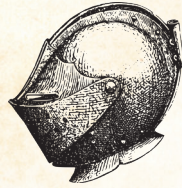


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ADVENTURER'S COMPENDIUM

*Prepare for adventure, sharpen your blade and memorise your spells, you might need them for the long journey ahead! This compendium provides a list of everything your hero will need to play the game *Treasure Horde*.*

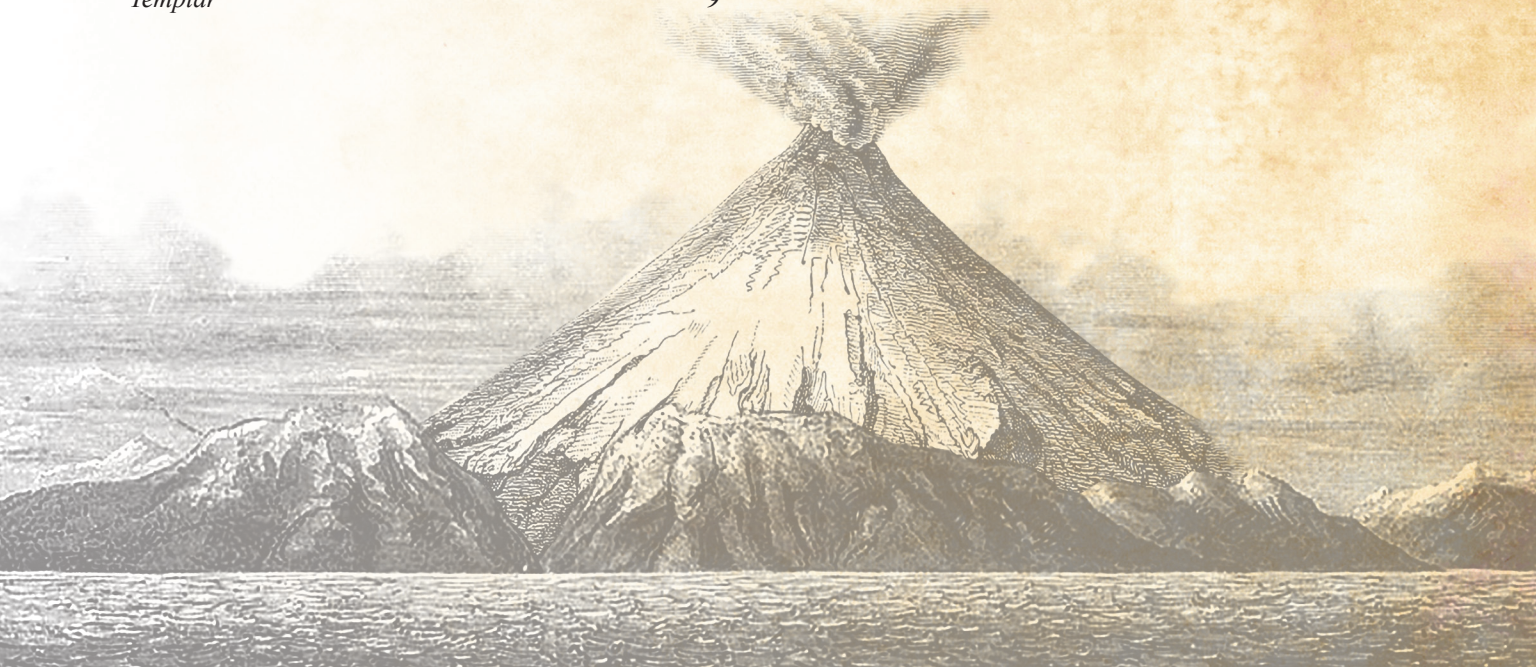
*Refer to this book regularly during your quest, as you battle monsters and search for treasure on *The World's Edge*.*



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QUICK REFERENCE

Refer to this page and the quick reference cards frequently during the game to determine dice rolls and perform common game actions. For further information refer to the Game Rules book or view the tutorials online.

CREATE A HERO

1. Print a copy of the hero sheet.
2. Give your hero a name.
3. Enter your starting hero level (1).
4. Enter your starting base stats.
5. Choose a race for your hero. If required modify your base stats and list any restrictions.
6. Choose a profession for your hero. If required modify your base stats and list any restrictions.
7. Enter any abilities granted for your chosen profession and if required calculate your ability uses.
8. Choose three abilities from your chosen profession or the general abilities list and if required calculate your ability uses.
9. Determine spells, prayers or other skills if required.
10. Buy equipment from storerooms using your starting D4 x 100 gold.

STARTING A GAME

1. Players must have a hero to use in the game.
2. Determine a leader for the quest. Each player must roll a D6, the player with the highest roll wins.
3. Choose a quest.
4. Prepare Room, Furniture and Treasure cards decks.
5. Prepare Boss and Minion monster card decks.
6. Place the starting room and determine the room's contents.
7. Read the quest overview and choose a starting hero.
8. Read the objective room overview when a room is discovered and the conclusion at the end of the quest.

GAME ROUNDS

HERO ROUND

- Move the hero
- Open closed doors or enter a secret passage
- Perform one task
 - Search a room for treasure
 - Search a piece of furniture
 - Search for a secret passage
 - Force a locked door
 - Engage an enemy in combat
- Use a hero ability
- or refrain from all the above and rest the hero

MONSTER ROUND

- Move the monster
- Engage an enemy in combat
- Use a monster ability



DICE

D2 - Roll a D6

1, 2 or 3 = 1	4, 5 or 6 = 2
---------------	---------------

D3 - Roll a D6

1 or 2 = 1	3 or 4 = 2	5 or 6 = 3
------------	------------	------------

SEARCH

Search for Treasure - Roll a D6

1-5 = No treasure	6 = 1 Treasure card
-------------------	---------------------

Search Furniture

Refer to the furniture card

Search for a Secret Passage - Roll a D6

1-5 = No secret passage	6 = 1 Secret passage
-------------------------	----------------------

Search Minion Monster - Roll a D6

1-5 = No treasure	6 = 1 Treasure card
-------------------	---------------------

Search Boss Monster

1 Treasure card

SKILL TEST

Skill Test - Roll a D6 or D10 where specified

Skill level or below = Pass	Above skill level, 6 or 10 = Fail
-----------------------------	-----------------------------------

LINE OF SIGHT

Line of Sight - Roll a D6

1, 2 or 3 = Can be seen	4, 5 or 6 = Cannot be seen
-------------------------	----------------------------

Furniture Line of Sight

 YES = Can see past	 NO = Cannot see past
---	---

REVEALING ROOMS

1. The hero must be standing in base contact with a closed door, moving through the door or moving through a secret passage.
2. Pick a random card from the room card deck.
3. Place the room tile listed on the card on the game table.
4. Determine doors for the room.
5. Determine furniture for the room.
6. Determine monsters for the room.
7. Inform players if there are special rules for the room.
8. Discard the chosen room card from the game.

DOORS

1. Refer to the chosen room card and determine if any doors are required for the room.
2. Determine the door type for each door to be placed.
3. The trailing player places the required doors alongside any of the new room tiles walls.

D4 Doors - Roll a D4

1 = 1	2 = 2	3 = 3	4 = 0
-------	-------	-------	-------

D6 Doors - Roll a D6

1 = 1	2 = 2	3 = 3	4 = 4	5 = 5	6 = 0
-------	-------	-------	-------	-------	-------

Door Type - Roll a D6

1-5 = Closed door	6 = Locked door
-------------------	-----------------

Force Locked Door - Roll a D6

1-5 = Locked door	6 = Open door
-------------------	---------------

FURNITURE

1. Refer to the chosen room card and determine if any furniture is required for the room.
2. Pick a random card from the furniture card deck for each piece of furniture required.
3. The trailing player places the furniture model listed on the card in the new room.
4. Inform players if there are special rules for the furniture.
5. Place the furniture card next to the room tile on the game board face up until it is searched.

D4 Furniture - Roll a D4

1 = 1	2 = 2	3 = 3	4 = 0
-------	-------	-------	-------

MONSTERS

1. Refer to the chosen room card and determine if any monsters are required for the room.
2. Pick a random card from the minion or boss monster card deck for each monster required.
3. The trailing player takes the chosen monster card and places the monster model listed in the new room. Monsters cannot be placed in base contact with an enemy model.
4. Inform players if there are special rules for the monster.
5. The trailing player who placed the monster must use it in the next monster round.
6. When a monster is defeated return its card to the monster card deck.

D2 Monsters - Roll a D6

1, 2 or 3 = 1 Boss	4, 5 or 6 = Roll D4 Monsters
--------------------	------------------------------

D4 Monsters - Roll a D4

1 = 1	2 = 2	3 = 3	4 = 0
-------	-------	-------	-------

D6 Monsters - Roll a D6

1 = 1	2 = 2	3 = 3	4 = 4	5 = 1 Boss	6 = 0
-------	-------	-------	-------	------------	-------

Note: Monsters are always minions unless specified.

RESTING

Resting - Roll a D6

1 or 2 = Heal +D3 Wounds, +1 Ailment or +1 Ability Use
--

3 or 4 = Nothing	5 or 6 = 1 Minion Monster
------------------	---------------------------



RACES

There are many races that live on The World's Edge, unique groups who share similar physical characteristics, cultural practices and beliefs. Listed below are the different races you can choose from for your hero to use in the game.

ALVKIN

Alvkin are pale skinned, tall and slender with long, pointed ears. They have a long life span, high intelligence and are arrogant with an inflated sense of self-worth. Once favoured guardians of the old world, now they are a dwindling race hiding in exile, forsaken by the gods.

For centuries Alvkin have chosen to shield their eyes from the horror of the world, vowing never again to look on the blight of their desolate lands. No longer do they rely upon their sight but use their keen sense of hearing to find their way in the world. Alvkin excel in the use of magic.

Modifiers: -1 Health, +1 Mana

Restrictions: *Cannot choose the Templar profession or be charmed on with the Divine Aura ability, they have been forsaken by the gods.*

DWEARMAR

Short and stocky, Dwearmar are strong and move slower than most. They have a single large eye in the center of their forehead that aids them to see in the dark. Dwearmar spend their time mining for gold and precious gems, dwelling in great strongholds deep underground.

A little dim-witted and often grubby, they can take a hit when it counts, but also pack a punch when backed into a corner. Dwearmar have a distaste for the use of magic and excel in professions that require the use of great strength.

Modifiers: +1 Health, -1 Mana,
-2 Movement, +1 Attack

Restrictions: *Cannot choose the Arcanist profession.*

HALFOLK

A tiny people, they are very nimble and light of foot. Halffolk are nomads preferring to live in small gypsy communities. They wander the land and inhabit most parts of The World's Edge, wherever a quick trade can be made.

Halffolk have a curiosity for adventure, always searching for a newfound treasure. They excel in professions that require the use of stealth and often find themselves in precarious situations which get them in to trouble.

Modifiers: -1 Health, +2 Movement

Restrictions: *Cannot wear Heavy Armour or use Large Weapons.*

MORTALIS

The most common race, they live in all major civilised parts of the land. Mortalis flourish and build great castles for their kings and queens. Their armies protect the realm, keeping a watchful eye on the Dark Lands and The World's Edge.

Mortalis honour the gods with their temples and shrines, ever mindful of the Alvkin's plight, their Templar seek the gods' favour. They are a versatile race and excel in all professions, dedicating their lives to study and training, they learn to master both sword and spell.

Modifiers: *No Modifiers.*



PROFESSIONS

What is your calling in life? Have you trained on the fields of battle, studied the secret arts of arcane magic, or learnt your skills adventuring on the road? Treasure Horde has a range of different professions that you can choose from for your hero to use in the game.



ARCANIST

With superior intelligence and unwavering discipline, Arcanists practice the secret arts of arcane magic. They use their vast knowledge and skill to cast powerful spells, enchant scrolls and brew potions to aid them on their quest.

The use of arcane magic is dangerous, used only by the most devote practitioners. Arcanists do not wear armour because it interrupts the flow of magic. Beware, they can be weak if engaged directly in combat.

Modifiers: +1 Mana, +1 Arcanist Ability

Restrictions: *Cannot wear Armour, or use Large and Piercing Weapons.*

Abilities: *Can learn Arcanist and General Abilities.*

ARCANIST ABILITIES

If requested roll a D4 to choose a random ability from this list.

**This ability can be used in the monster round.*

1. Alchemist *+1 Potion, +Skill, +Use*

You can brew potions from the Alchemy Potions list. You must carry a Tool Kit and roll a D10 to perform a skill test for this ability. If successful, choose a potion and add it to your equipment list.

2. Arcane Magic* *Cast Spells, +Skill, +Use*

Channeling the forces of arcane magic, you can cast powerful spells. You can choose 1+D3 spells from the Arcane Magic Spells list to memorise when choosing this ability. Write the spells you have chosen in the skills section on your hero sheet. You can cast one spell per turn plus any spell casting bonuses. Each spell can be cast multiple times per quest up to your hero's total ability uses. You must roll a D10 to perform a skill test for this ability.

You can memorise one spell for each mana you have, plus any bonuses. Write the number of spells you can memorise in the total box in the skills section on your hero sheet. You can learn more spells by reading enchanted scrolls and memorising them during the game.

3. Loremaster *+1 Spell, +Skill*

You have dedicated your life to the pursuit of arcane knowledge. You can memorise one additional spell.

4. Enchanter *+1 Scroll, +Skill, +Use*

You can enchant spells you have memorised from the Arcane Magic Spells list on to scrolls. You must roll a D10 to perform a skill test for this ability. If successful choose a spell and add the scroll to your equipment list.



MILITANT

Always prepared for a fight, Militants are renowned for their skill and strength in battle. Proficient in using a wide variety of weapons and armour they can choose from many abilities to master their unique style of fighting.

A questing knight, savage barbarian or a soldier of fortune are just some of the many seasoned warriors, able to attack their enemies head-on in the thick of battle. Beware of magic, they have a poor defence against those who wield it.

Modifiers: +1 Attack, +1 Militant Ability

Restrictions: *No Restrictions.*

Abilities: *Can learn Militant and General Abilities.*

MILITANT ABILITIES

If requested roll a D10 to choose a random ability from this list.

**This ability can be used in the monster round.*

1. Armourer* *Reroll Defence, +Skill, +Use*

You have specialised skills in the use of armour. For one turn you can reroll any dice in defence that fails to defend.

2. Blacksmith *+1 Armoury Item, +Skill, +Use*

You can forge items from the Armoury. You must carry a Tool Kit and roll a D10 to perform a skill test for this ability. If successful choose an item from the Armoury storeroom and add it to your equipment list.

3. Brute Force *Open Locked Doors, +Skill, +Use*

Through sheer brute force you can smash open any door that is blocking your way. For one turn you can force open all locked doors.

4. Call to Arms *All Allies +1 Attack, +Skill, +Use*

Your commanding presence rallies the troops for battle. For one turn all allies in your current room get +1 attack.

5. Hold Fast* *+D3 Defence Ranged Attacks, +Skill, +Use*

As the attack rains down from afar you hold the line. For one turn you get +D3 defence against all ranged attacks.

6. Relentless Attack *+D3 Close Combat Attacks, +Skill, +Use*

Spurred on by the heat of battle you are relentless in attack. For one turn you get +D3 additional close combat attacks.

7. Slayer *+D3 Attack Close Combat, +Skill, +Use*

Filled with battle rage you attack with great strength and precision. For one turn you get +D3 attack in close combat.

8. Stubborn Resolve* *+D3 Defence Close Combat, +Skill, +Use*

Standing your ground against the advancing enemy you are steadfast. For one turn you get +D3 defence against close combat attacks.

9. War Cry *Enemies Miss Turn, +Skill, +Use*

Unleashing a blood curdling cry the enemy slows their advance. For one turn each enemy in your current room must roll a die in defence or miss their next turn.

10. Weapon Skill *Reroll Close Combat Attack, +Skill, +Use*

You are skilled with melee weapons. For one turn you can reroll any dice in close combat attack that fail to wound.



PROWLER

Masters of stealth and deception, Prowlers use their abilities to profit from the unwary and wealthy. Some work in small groups often belonging to a gang, while others work alone selling their skills to the highest bidder.

A versatile profession, they can perform many abilities, from picking pockets to moving unseen. They travel light, forgoing armour and using large weapons, preferring to attack swiftly with precision rather than brute force.

Modifiers: *+1 Movement, +1 Prowler Ability*

Restrictions: *Cannot wear Armour or use Large Weapons.*

Abilities: *Can learn Prowler and General Abilities.*

PROWLER ABILITIES

If required roll a D10 to choose a random ability from this list.

**This ability can be used in the monster round.*

1. Acrobat *Move Diagonally Over, +Skill, +Use*

With great agility you can leap and somersault. For one turn you can move diagonally over any obstacle (furniture or enemies) in your way.

2. Assassin *Attack Without Defence, +Skill, +Use*

Without warning you unleash a silent and deadly attack. For one turn you can attack your enemy without defence.

3. Craftsman *+1 Flea Market Item, +Skill, +Use*

You can craft items from the Flea Market. You must carry a Tool Kit and roll a D10 to perform a skill test for this ability. If successful, choose an item from the Flea Market storeroom and add it to your equipment list.

4. Detect Traps *Disarm Traps, +Skill*

You are skilled at detecting traps and can disarm them before they are sprung. You must carry a Tool Kit to perform this ability.

5. Locksmith *Pick Locks, +Skill*

You are proficient at picking all types of locks. You must carry a Lock Picking Kit to perform this ability.

6. Pick Pocket *+1 Treasure, +Skill, +Use*

Master at sleight of hand you can pick your enemy's pocket. You must be in base contact to use this ability. If successful, choose one random treasure card as your reward. You must roll a D10 to perform a skill test for this ability.

7. Persuasion

Mind Control, +Skill, +Use

You can use persuasion to control your enemy's mind. They must take a mana test and roll a D10 against their current mana stat, if the roll is above you can persuade them for one turn to do your will. They will remain in your control provided they fail a mana test each subsequent turn. If they pass the mana test you can no longer persuade them.

You must be in base contact to use this ability and cannot use it on an enemy with a 0 mana stat. An enemy can defend against persuasion if they have the Closed Mind ability or any other defence against Mind Control.

8. Scout

Reveal a Room, +Skill, +Use

With great skill, you scout your surroundings undetected. You can reveal the contents of one hidden room on the game board without it becoming active in the game. The room does not become active until a closed door has been opened or a secret passage has been entered. You must be in base contact with the door or secret passage entrance of the room you are scouting to perform this ability.

9. Stealth*

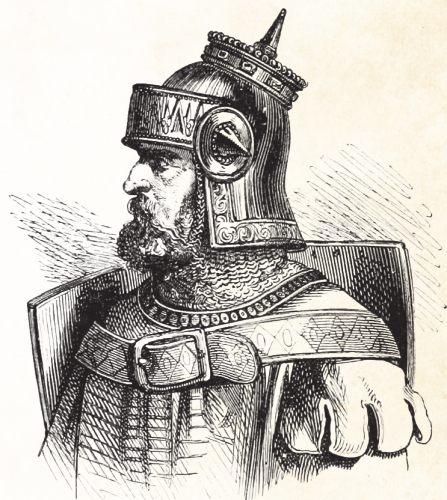
Move Unseen, +1 Attack, +Skill, +Use

Concealing yourself, you can hide in the shadows to evade your enemies. For one turn you can move through your enemies without being seen. You cannot be attacked and get +1 attack while hidden. If you perform a task you will no longer remain hidden.

10. Trapper

Trap, +Skill, +Use

You are skilled at setting traps to snare your enemies. Set a trap by placing a trap tile marker on one square of the game board in base contact to your hero. Any enemy passing over the trap marker will lose -D3 health without defence and miss their next turn (does not affect ethereal). You must carry a Tool Kit to use this ability. The trap is removed from the game board once sprung.



TEMPLAR

Templar are called by their deities to protect the faithful and bring justice to the land. Their temples and shrines spread across The World's Edge; places of worship dedicated to the glory of their gods and a refuge for those in need.

Holy warriors, they chant prayers to their gods calling on divine power to heal and repel the forces of evil. Templar prefer to use blunt weapons to smite their enemies and combat the spiritual realm.

Modifiers: +1 Defence, +1 Templar Ability

Restrictions: *Cannot use Sharp, Piercing Weapons or chant Divine Aura prayers on Alvkin, they have been forsaken by the gods.*

Abilities: *Can learn Templar and General Abilities.*

TEMPLAR ABILITIES

If required roll a D4 to choose a random ability from this list.

**This ability can be used in the monster round.*

1. Charitable Acts

+1 Chapel of Divinity Item, +Skill, +Use

You can make items from the Chapel of Divinity. You must carry a Tool Kit and roll a D10 to perform a skill test for this ability. If successful choose an item from the Chapel of Divinity storeroom and add it to your equipment list.

2. Divine Aura*

Chant Prayers, +Skill, +Use

Calling on your deity you can chant prayers to seek their favour to aid you on your quest. You can choose 1+D3 prayers from the Divine Aura Prayers list to memorise when choosing this ability. Write the prayers you have chosen in the skills section on your hero sheet. You can chant one prayer per turn plus any prayer chanting bonuses. Each prayer can be chanted multiple times per quest up to your hero's total ability uses. You must roll a D10 to perform a skill test for this ability.

You can memorise one prayer for each mana you have, plus any bonuses. Write the number of prayers you can memorise in the total box in the skills section on your hero sheet. You can learn more prayers by visiting a Chapel of Divinity and making a donation.

3. Favoured One

+1 Prayer, +Skill

You are blessed by your deity and held in great favour. You can memorise one additional prayer.

4. Spirit Hunter

Attack Ethereal, +Skill

You are skilled at attacking the ethereal using conventional weapons to defeat the damned.



GENERAL ABILITIES

There are many different abilities heroes can learn. Picking locks, casting spells or chanting prayers are just some of the abilities they can use to help them on their quest. Heroes can learn specific abilities for their chosen profession or from a range of general abilities that can be learnt by all.

If required roll a D10 to choose a random ability from this list.

**This ability can be used in the monster round.*

1. Climb *Climb, +Skill*

You can scale castle walls, descend into deep caves and traverse wide chasms. You must carry a Grappling Hook to use this ability. If you fail to perform this ability you fall while climbing, lose -1 health and miss your next turn.

2. Closed Mind* *Control Mind, +Skill*

Through deep meditation you have mastered control of your mind. If attacked with any form of mind control you can use this ability to resist the attack.

3. Disease Resistance* *Heal Disease, +Skill*

You have built up a tolerance to the effects of disease. If affected by disease use this ability to heal it.

4. Dual Weapons *+Weapons, +Attacks*

You can skillfully wield two weapons to attack with at the same time. This ability cannot be used with two-handed or large weapons. If using this ability, you cannot use a shield to defend with after your attack in the next monster round.

5. Evasion *Move Past, +Skill, +Use*

You can evade your enemies with great dexterity. For one turn you can move past any enemy you come into base contact with and continue your remaining movement.

6. Fearless* *Immune to Fear, +Skill*

When in peril you are brave and can conquer your fear.

7. Healer* *+D3 Healing, +Skill, +Use*

Using your experience with traditional medicines you can heal +D3 wounds on yourself or one ally in base contact.

8. Mind Over Matter* *Heal Paralysis, +Skill*

Through sheer will alone you control the muscles in your body. If affected by paralysis use this ability to heal it.

9. Poison Resistance* *Heal Poison, +Skill*

You have built up a tolerance to the effects of poison. If affected by poison use this ability to heal it.

10. Strider *+D6 Movement, +Skill, +Use*

You can cover greater distance on your journey. For one turn you get +D6 movement.

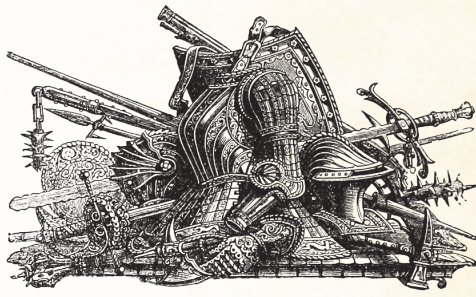


STOREROOMS

Storerooms are special rooms that heroes can interact with during the game. When a storeroom is revealed on the game board and a hero is in the room free from threat, they can buy or sell items from the storeroom.

Items can be purchased from a storeroom at the listed cost price or sold to the storeroom for half the cost price. If selling an item that has an odd price, the price is rounded down. Items can only be sold to a storeroom if it stocks the item you are selling or is a magic item.

Make sure to update the items on your equipment list along with any gold that has been earned or spent. Sometimes a better price can be negotiated by trading items with the other heroes in your party.



ARMOURY

Heavy suits of armour, finely crafted swords and bows of the highest-strung oak can all be purchased or sold from the armoury, if you have the coin.

Any hero with the Militant profession who enters the Armoury can restore +D3 Militant ability uses, up to their maximum uses total once per quest.

If required roll a D20 to choose a random item from this list.

1. Axe *250 Gold | Large, Sharp, Weapon*

This sturdy hand axe gives you +2 attack. It can be thrown as a ranged attack (3) at any enemy adjacent to you but cannot be used again until collected.

2. Bastard Sword *300 Gold | Large, Sharp, Weapon*

This mid length sword gives you +3 attack. Because of its weight lose -1 movement.

3. Braces *50 Gold | General Use*

These protective metal arm bands give you +1 defence. They cannot be worn with armour.

4. Broad Sword *200 Gold | Large, Sharp, Weapon*

This wide double-edged blade gives you +2 attack.

5. Chain Mail *250 Gold | Heavy Armour*

This heavy ringed armour gives you +2 defence. Because of its weight lose -1 movement.

6. Crossbow *350 Gold | Two Handed, Piercing, Ranged, Weapon*

This crossbow gives you ranged attack (4) against any enemy in your line of sight.

7. Dagger *50 Gold | Sharp, Weapon*

This small blade gives you +1 attack. It can also be thrown as a ranged attack (2) at any enemy adjacent to you but cannot be used again until collected.

8. Flail *250 Gold | Large, Piercing, Weapon*

This spiked thrashing weapon gives you +2 attack and enables you to attack diagonally.

9. Halberd *350 Gold | Two Handed, Large, Sharp, Weapon*

This long pole axe gives you +3 attack and enables you to attack diagonally. Because of its weight lose -1 movement.

10. Helmet *100 Gold | Armour*

This protective head guard gives you +1 defence. Because of its weight lose -1 movement.

11. Katana *300 Gold | Two Handed, Sharp, Weapon*

This light weight single edged sword gives you +2 attack and allows you to attack twice per turn.

12. Leather Armour *150 Gold | Armour*

This light-weight animal skin will provide the wearer with +1 defence.

13. Mace *200 Gold | Blunt, Weapon*

This short blunt weapon gives you +2 attack.

14. Musket *200 Gold | Piercing, Ranged, Weapon*

This musket gives you ranged attack (3) against any enemy adjacent or diagonal to you.

15. Shackles *30 Gold | General Use*

Shackles can be used to bind an enemy (not ethereal). They must roll a die in defence or are bound and miss their next turn. They cannot defend if attacked. Each turn they are bound they can attempt to escape by rolling a die in defence or continue to miss their turn. You must be in base contact to use the shackles and can only attempt to use them once, they are then discarded from the game.

16. Short Bow *250 Gold | Two Handed, Piercing, Ranged, Weapon*

This short bow gives you ranged attack (3) against any enemy in your line of sight.

17. Short Shield *100 Gold | Armour*

This shield gives you +1 defence. Because of its weight lose -1 movement.

18. Short Sword *150 Gold | Sharp, Weapon*

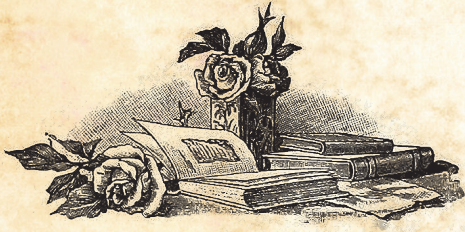
This short blade gives you +1 attack and allows you to attack twice per turn.

19. Spear *250 Gold | Large, Sharp, Weapon*

This long spear gives you +2 attack and enables you to attack diagonally.

20. Warhammer *320 Gold | Two Handed, Large, Blunt, Weapon*

This heavy blunt weapon gives you +3 attack. Because of its weight lose -1 movement.



CHAPEL OF DIVINITY

Scattered throughout the land are found many holy places of worship. The guardians of these sanctuaries can grant their visitors renewed faith, healing and supplies to those in need. Heroes can buy or sell goods and receive blessings from the Divine Aura prayers list. Any hero with the Divine Aura ability can memorise new prayers by making a donation.

Any hero who enters the chapel and seeks the blessing of their deity will receive +D3 healing (does not include Alvkin). Heroes with the Templar profession can restore +D3 Templar ability uses, up to their maximum uses total once per quest.

If required roll a D6 to choose a random item from this list.

**This item can be used in the monster round.*

^This item cannot be used by Alvkin.

1. Bandages* 40 Gold | General Use

These protective strips of woven cloth will heal +4 wounds on one hero. Once used they are then discarded.

2. Cloak of Protection 50 Gold | General Use

This warm cloak protects you from the elements. It gives you +1 defence and cannot be worn with armour.

3. Holy Charm*^ 100 Gold | General Use

If death looks certain hold the charm and pray for your life. Roll a die in defence, if defended you miraculously survive the killing blow and are not wounded. If not defended, then your time has come. Once used the charm is discarded.

4. Holy Water*^ 100 Gold | Potion

Drinking this water will cure all your ailments from the effects of poison, disease and paralysis. It can be thrown as a ranged attack (3) without defence against The Damned.

5. Incense^ 200 Gold | General Use

Burning this incense will allow a hero with the Divine Aura ability to chant an additional prayer for one turn. Once used the item is then discarded.

6. Staff 50 Gold | Two Handed, Blunt, Weapon

This long staff gives you +1 attack and enables you to attack diagonally.

DIVINE AURA PRAYERS

Prayers can only be chanted by a hero with the Divine Aura ability. Some prayers cannot be chanted on Alvkin, they have been forsaken by the gods. Heroes can learn new prayers from this list by making a donation to the chapel.

If required roll a D10 to choose a random prayer from this list.

**This prayer can be chanted in the monster round.*

^This prayer cannot be chanted on Alvkin.

1. Cure Paralysis*^ 50 Gold | Prayer

This prayer will cure all paralysis on yourself or one ally in your line of sight.

2. Cure Poison*^ 50 Gold | Prayer

This prayer will cure all poison on yourself or one ally in your line of sight.

3. Divine Light 100 Gold | Prayer

Your deity's presence fills the room with a blinding light. All enemies in your current room are blinded and miss their next turn, if attacked they also lose -1 defence.

4. Heal Disease*^ 50 Gold | Prayer

This prayer will heal all disease on yourself or one ally in your line of sight.

5. Heal Wounds*^ 50 Gold | Prayer

This prayer will heal all wounds on yourself or one ally in your line of sight.

6. Purge Magic* 100 Gold | Prayer

This prayer will purge the effects of one spell cast in your line of sight.

7. Repel Evil 100 Gold | Prayer

You repel the forces of evil in your current room, all damned monsters must retreat their movement.

8. Resurrection^ 250 Gold | Prayer

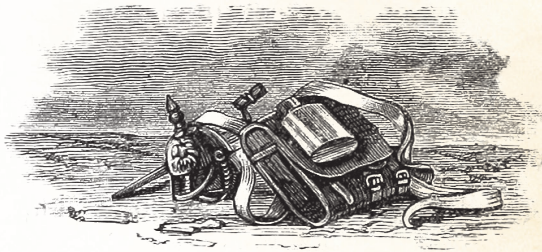
You can raise a fallen hero back to life, summoning their spirit from the dead. They are on 1 health and mana and permanently lose -1 health or mana from their base stats. This prayer can only be chanted on an ally in base contact.

9. Spiritual Force 150 Gold | Prayer

You pray for strength in battle and your deity grants you +D6 attack on one attack.

10. Vanquish Fear*^ 50 Gold | Prayer

This prayer will vanquish fear on yourself or one ally in your line of sight.



FLEA MARKET

Found in most towns, a Flea Market is the hub of commerce and trade. It attracts the rich and poor alike, anyone in search of a bargain. They can be a good place to stock up on essential equipment for a quest or discard items that are no longer of use.

Any hero with the Prowler profession who enters the Flea Market can restore +D3 Prowler ability uses, up to their maximum uses total once per quest.

If required roll a D10 to choose a random item from this list.

**This item can be used in the monster round.*

1. Club 20 Gold | Blunt, Weapon

This simple solid wooden club gives you +1 attack.

2. Grappling Hook 50 Gold | General Use

This hook can be used to scale castle walls, descend into deep caves or traverse wide chasms. To use this item, you must have the Climb ability. Because of its weight lose -1 movement.

3. Healing Herbs* 20 Gold | General Use

These medicinal herbs will heal +2 wounds on one hero. Once used they are then discarded.

4. Lock Picking Kit 50 Gold | General Use

These small tools will aid you to pick any locked item. To use them you must have the Locksmith ability.

5. Map 50 Gold | General Use

Using this map will reveal the contents of one hidden room on the game board without it becoming active in the game. Once used it must then be discarded.

6. Sling 20 Gold | Two Handed, Ranged, Weapon

This sling gives you ranged attack (2) against any enemy adjacent to you.

7. Sturdy Boots 100 Gold | General Use

These sturdy leather boots are ideal for the adventure trail, they give you +1 movement.

8. Tool Kit 50 Gold | General Use

These tools will aid you in performing a wide range of abilities, because of their weight lose -1 movement.

9. Travel Pack 100 Gold | General Use

This large pack allows you to carry ten additional items, because of its weight lose -2 movement. You can only carry one travel pack or pouch and it's not counted as equipment.

10. Travel Pouch 50 Gold | General Use

This small pouch allows you to carry five additional items, because of its weight lose -1 movement. You can only carry one travel pouch or pack and it's not counted as equipment.



SORCERER'S STUDY

Hidden from the outside world with great spells of concealment, a Sorcerer's Study has all kinds of magical items for sale, if you can find one! Arcanists study the secret arts of arcane magic to harness the great power.

Heroes can purchase potions from the Alchemy Potions list and spells that have been enchanted on to scrolls from the Arcane Magic Spells list to help them on their quest.

Any hero with the Arcanist ability who enters the Sorcerer's Study can restore +D3 Arcanist ability uses up to their maximum uses total once per quest.

ALCHEMY POTIONS

All heroes can use potions to grant them supernatural powers. Unless stated, a hero can only use one potion per turn, plus any bonuses. Once used the potion is then discarded from their equipment list.

If required roll a D10 to choose a random potion from this list.

**This potion can be used in the monster round.*

1. Cure Disease* 50 Gold | Potion

Drinking this potion will cure all disease.

2. Elixir of Health* 50 Gold | Potion

Drinking this elixir will heal all health.

3. Intelligent Brew* 50 Gold | Potion

Drinking this brew will restore all mana.

4. Poison Antidote* 50 Gold | Potion

Drinking this antidote will purge all poison.

5. Potion of Anti Magic* 200 Gold | Potion

Drinking this potion makes you immune to the effects of magic for one turn.

6. Potion of Mobility* 50 Gold | Potion

Drinking this potion will relieve all paralysis.

7. Potion of Rock Skin* 150 Gold | Potion

Drinking this potion gives you +3 defence for one turn.

8. Potion of Speed 100 Gold | Potion

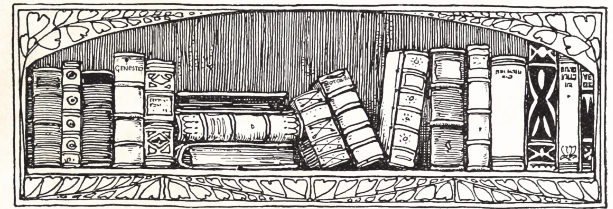
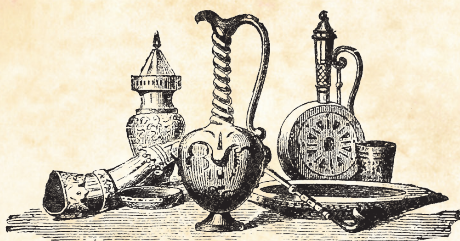
Drinking this potion doubles your movement for one turn.

9. Potion of Strength 150 Gold | Potion

Drinking this potion gives you +3 attack in close combat for one turn.

10. Vial of Courage* 50 Gold | Potion

Drinking this vial gives you courage and quells your fear.



ARCANE MAGIC SPELLS

Spells that have been enchanted on to scrolls can only be used by a hero with the Arcane Magic ability. Spells can be memorised or cast directly from a scroll. Once used the scroll is then discarded from their equipment list.

If required roll a D10 to choose a random spell from this list.

**This spell can be cast in the monster round.*

1. Dispel Magic* 200 Gold | Spell

Raising your hand, you diffuse the magic energy around you. This spell can be used to stop the effects of one spell.

2. Globe of Protection* 250 Gold | Spell

You conjure a globe of magical energy to surround and protect you. It grants +3 defence. For each wound you suffer in battle lose -1 defence.

3. Haste 150 Gold | Spell

A huge gust of wind pushes you forward allowing you to move past your enemies with great speed. You can move an additional +2D6 for one turn.

4. Healing Spirit* 100 Gold | Spell

A cool gentle breeze blows over your wounded party. It's a healing spirit and will restore +D3 wounds to each hero in your current room.

5. Invisibility* 150 Gold | Spell

You bend the light around you to conceal yourself. For one turn you can move through your enemy's without being seen. You cannot be attacked and get +1 attack while invisible. If you perform a task you will no longer remain invisible.

6. Magic Portal 150 Gold | Spell

You create a magic doorway that allows you to travel through time and space. Place a magic portal tile marker in base contact with the caster and a matching tile marker in an active room of your choice. Any model can use the magic portal to move between rooms, it can be held open for up to D3 turns and closed at the casters discretion.

7. Mechanical Mind 100 Gold | Spell

For a short moment in time you are familiar with the mechanical workings of all locks and traps. For one turn this spell allows you to pick any lock or disarm any trap.

8. Rise of the Phoenix*

300 Gold | Spell

With a final word you complete the spell, your body bursts into flames and from the ashes you rise anew. All your wounds and ailments are healed.

9. Scorch

250 Gold | Spell

A ball of fire appears in your hand and you hurl it at your enemy engulfing them in flames. You can cast the spell at any enemy in your line of sight, they suffer a ranged attack (D6) without defence, if wounded they miss their next turn.

10. Sleep

250 Gold | Spell

All enemies in your current room must roll a die in defence or fall asleep. While asleep they cannot defend if attacked. They will only wake after they have been attacked or if they roll a die in defence on their following turns.



MAGIC ITEMS

If you are lucky, you might find a rare item of powerful magic while on your quest. Some items can provide a hero with special abilities, bonus stats or a stronger attack and defence. If you happen to find one in your possession, guard it with your life!

If required roll a D10 to choose a random item from this list.

1. Amulet of Power

General Use

This amulet was crafted by a powerful arcanist to enhance his understanding of magic. For many years it was kept hidden and was later found after his untimely death. The amulet grants +2 mana when worn.

2. Axe of Brutality

Two Handed, Large, Sharp, Weapon

This sturdy weapon once belonged to a militant of great renown. It was found deep in a cave near his battered body and the severed head of a mighty beast. The axe gives you +3 attack and allows you to attack twice per turn.

3. Boots of Speed

General Use

No one knows the true origin of these boots; they could be mistaken for having a mind of their own. The boots give the wearer +4 movement when worn but be careful because they could be gone in a flash.

4. Bow of Precision

Two Handed, Piercing, Ranged, Weapon

This bow was carved from an oak tree of Athelorn and imbued with powerful magic. It gives you ranged attack (4) against any enemy in your line of sight and an additional ranged attack per turn.

5. Cloak of Shadows

General Use

Woven with fine magic thread this dark cloak allows you to move unseen. When worn it gives +2 defence and grants the Stealth ability (Skill 5). It cannot be used with armour.

6. Gauntlets of Strength

General Use

A mighty barbarian king used these gauntlets to defeat a horde of invading monsters bare handed, they were stolen from him shortly after the battle. They give you +2 health when worn. They cannot be worn with Braces.

7. Grendal's Armour

Armour

Grendal, a champion of the old world was renowned for her defence in battle. This enchanted plate armour gives +3 defence when worn.

8. Hammer of Vengeance

Large, Blunt, Weapon

Blessed with holy power this hammer gives you +3 attack, +4 attack against The Damned. It also allows any hero with the Divine Aura ability to chant +1 prayer per turn.

9. Ruby Ring of Courage

General Use

Imbued with powerful magic this ruby encrusted ring grants the wearer +1 attack and immunity to fear.

10. Tome of Magic

General Use

This powerful book allows any hero with the Arcane Magic ability to cast +1 spell per turn.



Note: Magic items can be sold to any storeroom for D6 x 100 gold. You might be able to haggle a better price trading the item to another hero in your party.

MONSTERS

Foul beasts with sharp teeth, creatures who wield powerful dark magic and ghostly beings from beyond The World's Edge. Some monsters roam the land alone serving their own wicked needs, others are bound together by their race, where they dwell or the evil masters they serve. For further information on each monster refer to its monster card.



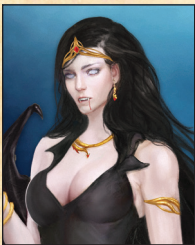
THE DAMNED

The damned are souls of the dead unable to enter the afterlife. They haunt ruined castles and the fields of war, guarding long forgotten treasures against those who would attempt to claim them.

Shadow Walkers perform dark rituals summoning the dead back to life. Restless Bones and Shambling Corpses swell the ranks of the horde, while Vengeful Spirits and the Soul Bound are called to serve their masters evil bidding.

Bloodfangs command the horde. They use their power of seduction to drain the life from the living and Darkane harness the power of dark magic to cast devastating spells. The damned are forever cursed to torment the living.

THE DAMNED BOSSES



Bloodfang

Ancient masters of the damned, they are powerful creatures of the night, they spread fear, seduce their prey and thirst for blood.



Darkane

Corrupted by dark magic this once powerful arcanist is forever cursed, it's rotting corpse commands the dead and leads the horde to battle.



Shadow Walker

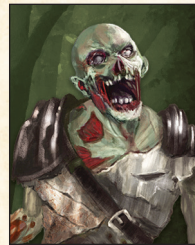
A disciple of the dark arts, the Shadow Walker can summon the damned and brew deadly potions to poison it's enemies.

THE DAMNED MINIONS



Restless Boness

Ancient bones of the dead, armed with crude weapons and rusted armour they answer the call to battle once again.



Shambling Corpse

Summoned to serve their masters bidding the dead rise to attack in numbers, they spread disease and feed on the flesh of the living.



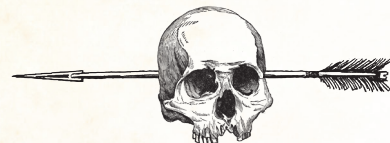
Soul Bound

This mighty warrior was embalmed for the afterlife, now summoned by powerful magic it can use its bindings to entangle its enemy.



Vengeful Spirit

A forgotten soul of the damned, unable to enter the afterlife. This angry spirit moans endlessly for the life it has lost and haunts the living.





THE LAWLESS

Smugglers, bandits and thieves, they are found in every backwater town or tavern of ill repute. Lawless Hoods ready to rob you at the point of their bows and Brutes with great strength. All work in gangs to relieve you of your precious gold. Led by a Master of Coins, the only law they know, and follow is the thieves code. What's yours is mine for the taking.

THE LAWLESS BOSSES



Master of Coins

Leader of the gang, the master persuades the lawless to steal from the rich and unfortunate, keeping a tally of each hood's dues.

THE LAWLESS MINIONS



Brute

Brawn before brains, the Brute is the muscle of every lawless gang. Beware their punch, one well-placed hit could knock you out cold.



Lawless Hood

Smugglers, bandits and thieves, they all want the same thing, to relieve you of your valuables at the point of their bow.

WANDERING MONSTERS

Foul beasts with razor sharp teeth and hulking monsters, they hide in the shadows ready to strike when you least expect it. Some monsters roam The World's Edge alone and are known as wandering monsters.



Giant Spider

Some species of spiders can grow to a massive size, they shoot webs that entangle their prey and often have a venomous bite.



Spider Swarm

A swarm of spider's scurries across every surface in the room, they overwhelm and devour their prey with a thousand deadly bites.



MONSTER ABILITIES

Scattered throughout The World's Edge you will find all kinds of monsters with powerful abilities waiting for those unfortunate enough to find them.

**This ability can be used in the hero round.*

1. Battle Shock *Cause Shock*

A hero wounded by a monster with this ability could suffer battle shock. If wounded roll a die in defence. If not defended the hero suffers shock and misses their next turn. If attacked while suffering battle shock lose -1 defence.

2. Dark Magic* *Cast Spells, +Skill, +Uses*

A monster with this ability can cast powerful dark magic spells. The monster can cast one random spell from the Dark Magic Spells list per turn, plus any spell casting bonuses. Each spell can be cast multiple times per quest up to the monster's total ability uses. The monster must roll a D10 to perform a skill test for this ability. For further information on monsters casting spells refer to the Game Rules book.

3. Diagonal Attack *Attacks Diagonally*

This monster can attack diagonally with a weapon or skill they have.

4. Disease *Cause Disease*

A hero wounded by a monster with this ability could suffer disease. If wounded roll a die in defence. If not defended the hero suffers disease and permanently loses -1 health from its base stat. Enter disease into the hero's health field and adjust its base stat accordingly. If the current health stat exceeds the base stat it must also be adjusted. Disease can only be healed by specific abilities, items, prayers or spells.

5. Ethereal *Undead Spirit*

Ethereal monsters come from beyond The World's Edge. In their spirit form they can move through matter including furniture and the living. Ethereal can only be harmed with a conventional weapon after rolling a 6 on a D6 or by magic, prayers, magic weapons, holy water, or a hero with the Spirit Hunter ability. Heroes can move through ethereal monsters after facing an initial attack.

6. Fear *Cause Fear*

This monster causes fear. At the start of the monster round any enemy in the monster's line of sight or current room, must roll a die in defence or suffer fear. If the enemy suffers fear, they will miss their next turn and must continue to roll a die in defence each monster round, until they can master their fear or the monster causing fear has been defeated.

7. Multiple Attacks *+Attacks*

This monster can attack multiple times with a weapon or skill they have. The number of attacks will be listed in the monster's profile next to their ability.

8. Paralysis *Cause Paralysis*

A hero wounded by a monster with this ability could suffer paralysis. If wounded roll a die in defence. If not defended the hero suffers paralysis and permanently loses -1 movement from its base stat. Enter paralysis into the hero's movement field and adjust its base stat accordingly. Paralysis can only be healed by specific abilities, items, prayers or spells.

9. Poison *Cause Poison*

A hero wounded by a monster with this ability could suffer poison. If wounded roll a die in defence. If not defended the hero suffers poison and permanently loses -1 mana from its base stat. Enter poison into the hero's mana field and adjust its base stat accordingly. If the current mana stat exceeds the base stat it must also be adjusted. Poison can only be healed by specific abilities, items, prayers or spells.

10. Ranged Attack *Ranged Attack*

A monster with this ability will always attack at range in preference to close combat using a weapon or skill they have. It can attack any hero in its line of sight with the ranged attack stat listed on its monster's profile.

Example. *A Soul Bound can entangle the enemy with its bindings and has the ability Ranged Attack (4, Paralysis). The Soul Bound rolls 4 combat dice in a ranged attack, if the enemy is wounded it would also suffer paralysis.*

11. Resist Magic*

+Skill

This monster can resist magic. Take a resist magic skill test, if passed the monster is immune to the effects of the spell.

12. Strength in Numbers

+Monsters

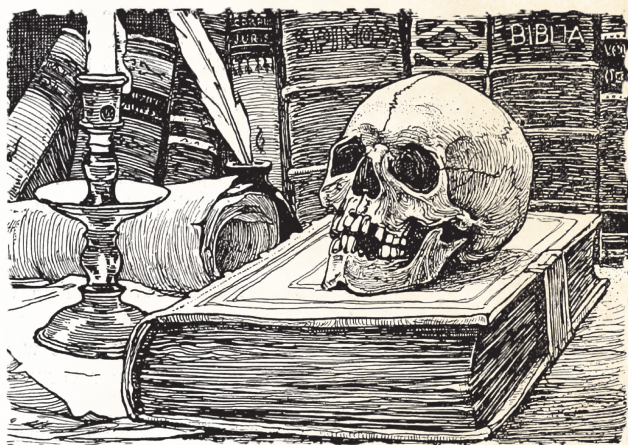
Some monsters do not work alone and often attack having strength in numbers. When a monster with this ability is revealed on the game board roll a die to determine the number of monsters to be placed. Strength in Numbers does not apply if the monster was placed by another monster using this ability.

Example: A Shadow Walker has the ability Strength in Numbers (D3 Damned Minions). The controlling player rolls a D6 and gets a 4. 2 random damned minions are placed on the game board. If a Shambling Corpse was chosen, which also has the strength in numbers ability, it would be ignored, and no additional monsters are placed.

13. Thief

Stolen Item

A hero wounded by a monster with this ability could be robbed. If in base contact with the monster and wounded roll the required die and compare the number rolled to your equipment list. If an item is listed it has now been stolen. If nothing is listed, than the thief has failed in its attempt.



DARK MAGIC SPELLS

Powerful beings can channel the forces of dark magic to cast devastating spells, using it to drain the life of an enemy or summon evil spirits from the dead. Dark magic is dangerous and unpredictable, tainting those who use its power to serve their own evil deeds.

If required roll a D6 to choose a random spell from this list.

**This spell can be cast in the hero round for defence against an attack, if required roll a D2 to determine the spell.*

1. Drain Life*

Dark Magic Spell

The monster consumes the life force from its helpless victim. The enemy loses -D3 health without defence, which is added to the monster's health up to its total health stat. The spell can only be cast on one enemy in base contact.

2. Plague

Dark Magic Spell

A plague of flying insects swarms into the room biting and stinging those they touch. Each enemy in the monster's current room must roll a die in defence or they are attacked by the swarm. Roll a D6 to determine the strength of each attack, if wounded the enemy will also suffer disease.

3. Possession

Dark Magic Spell

The monster enters a trance like state and possesses the mind of its enemy. They must take a mana test and roll a D10 against their current mana stat, if the roll is above their mana stat the monster can possess them for one turn to do their will. They will remain in the monsters control provided they fail a mana test each subsequent turn. If they pass the mana test they can no longer be possessed.

The spell can be cast on one enemy in the monster's line of sight and not on an enemy with a 0 mana stat. The enemy can defend against possession if they have the Closed Mind ability or any other defence against Mind Control.

4. Shroud of Darkness*

Dark Magic Spell

A swirling dark mist rises from the ground and envelops the monster making it difficult to see. For D3 turns it prevents any enemy from attacking it in close or ranged combat.

5. Spectral Bolt

Dark Magic Spell

The monster's hands turn ice white and a bolt of ghostly energy shoots out with deadly force. The enemy loses -D3 mana without defence and suffers paralysis. The spell can be cast on one enemy in the monster's line of sight.

6. Summon the Damned

Dark Magic Spell

The monster scratches runes in the dirt and spits on the ground, with a loud shriek the earth moves and from it rises the damned. Choose a random damned minion monster card and place the monster on the game board to use in the next monster round. (Strength in Numbers applies)



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