pick a player who has a Veteran or an Amulet token (see *Amulets below*). No player may lead more than one Quest in a game.

The new Leader takes the Leader token and gains a Veteran token.

**Amulets:** These are used for games of six or more players.

After the results of a Quest have been revealed, if there is an Amulet token placed in the space after the just-completed Quest, the Leader must select a player to receive the Amulet at the same time they choose the next Leader. The current Leader may not pick a player who has an Amulet or a Veteran token to receive the Amulet for this round, nor can they pick the same player as they are choosing to be the next Leader.

## GAME END

**The game ends in one of two ways:**

1. Three successful Quests—**Good** wins!  
The game is over.

2. Three failed Quests (or two, in a game of four players)—Proceed to the Final Quest. Either **Good** or **Evil** can win at this point.



## FINAL QUEST

If three Quests fail (or two, in a game of four players), immediately enter the Final Quest phase. The Final Quest proceeds with discussion and then either the Blind Hunter hunts or **Good** has its Last Chance.

### THE DISCUSSION

All players have five minutes to discuss who the Minions of Mordred may be. Minions may cause confusion, lay low to escape discovery, or even come clean about their true loyalty to give the Blind Hunter the maximum amount of information.

Set a timer. Once five minutes are up, all conversation must cease.

### THE HUNT

#### (WHEN USING OPTIONAL CHARACTERS)

The Hunt is only included in games of six or more players when using the optional Blind Hunter character. The Final Leader asks, "Blind Hunter, if you would like to skip **Good's** Last Chance and enter The Hunt, do so now."

If the Blind Hunter does not want to Hunt, they may stay silent, and the game enters **Good's** Last Chance.

If the Blind Hunter does want to Hunt, they reveal that they are the Blind Hunter. They must identify two **Good** players by their role.

**Note:** if the Cleric is in play, then the Blind Hunter must identify the Cleric as one of the roles. For purposes of the Hunt, the Duke, Archduke and Apprentice characters may be identified as Loyal Servants of Arthur.

- If the Blind Hunter identifies two **Good** players by their role correctly, **Evil** wins.
- If the Blind Hunter guesses incorrectly, **Good** wins.
- The game ends if the Blinder Hunter Hunts; there is no **Good's** Last Chance.



**Example:** Jennifer is the Blind Hunter. She thinks she knows who two of the **Good** players are, so she identifies herself as the Blind Hunter to activate The Hunt. She asks Alex, "Are you the Cleric?" If Alex is the Cleric, Jennifer moves on to a second player. She asks if they are a Loyal Servant of Arthur. If either guess is wrong, **Evil** loses.

No player, except the Blind Hunter, may talk during The Hunt.



## FINAL QUEST

### GOOD'S LAST CHANCE

Each player gets ready to accuse. At the count of three, each player points at two players. Hold your hands in the air, and then announce, "Minions of Mordred, drop your hands," at which point, only **Good** players should be pointing.

If the **Good** players are pointing at all the **Evil** players, and only the **Evil** players, **Good's** Last Chance succeeds and **Good** wins. Otherwise, **Evil** wins—except in the rare case when the Leader for each Quest was **Evil**, then **Good** wins instead.

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## SPECIAL ROLES

The following roles are included at different players counts as shown in the table on page 4. These roles have unique abilities and restrictions. Additional optional roles can be found on page 10.

**Morgan le Fay** is included at every player count and is on the side of **Evil**. She may secretly ignore the Magic token if it is placed on her, and may play a Fail or a Success as she chooses.

**The Scion** is included in games of four or five players and is on the side of **Evil**. They do not know who the other Minions of Mordred are, but Morgan le Fay knows their true loyalty.

**The Changeling** is included in games of six or more players and is on the side of **Evil**. They do not know who the other Minions of Mordred are, and they are likewise unknown to **Evil**.

**The Duke** is included in games of six or more players and is on the side of **Good**. They may drop one hand of any player during **Good's** Last Chance after roles are revealed. Adding the Duke makes the side of **Good** stronger. A second Duke may be added to the game optionally for games of six or more players.

**The Archduke** is included in games of nine or more players and is on the side of **Good**. They may switch one hand of any player during **Good's** Last Chance after the Minions of Mordred drop their hands. Adding the Archduke makes the side of **Good** stronger. A second Archduke may be added to the game optionally for games of six or more players.

## OPTIONAL CHARACTERS

The following characters can replace any **Good** or **Evil** character in **Quest**, except Morgan le Fey, who must be in each game. It is also recommended that the Blind Hunter is included in games with these optional characters as a threat to the **Good** players.

Additional Loyal Servants of Arthur may also replace special roles from the side of **Good** - doing so generally makes **Good** stronger.

### RECOMMENDED OPTIONAL ROLES

These are the recommended setups for trying out optional characters:

PLAYERS	4	5	6	7	8	9	10
	<i>Good</i>						
Loyal Servant of Arthur	2	3	0	0	1	1	1
Cleric	0	0	1	1	1	1	1
Duke	0	0	1	1	1	1	1
Youth	0	0	1	1	1	1	1
Troublemaker	0	0	0	1	1	1	1
Archduke	0	0	0	0	0	1	1
	<i>Evil</i>						
Minion of Mordred	0	0	1	1	1	1	2
Morgan le Fey	1	1	1	1	1	1	1
Blind Hunter	1	1	1	1	1	1	1

The **Blind Hunter** is on the side of **Evil**. They do not know who the other Minions of Mordred are. Once the Final Quest starts, the Blind Hunter may choose to initiate The Hunt and try to identify two **Good** players by their role. If the Blind Hunter identifies both correctly, **Evil** wins. Otherwise, **Good** wins.

Use the following script during the Reveal stage:

"Everyone close your eyes"  
 "Blind Hunter, extend your thumb so the Minions of Mordred may know of you"  
 "Minions of Mordred - not Blind Hunter - open your eyes and look around so that you know all agents of Evil"  
 "Minions of Mordred, close your eyes"  
 "Blind Hunter, re-form your hand into a fist"  
 "Leader, extend your thumb if you are Evil"  
 "Cleric, open your eyes"  
 "Cleric, close your eyes"  
 "Leader, re-form your hand into a fist"  
 "Everyone open your eyes"

The **Cleric** is recommended for games of six or more players and is on the side of **Good**. They know if the first Leader is on the side of **Good** or on the side of **Evil**. A second Cleric may be added to the game optionally.

The **Troublemaker** is recommended for games of six or more players and is on the side of **Good**. If they are investigated by any ability that checks loyalty, such as the Cleric or the Amulets, they must lie and indicate that they are **Evil**. Adding the Troublemaker makes the side of **Evil** stronger.

The **Youth** is recommended for games of six or more players and is on the side of **Good**. If the Magic token is placed on the Youth, the Youth must play a Fail instead of a Success for that Quest.

### OTHER OPTIONAL ROLES

The **Apprentice** is on the side of **Good**. They only raise one hand during **Good**'s Last Chance.

## OPTIONAL CHARACTERS

They may raise their second hand after the Minions of Mordred drop their hands. Adding an Apprentice will make **Good** more powerful. Up to two Apprentices may be added to a game.

The **Brute** is on the side of **Evil**. They may Fail only the first three Quests, but they may play Success on any Quest. This character is recommended for games of seven or more players. Adding the Brute into a game will make **Good** more powerful.

The **Lunatic** is on the side of **Evil**. They must Fail every Quest they are on, unless the Magic token has been placed on them. Adding the Lunatic makes the side of **Good** stronger.

The **Mutineer** is on the side of **Evil** and does not know the other agents of **Evil**. During **Good's** Last Chance, the Mutineer may elect not to drop their hands. If the Mutineer is pointing at two **Good** players at the end of **Good's** Last Chance, the Mutineer must join the **Good** side, whether **Good** wins or not. **Good** must point at the Mutineer in order to win during **Good's** Last Chance, even if the Mutineer switches sides.

Add the following during the Reveal stage:

"Mutineer, extend your thumb so the Minions of Mordred may know of you"  
 "Minions of Mordred - not Mutineer - open your eyes and look around so that you know all agents of Evil"  
 "Minions of Mordred, close your eyes"  
 "Mutineer, re-form your hand into a fist"

The **Arthur** is recommended for games of seven or more players and is on the side of **Good**. He knows Morgan le Fay at the beginning of the game. **Evil** wins if Arthur is identified first in the Hunt. A second **Good** character does not need to be correctly identified.

Add the following during the Reveal stage:

"Morgan le Fay, extend your thumb so Arthur may know of you"  
 "Arthur, open your eyes and look around so that you know Morgan le Fay"  
 "Arthur, close your eyes"  
 "Morgan le Fay, re-form your hand into a fist"

The **Trickster** is recommended for games of six or more players and is on the side of **Evil**. They may give a false answer to any ability that checks loyalty, such as the Cleric or an Amulet. Adding the Trickster makes the side of **Evil** stronger.

The **Revealer** is recommended for games of seven or more players and is on the side of **Evil**. They must reveal their identity after the 3rd failed Quest. Players need not and may not point at the Revealer during **Good's** Last Chance. Adding the Revealer into a game will make **Good** more powerful.

### UNKNOWN ROLES VARIANT

Below is a variant way to play the game that adds an element of randomness.

For games of four players, create two piles of character cards: one **Good** (Loyal Servant of Arthur, Cleric, and Youth) and one **Evil** (Morgan le Fay and Blind Hunter).

Shuffle the **Good** character cards and remove one at random facedown and set it aside. Then, shuffle the remaining **Good** and **Evil** cards together and distribute one to each player at random.

For games of five players, do the same as above, but add a Loyal Servant of Arthur character card to the **Good** pile before shuffling all the character cards together and distributing.

## OPTIONAL CHARACTERS

For games of six or more players, create two piles of role cards: one **Good** character pile with the roles you would like to play with (one card for each **Good** player at that player count plus two additional roles) and one **Evil** character pile with the roles you would like to play with (one card for each **Evil** player, plus the Blind Hunter). Shuffle the **Good** character cards and remove two at random facedown and set them aside. Shuffle the **Evil** cards, remove two at random facedown and set aside. Add Morgan le Fay to the remaining **Good** and **Evil** cards, shuffle together, and distribute one to each player at random.

### HUNTER VARIANT

The Blind Hunter is an important role in the game, but it's only effective if used appropriately. Hunting too often, or not often enough, reduces the effectiveness of this role. This variant can help calm an overzealous Blind Hunter, or make the timid player more adventurous. Add the following vote at the beginning of The Hunt:

The Leader of the fifth Quest passes a set of Quest cards (one Success and one Fail) to each player. Each player selects a Quest card and plays it facedown in front of themselves. **Good** players must select a Success card, **Evil** players may select a Success or Fail as they choose.

The Leader collects and shuffles the played Quest cards before revealing. If there are one or no Fail cards, the Hunt is over and the game enters **Good**'s Last Chance.

If there are two or more Fail cards, the Blind Hunter reveals themselves. They must identify two **Good** players by their role. **Note:** *if the Cleric is in play, then the Blind Hunter must identify the Cleric as one of the roles.*

- If the Blind Hunter identifies two **Good** players by their role correctly, **Evil** wins.
- If the Blind Hunter guesses incorrectly, **Good** wins.
- The game ends if the Blind Hunter Hunts; there is no **Good**'s Last Chance.

## CHARACTER TOKENS

For each character card in Quest, there are corresponding tokens that can be used as an aid to remember which roles are in play for that game. After selecting the character cards to be used

in a specific game, gather the corresponding Character tokens and place them in the center of the table. For roles that have multiple copies, there are tokens for each instance of a character.

## CREDITS

Quest is the product of 10 years and the creative madness of playtesting friends. A huge thanks to you! The game is here because we played, whether once in a random city or every week. Special thanks to the Quest heavy-lifters in Dresden: Mohsen Abbas, Anton Solovev, Mohammed Radi, Luri Sabauri, Linus Hille (the breaker), Ana Durglishvili, Onkar Mohite, Friedemann Weickert, Katarzyna Suhs, Oussama Alimi, Robert, Nils, and Lukas (deviser of the Youth!).

Quest is dedicated to my parents – Evie and Walter Eskridge – who enrich mine every day.

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## Director's Cut

**Quest** has been many years in the making, and what started out as a thought experiment transitioned into an expansion for **Avalon** that ultimately was better suited to become an entirely different game. Along the way we tried many different options, and this "Director's Cut" represents what I feel is a very strong alternative set of rules for **Quest**.

### RULES

The main difference in the Director's Cut is the ratio of **Good** to **Evil** players, and the number of people on each Quest. Playing the Director's Cut is straight forward - play by the rules of **Quest** with the following exceptions:

- Select the tableau labelled "Director's Cut" corresponding to the number of players.
- Gather and shuffle the character cards according to the chart on the back of this sheet.
- **For games of 4 or 5 players,** randomly select 2 of the 3 **Good** cards to shuffle with the **Evil** cards and distribute as normal. Place the unused card facedown under the tableau. That card may be identified by the Blind Hunter.
- **For games of 6 or more players,** the Blind Hunter does not raise a thumb; **Evil** does not know him.
- **For games with 8 or more players,** two fails are required on the 3<sup>rd</sup> and 4<sup>th</sup> Quests.

Everything else follows the rules in the **Quest** game. After you've played the Director's Cut with the recommended roles above, feel free to explore the other optional roles and variants!

Hope you enjoy these new ways to play!

~Don

PLAYERS	4	5	6	7	8	9	10
<i>Good</i>							
<i>Loyal Servant of Arthur</i>	1	1	0	0	1	1	1
<i>Cleric</i>	1	1	1	1	1	1	1
<i>Youth</i>	1	1	<i>1 of either</i>				
<i>Troublemaker</i>	0	0					
<i>Duke</i>	0	0	1	1	1	0	1
<i>Archduke</i>	0	0	0	0	0	1	1
<i>Evil</i>							
<i>Minion of Mordred</i>	0	1	1	2	2	3	3
<i>Morgan le Fey</i>	1	1	1	1	1	1	1
<i>Blind Hunter</i>	1	1	1	1	1	1	1