TREASURE HORDE

Game Rules

Acknowledgements

Many thanks to my family for putting up with me and my obsessive hobby, the endless late nights play testing a simple board game that took years to make. I hope they can enjoy this game in the years to come.

A special thank you to Milton Das for his outstanding work on the colour illustrations. He has been a pleasure to work with and the vision for this game would not have been achieved without his amazing talents.

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About the Game

Treasure Horde is a classic fantasy dungeon crawl board game. Players must use their hero to battle monsters, search for treasure and complete their quest. Work together or go it alone to win your fortune and fame.

- A game for 1-4 players.

- Suitable for ages 12+

- A typical game will take 1-2 hours to play.

- A Game Master is not required to play the game.

- The dungeon is created at random while you explore.

- Advance your hero's abilites as you complete quests.

Game Components

Treasure Horde has a number of game components you will need to be familiar with before you can play the game. These include the game rules, playing cards, room tiles, tile markers, models, dice and more. Listed below is a brief description of each game component to help get you started on your quest.

Game Rules
This book guides you through how to choose a hero, set up the game board and play a game.

Adventurer's Compendium
This book provides a list of all the races, professions, abilities, spells, prayers, equipment and monsters your hero could encounter while on a quest.

Quest Book
This book contains everything you need to start your adventure on The World's Edge.

Hero Cards & Models
Choose a pre-made hero from a hero card or create your own custom hero and use a model to represent it on the game board.

Monster Cards & Models
Each monster has a card that details its type, class, stats, abilities and a model to represent it on the game board.

Furniture Cards & Models
Each piece of furniture has a card that describes it and a model to represent it on the game board. If a hero searches the furniture they might find something of value.

Treasure Cards
There are many treasures that could be found while on a quest. These cards provide all the details you will need to fill your pockets with loot. Beware, you could also find trouble!
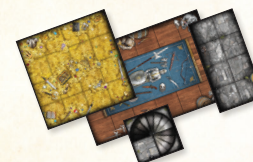
Room Cards
Room cards list information for each room that can be found in the game, including the room type, number of doors, furniture and monsters, along with any special rules for the room.

Room Tiles
Players select random room cards and place matching room tiles on the game table as they explore on their quest.

Doors

There are three types of doors used for joining room tiles together on the game board, these include locked doors, closed doors and open doors.

Tile Markers

Various tile markers can be placed on room tiles to indicate secret passages, magic portals, traps, monsters and more.

Hero Sheet

Players will need to print a copy of the hero sheet and use it to record their stats, abilities and equipment on, as they progress through the game.

Monster Markers

When placed on a monster card these markers are used to identify a monster, track wounds and abilities during the game.

Quick Reference Card

Refer to this card frequently for common dice rolls.

Dice

Different dice are used for determining outcomes in the game, from attacking monsters to performing abilities. These rules sometimes direct you to roll a D2 or D3 die, if required refer to the Adventurer's Compendium and Quick Reference card for instructions. Listed below are the dice required to play the game.

D20 A twenty sided die numbered from 1-20

D10 A ten sided die numbered from 1-10

D6 A six sided die numbered from 1-6

D4 A four sided die numbered from 1-4

Combat Die A special six-sided die that is used for combat in the game.

Note: For cleaning and assembly instructions of game components view the online tutorials at www.treasurehorde.com

COMPONENTS LIST

You will find the following game components listed below inside the box.

1	Game Rules	9	Furniture Models	2	Quick Reference Cards
1	Adventurer's Compendium	20	Treasure Cards	1	D20 Die (Red)
1	Quest Book	43	Room Cards	1	D10 Die (Green)
4	Hero Cards	43	Room Tiles	2	D6 Die (Black)
4	Hero Models	24	Doors	1	D4 Die (Blue)
32	Monster Cards	5	Locked Door Inserts	6	Combat Die
32	Monster Models	24	Tile Markers		
9	Furniture Cards	100	Monster Markers	**365**	**Game Components**

"Beware the darkness my friends for it is a lonely place. The search for glory and gold can be a treacherous one. I have seen the gold corrupt men's souls and turn friends against each other. If you go searching on The World's Edge, keep a sharp blade and an even sharper mind, for you might just need them in the end!"

Renwald Swiftfoot

TIME FOR ADVENTURE!

Take up the call and begin your quest for glory and gold! Will you choose the sword of a Militant? The magic of an Arcanist? The stealth of a Prowler? Perhaps the divine powers of a Templar are more your calling? Whatever your choice, danger surely awaits those who go looking for it on The World's Edge.

CHOOSE YOUR HERO

Before you can play Treasure Horde each player will need a hero to use in the game. Choose a pre-made hero from a hero card or create a custom hero by following the steps in this book and viewing the online tutorials. Later you can upgrade your hero as you complete quests and progress through the game.

Listed below is a quick summary to get a custom hero set up and ready to play. A detailed explanation of each step is provided as you progress through this book.

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 lists 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.

HERO CARDS

Treasure Horde has a range of pre-made heroes you can choose from to help get you started on a quest. Each hero has its own card that details its unique abilities for use in the game. Choose a hero from one of the hero cards and copy its details on to your hero sheet. Alternatively, create your own custom hero as you progress through this book.

Hero Card

KEY	
1. Hero's Name	4. Details
2. Description	5. Abilities
3. Base Stats	6. Equipment

HERO SHEET

All players must use a hero sheet to record their hero's details on. The hero sheet is used during the game to track your hero's stats, abilities and equipment.

Using the hero sheet template provided at the back of the book or available to download from the Treasure Horde website. Print a copy and enter your hero's details with a lead pencil as you are guided through this book or the online tutorials. It is also a good idea to have an eraser handy, as information for your hero will change and need to be updated frequently while you play the game.

Refer to the hero sheet diagram on the next page to see where your hero's information is entered. Start by giving your hero a name and enter it on your hero sheet - *See 1. Hero Sheet Diagram.*

HERO LEVEL

New heroes start the game at level 1. Enter your hero's level on your hero sheet - *See 2. Hero Sheet Diagram.*

Heroes can progress up levels as they complete quests throughout the game. The higher the level a hero is, the more abilities it can perform. For each quest your hero successfully completes, update your hero's level +1 on your hero sheet and choose a new ability or upgrade an existing ability for your hero to use.

HERO SHEET

DETAILS

HERO
LEVEL

④ → RACE

⑤ → PROFESSION

⑥ → RESTRICTIONS

MOVEMENT

BASE

TOTAL

HEALTH

BASE

TOTAL ➤

ATTACK

BASE

TOTAL UNARMED ATTACK

	BONUS +	TOTAL =	ATTACK
WEAPON			
WEAPON			
WEAPON			

ABILITIES

SKILL
LEVEL | ABILITY
USES

Note: Ability Skill Level +1 = Ability Uses

MANA

BASE

TOTAL ➤

DEFENCE

BASE

TOTAL

Note: Weapon Bonus + Total Unarmed Attack = Attack   (Ranged Weapons do not add Total Unarmed Attack.)

Note: List each item your hero carries in the equipment list below and next to any stats it modifies.
You can carry up to ten items, additional items may be carried if you have a travel pouch or pack.

EQUIPMENT

GOLD

1. _____
2. _____
3. _____
4. _____
5. _____

6. _____
7. _____
8. _____
9. _____
10. _____

☐ **TRAVEL POUCH**
(ITEMS 11 TO 15)

11. _____
12. _____
13. _____
14. _____
15. _____

☐ **TRAVEL PACK**
(ITEMS 11 TO 20)

16. _____
17. _____
18. _____
19. _____
20. _____

SKILLS (SPELLS, PRAYERS, OTHER...)

TOTAL

1. _____
2. _____
3. _____
4. _____
5. _____

6. _____
7. _____
8. _____
9. _____
10. _____

NOTES

ROOMS SEARCHED

BASE STATS

Each hero has a set of stats that defines their basic abilities for health, mana, movement, attack and defence. These are called base stats and are modified further depending on the race, profession and abilities you choose for your hero. Each hero starts a new quest in good health with a full set of base stats and does not suffer from the effects of ailments, such as poison, disease or paralysis.

For a pre-made hero copy the stats on your hero card in to the corresponding base stat boxes on your hero sheet or for a custom hero enter the stats listed below - *See 3. Hero Sheet Diagram.*

Health	Mana	Move	Attack	Defence
5	5	10	1	1

Starting base stats for an unmodified custom hero.

HEALTH

A hero's total health stat indicates its physical condition and how many wounds it can suffer in battle before being defeated. During the game there are many things that could modify your hero's health, it might be the use of an item or the effects of disease. Anything that modifies your hero's health must be listed in a field below the base health stat to receive a bonus or penalty. The stats are added or subtracted from the base health stat to give your hero's total health.

Example: A hero has a base health stat of 5. The Gauntlets of Strength provide +2 health when worn. The hero also suffers -1 Disease. They are listed in the fields below the base stat and calculated to give the hero a total health of 6.

5	BASE	HEALTH						
+2	Gauntlets of Strength							
-1	Disease							
6	TOTAL →	5	3	6	5			

Calculate your hero's total health and be aware of anything that modifies it during the game. Use the boxes next to the total to track your stat as you take wounds and heal them. If your hero reaches 0 health and cannot be healed, you have been defeated and are removed from the game.

MANA

Mana is a supernatural force that dwells in each living being. A hero's total mana stat indicates its intellect and state of mind, also how much its psyche can suffer wounds in battle before being defeated. During the game there are many things that could modify your hero's mana, it might be the use of an item or the effects of poison. Anything that modifies your hero's mana must be listed in a field below the base mana stat to receive a bonus or penalty. The stats are added or subtracted from the base mana stat to give your hero's total mana.

Example: A hero has a base mana stat of 4. The Amulet of Power provides +2 mana when worn. The hero also suffers -1 Poison. They are listed in the fields below the base stat and are calculated to give the hero a total mana of 5.

4	BASE	MANA						
+2	Amulet of Power							
-1	Poison							
5	TOTAL →	5	4	1	4			

Calculate your hero's total mana and be aware of anything that modifies it during the game. Use the boxes next to the total to track your stat as you take wounds and heal them. If your hero reaches 0 mana and cannot be healed, you have been defeated and are removed from the game.

MOVEMENT

A hero's total movement stat indicates its ability to move around the game board. During the game there are many things that could modify your hero's movement, it might be the use of an item or the effects of paralysis. Anything that modifies your hero's movement must be listed in a field below the base movement stat to receive a bonus or penalty. The stats are added or subtracted from the base movement stat to give your hero's total movement.

All items carried by your hero including those listed on your equipment list affect your hero's movement. For further information on moving heroes - *See Moving.*

Example: A hero has a base movement stat of 10. The Sturdy Boots provide +1 movement when worn and the Chain Mail -1 movement when carried. The hero also suffers -1 Paralysis. They are listed in the fields below the base stat and are calculated to give the hero a total movement of 9.

10	BASE	**MOVEMENT**
+1	*Sturdy Boots*	
-1	*Chain Mail*	
-1	*Paralysis*	
9	TOTAL	

Calculate your hero's total movement and be aware of anything that modifies it during the game.

ATTACK

A hero's total unarmed attack indicates its ability to attack an enemy without a weapon. During the game there are many things that could modify your hero's attack, it might be the use of an item or the effects of a spell. Anything that modifies your hero's attack must be listed in a field below the base attack stat to receive a bonus or penalty. The stats are added or subtracted from the base attack stat to give your hero's total unarmed attack.

Example: A hero has a base attack stat of 2. The Ruby Ring of Courage provides +1 attack when worn. The item is listed in a field below the base attack stat and the bonus is added to give the hero a total unarmed attack of 3.

		BONUS +	TOTAL =	ATTACK
2	BASE **ATTACK**			
+1	*Ruby Ring of Courage*			
3	TOTAL UNARMED ATTACK			
WEAPON *Short Sword*		**+1**	**3**	**4**
WEAPON *Crossbow*		**4**		**4**
WEAPON				

Using a weapon can further increase your hero's attack. Each weapon your hero uses must be listed in a weapon field along with its attack bonus. A hero's total attack with each weapon is calculated by adding the weapons attack bonus to your hero's total unarmed attack.

Example: A hero carries a Short Sword which provides +1 attack when used. It is listed in a weapon field and the bonus is added to the hero's total unarmed attack of 3 to give the hero a total attack of 4 when using the Short Sword.

Ranged weapons do not add the hero's total unarmed attack when calculating the total attack and cannot be used to attack while in base contact with an enemy model.

Example. A hero carries a Crossbow which provides ranged attack (4) when used. It is listed in a weapon field and gives the hero a total ranged attack of 4.

Calculate your hero's total unarmed attack and armed attack with each weapon you carry and be aware of anything that modifies the stats during the game. For further information on attacking - *See Combat.*

DEFENCE

A hero's total defence stat indicates its ability to defend against an enemy's attack. During the game there are many things that could modify your hero's defence, it might be the use of an item or the effects of a prayer. Anything that modifies your hero's defence must be listed in a field below the base defence stat to receive a bonus or penalty. The stats are added or subtracted from the base defence stat to give your hero's total defence.

Example: A hero has a base defence stat of 2. It wears Chain Mail which provides +2 defence and a Helmet which provides +1 defence. Each item is listed in a field below the base defence stat and the bonus is added to give the hero a total defence of 5.

Calcualte your hero's total defence and be aware of anything that modifies it during the game. For further information on defence - *See Combat.*

2	BASE	**DEFENCE**
+2	*Chain Mail*	
+1	*Helmet*	
5	TOTAL	
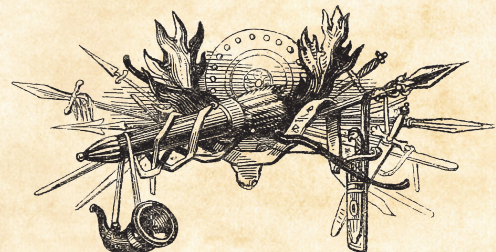
RACES

There are many races that live on The World's Edge, unique groups who share similar physical characteristics, cultural practices and beliefs. Refer to the Adventurer's Compendium and choose a race for your hero, then enter it on your hero sheet - *See 4. Hero Sheet Diagram.*

Some races have different traits that can affect your hero's starting base stats. If required add or subtract any stats that are modified for your chosen race on your hero sheet and update your total stats - *See 3. Hero Sheet Diagram.*

Some races have restrictions that can affect what your hero can and cannot do. If your chosen race has any restrictions note these on your hero sheet and be aware of them during the game - *See 6. Hero Sheet Diagram.*

PROFESSIONS

What is your calling in life? Have you trained on the fields of battle, studied the secret arts of magic or learnt your skills adventuring on the road? Refer to the Adventurer's Compendium and choose a profession for your hero, then enter it on your hero sheet - *See 5. Hero Sheet Diagram.*

Some professions have different traits that can affect your hero's starting base stats. If required add or subtract any stats that are modified for your chosen profession on your hero sheet and update your total stats - *See 3. Hero Sheet Diagram.*

Some professions have restrictions that can affect what your hero can and cannot do. If your chosen profession has any restrictions note these on your hero sheet and be aware of them during the game - *See 6. Hero Sheet Diagram.*

Each profession has its own unique set of abilities. Refer to the Adventurer's Compendium to see what abilities you can choose for your profession and if required enter them on your hero sheet - *See 7. Hero Sheet Diagram.*

ABILITIES

There are many different abilities a hero can learn to aid them on their quest. They can upgrade the hero's base stats giving them better health or a stronger attack, others can be used to perform tasks like casting spells, chanting prayers or picking locks.

Players can choose three abilities when creating their hero, additional to any abilities they get from their profession.

Players can choose abilities from their profession or the general abilities list. Refer to the Adventurer's Compendium and choose three abilities for your hero, then enter them on your hero sheet - *See 7. Hero Sheet Diagram.*

ABILITIES	SKILL LEVEL	ABILITY USES
Arcane Magic	4	5
Loremaster	1	
Alchemist	2	3

Skill Abilities
Abilities that list a +Skill can be chosen multiple times by a hero. +Skill abilities require a skill test to perform them, the higher the level the easier it is to perform. A skill test is always performed by rolling a D6 unless specified by the ability. If the roll is equal to or below the hero's ability skill level they can perform the ability, if it's above they have failed. The roll of a 6 on a D6 and 10 on a D10 is always a fail. If asked to test your skill refer to the table below.

Skill Test - *Roll a D6 or D10 where specified*

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

Example: A hero that has a skill level 4 in Arcane Magic must roll a 4 or below to cast a spell, if it rolls a 5 or higher it has failed in its attempt and cannot perform the ability.

If an ability can be performed multiple times a turn, the ability cannot be used again if a previous skill test has failed.

If you have chosen a +Skill ability for your hero, enter +1 in the Skill Level box next to the ability each time it is chosen - *See 8. Hero Sheet Diagram.*

Ability Uses
Abilities that list a +Use can only be used a limited number of times per quest before having to rest. The abilities uses are calculated at the start of a quest and noted in the Ability Uses box next to the ability. If you have chosen a +Use ability for your hero, calculate its uses by adding +1 to your hero's ability skill level - *See 9. Hero Sheet Diagram.*

Example: An Arcanist that has an ability skill level of 4 in Arcane Magic can use their ability to cast a total of 5 spells, plus any bonus spells during a quest before having to rest.

Using Abilities
Heroes can perform one ability they have at any time during their turn, plus any ability use bonuses. Some abilities can be performed out of turn during the monster round if required for defence or healing wounds taken in battle. Abilities that can be used in the monster round are indicated with their description. Each time a hero uses a +Use ability they must subtract -1 use from the ability uses total listed on their hero sheet.

Spells, Prayers or Other...

Arcanists can use Arcane Magic to cast spells, Templar can use Divine Aura to chant prayers and some other abilities grant additional skills to use. If your hero has an ability that has additional skills, refer to its ability requirements and list them on your hero sheet - *See 10. Hero Sheet Diagram.*

To determine the number of additional skills your hero can learn refer to your ability requirements, calculate the total and list it on your hero sheet - *See 11. Hero Sheet Diagram.*

Learning Abilities

For each quest your hero successfully completes, update your hero's level +1 on your hero sheet and choose a new ability or upgrade an existing ability for your hero to use.
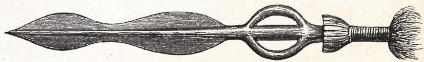
STOREROOMS

Storerooms are special rooms heroes can interact with during the game. When a storeroom is revealed on the game board and your hero is in the room free from threat, you can buy or sell items listed by the storeroom. Items can be purchased at cost price or sold for half the cost price. (If selling an item that has an odd price, round the price down).

Make sure to update the items on your equipment list along with any gold that has been earnt or spent. Sometimes a better price can be negotiated by trading items with the other heroes in your party. Refer to the Adventurer's Compendium for a list of each storeroom that can be found in the game and the items they stock.

EQUIPMENT

Heroes can use a variety of items to help them on a quest. Weapons are used to attack, armour helps to defend from attack and there are a wide range of general items to help perform tasks, like picking locks or disarming traps.

Equipment is classified into categories according to its use and different professions specialise in the use of certain types of equipment. Some equipment provides a bonus or penalty to your hero's stats when used. If an item modifies your hero's stats it must be listed in a field below the base stat it modifies on your hero sheet.

All items that your hero carries can modify movement, regardless if the item is being used or not. Each item that modifies movement must be listed in a field under your hero's base movement stat - *See Movement.*

Your hero cannot be equipped with more items than the number of fields listed below each base stat on your hero sheet. All items carried by your hero must be recorded on your equipment list. Your hero can only carry up to ten items unless you have a travel pouch or pack to aid you - *See 12. Hero Sheet Diagram.*

Sharing Equipment

A hero can share equipment they are carrying with another hero when they are in base contact with them on the game board during a quest or between quests after a game.

Magic Items

Some items can provide your hero with special abilities or bonus stats. Refer to the Adventurer's Compendium for a complete list of magic items that can be found in the game.

GOLD

All heroes start the game with D4 x 100 gold to help equip them on their first quest. Heroes can earn gold searching for treasure, defeating monsters and completing quests. Determine your hero's starting gold and record it on your hero sheet - *See 13. Hero Sheet Diagram.*

To purchase equipment for your hero refer to the Adventurer's Compendium prior to starting your quest and be sure to update your gold as it is earnt or spent.

EQUIPMENT — GOLD | 225

1. *Helmet +1 Defence, -1 Movement*
2. *Sturdy Boots +1 Movement*
3. *Chainmail +2 Defence, -1 Movement*
4. *Broad Sword +2 Attack*
5. *Holy Charm*

☑ TRAVEL POUCH (ITEMS 11 TO 15)

11. *Elixir of Health*
12. *Cure Poison*
13. *Scorch Scroll*
14.
15.

6. *Potion of Strength*
7. *Bandages +2 Wounds*
8. *Tool Kit -1 Movement*
9. *Crossbow - Ranged Attack (4)*
10. *Lock Picking Kit*

☐ TRAVEL PACK (ITEMS 11 TO 20)

16.
17.
18.
19.
20.

The Treasure Horde game board game.

STARTING A GAME

Before starting a game, each player should read the Game Rules, Adventurer's Compendium and view the online tutorials to create a hero and learn how to play the game.

There are two different ways you can choose to play the game Treasure Horde. Players can play a narrative quest from the campaign Quest Book or explore The World's Edge and play a custom quest.

Each quest has a list of Game Components, Game Setup instructions, Quest Objectives and Reward. Narrative quests also have an Overview, Objective Rooms and Conclusion. The Game Components list will specify which cards need to be included in the Room, Treasure, Furniture and Monster card decks for your chosen quest. When you are ready to play follow the steps below to set up a game.

1. Players must have a hero to use in the game.

Choose a pre-made hero from a hero card, create a custom hero or continue the game with an existing hero from a past quest - *See Choose Your Hero Page 7.*

2. Determine a leader for the quest.

Players must test their skill to see who will lead the party. Each player must roll a D6, the player with the highest roll has taken command and is the leader of the quest.

3. Choose a quest.

The leader can choose to play a narrative quest from the campaign Quest Book or explore The World's Edge and play a custom quest. If playing a narrative quest, start with the first quest in the Quest Book or continue from the last quest you completed. Refer to the chosen quests Game Components and Game Setup instructions to prepare the game card decks and starting room tile for the quest.

Note: If you are starting with the first narrative quest from the campaign Quest Book, the leader should read to all players The World's Edge and The Snoring Dragon introduction, then refer to the first quest Pirate's Plunder to setup the game components for the quest.

4. Prepare Room, Furniture and Treasure card decks.

The leader must prepare each card deck for the chosen quest. Be sure to shuffle each deck well and lay them face down next to each other on the game table. The cards are to remain unknown until they are revealed in the game.

Room Card Deck: The room card deck is made up of Common Rooms, Storerooms and Event Rooms. To begin building the room card deck separate all the room cards for each room type into three card decks.

First discard any cards that are not required for the chosen quest. If a room class has been nominated, discard all cards that do not belong to the class from the Common Room deck. If a room class has not been nominated, choose a random class, or use a class of your choice. Now discard any room cards that have been listed by name and the starting room for the quest. All remaining cards can now be used to build the room card deck for the quest.

Next add any cards to the room card deck that have been listed by name. Often these room cards will be Objective Rooms and are required for the chosen quest.

Lastly add any additional room cards that are required from each of the three decks. The number of these room cards could be fixed, random or dependent on the number of heroes playing the quest. If required, roll a die or add the number of heroes playing to determine the number of random cards to be included in the deck. When the deck is complete, all remaining cards that have not been chosen are now discarded from the game.

Example: The quest Pirate's Plunder lists;

Game Components:

Room Class:	Greystone
Common Rooms:	1 Stairwell, 1+D4 Random rooms, +1 Random room per hero
Storerooms:	1 Random room
Event Rooms:	Treasure Hoard room
Furniture Cards:	All
Monster Class:	The Damned
Monster Cards:	No Bosses, Soul Bound or Vengeful Spirits

Game Setup:
- The heroes start the quest in a Stairwell room.
- There are no boss monsters in this quest. If asked to choose a boss monster pick a random minion monster.

For this quest all Catacomb room cards would be removed from the Common Room card deck because Greystone is the nominated room class. 1 Stairwell room card would also be removed because it's the starting room for the quest.

The Treasure Hoard Event Room would be added to the room card deck because it is listed by name.

The leader would determine the number of additional Common Rooms by rolling a D4 (gets a 2) and would choose 1+D4 Common Rooms (3 rooms) at random and add them to the room card deck. There are 4 heroes playing the game, so an additional 4 random Common Room cards would be chosen and added to the deck.

1 random Storeroom card would also be chosen from the Storeroom card deck. The room card deck would now have a total of 9 room cards for the quest, all other cards would be discarded from the game.

Furniture Card Deck: All cards are used for this deck unless a quest specifies a card or not.

Treasure Card Deck: All cards are used for this deck.

5. Prepare Boss and Minion Monster card decks.

Separate the monster cards into two monster card decks for Boss and Minion monsters. If a monster class has been nominated, discard all cards that do not belong to the class from the monster card decks. If a monster class has not been nominated choose a random class, pick a class of your choice, or use all the monster cards you have available.

Some quests can specifically require the use of a monster card or not. Shuffle each deck well and lay them face down next to each other on the game table ready to start the game.

Example: The quest Pirate's Plunder specifies The Damned as the chosen monster class, for this quest all Lawless and Wandering Monster cards would be removed from the Boss and Minion monster card decks.

The quest also specifies No Bosses, Soul Bound or Vengeful Spirits. For this quest there would be no Boss monster card deck and the Soul Bound and Vengeful Spirit cards would also be removed from the Minion monster card deck.

6. Place starting room and determine the room contents.

Place the starting room tile in the center of the game table and determine doors, furniture and monsters for the room.

Example: The quest Pirate's Plunder specifies a Stairwell room as the starting room for the quest. The Stairwell room tile would be placed in the center of the game table. Referring to the discarded Stairwell room card, the room has one door. A die would be rolled to determine the door type before placing it adjacent to the room tile on the game table. The room has no furniture or monsters.

7. Read the quest overview and choose a starting hero.

The leader must read the Overview, Quest Objectives and Reward for the chosen quest. All players must place their hero's model on the starting room tile and the leader of the quest nominates which player will go first. The game is now ready to commence, and the first hero round can start.

Note: If playing a narrative quest do not read anything further for the quest from the Quest Book until an Objective Room has been revealed or the Quest Objectives have been completed and it is the conclusion of the quest.

OBJECTIVE ROOMS

Some quests have specific rooms that are required for the game, these are called Objective Rooms. If an Objective Room is revealed during a quest, the leader must read the overview for the room to all players and refer to any room requirements before the heroes can continue their quest.

QUEST CONCLUSION

When all Quest Objectives have been met and the quest has been completed, the leader can then read the Conclusion of the quest to all players.

Between Quests

At the end of each quest if a hero has completed the Quest Objectives, they gain +1 level and can learn a new ability of their choice - *See Hero Level & Abilities.*

Heroes can also visit the Flea Market along with any other storerooms that were revealed in the previous quest, to buy or sell equipment and trade equipment with other heroes before starting their next quest. For further information on each storeroom and the items they stock for sale refer to the Adventurer's Compendium.

Custom Quest

If you are looking for a new adventure, then it's time to explore The World's Edge. To play a custom quest use the game components listed below or get creative and set your own quest restrictions.

Game Components:

Room Class:	Random
Common Rooms:	All rooms
Storerooms:	All rooms
Event Rooms:	Treasure Hoard, All rooms
Furniture Cards:	All
Monster Class:	All
Monster Cards:	All

Game Setup:
- The heroes start the game in a Stairwell room.

Quest Objective: Find the Treasure Hoard room and make your escape to complete the quest.

Reward: Whatever you find is reward enough!

Game Rounds

Treasure Horde is divided into a series of two ongoing game rounds. In the first round players use their heroes to explore the game board, reveal rooms, search for treasure and battle monsters to compete their quest. In the second round the players use any monsters they control, to engage the heroes in combat.

Hero Round

Starting with the first player, each player takes it in turn clockwise around the game table to use their hero to perform a number of actions. Each action can be performed once a turn, in any order decided by the player, these include:

- 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

After each player has had their turn and the hero round has finished, if there are no monsters on the game board then a new hero round will begin. If there are monsters that have been revealed, then a monster round will start.
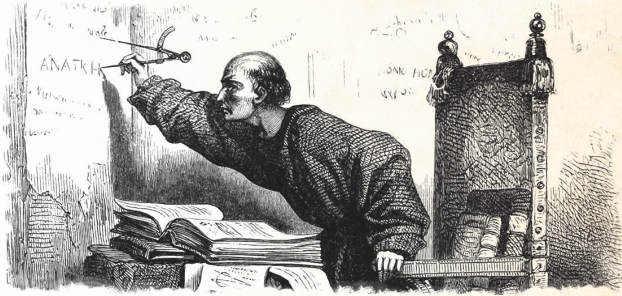
Monster Round

Each player takes it in turn clockwise around the game table to use any monsters they control to perform a number of actions. Each action can be performed once a turn for each monster, in any order decided by the player, these include:

- Move the monster

- Engage an enemy in combat

- Use a monster ability

After each monster has been used, the monster round has finished, and a new hero round will begin. Monster rounds only occur when there are monsters on the game board.

Moving

During each hero or monster round players can move their hero or monster models around the game board. There are specific rules for movement to determine how models are moved, these include:

- Models can move any number of squares up to their total movement stat.

- Models can only move adjacent to a square they are standing on and cannot move diagonally.

- Models can move on any unoccupied squares. They cannot move through an enemy model or furniture.

- Models can move through squares that are occupied by a friendly model, but not if they are engaged in close combat.

- There is no set order for moving a model, players may decide to perform an action and then move or move and then perform an action.

Straight line = Acceptable move
Dashed line = Unacceptable move

Diagram 1. *Belarius moves into the room, through Renwald, around the altar and stops to engage the boss in close combat. Belarius cannot move through the altar, diagonally or through the minion to attack the boss monster.*

Moving Heroes

Heroes have additional rules for moving which include:

- Heroes can open closed doors or enter a secret passage to reveal new rooms on the game board and continue their remaining movement.

- When a hero has stopped moving, they can no longer continue to move again that turn, even if they have not used all of their movement.

- As soon as a hero comes into base contact with an enemy it must stop. The hero can choose to engage the enemy in combat if it is able to and can only continue to move past them on their next turn.

Straight line = Acceptable move
Dashed line = Unacceptable move

Diagram 2. *Renwald moves into the room, stops and defeats the minion in ranged combat. Zoltan moves into the room, stops and searches the table. After each hero has stopped to perform their task neither can continue to move that turn.*
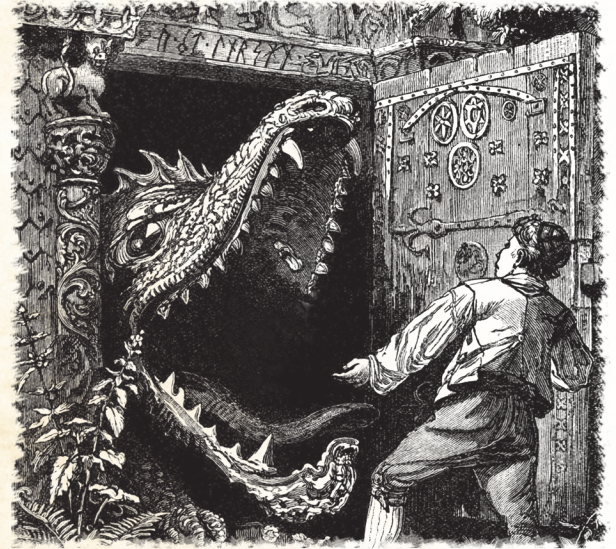

Straight line = Acceptable move
Dashed line = Unacceptable move
Dotted line = Monster move

Diagram 3. *The minion moves into the room and attacks Dunstin diagonally in close combat. On Dunstin's next turn, after facing the minion's initial attack he has decided to retreat from the battle. Because of his location in the room he has no option but to move into base contact with the minion, stop and resolve another monster round before he can move again.*

Moving Monsters

Monsters have additional rules for moving which include:

- Monsters cannot open closed doors or enter secret passages to reveal new rooms on the game board. They can only move through open doors or secret passages to rooms that have already been revealed.

- Monsters must always move to the nearest enemy they can engage in combat with, even if it belongs to the controlling player.

- If a monster can move to multiple enemies that are the same distance away, each enemy must roll a D6. The monster moves towards the enemy with the lowest roll.

- Once a monster is engaged in combat with an enemy it must fight until it defeats it or is defeated. A monster will not flee from combat unless forced to do so by a special rule. *E.g. Templar can chant Repel Evil.*

- If an enemy chooses to flee from a monster, the monster must then move to the next nearest enemy and engage in combat again.

- Monsters can refrain from moving if they use an ability or engage in ranged combat. *E.g. Casting a spell or using a ranged weapon to attack.*
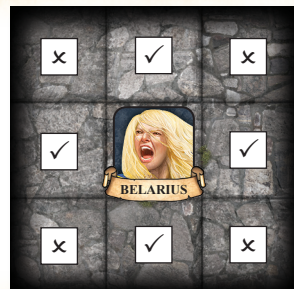
Moving Special Rules

There are many special rules that can be encountered during the game that permit heroes or monsters to move in different ways to the core movement rules. These rules could include moving diagonally, moving through or past, moving unseen or many other variations of movement. The special rules are an exception to the rules and over-rule them when moving a model on the game board.

Example: *Vengeful Spirits are Ethereal and can move through furniture and enemy models on the game board.*
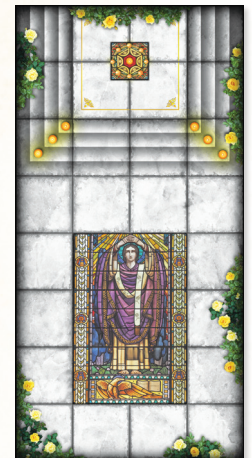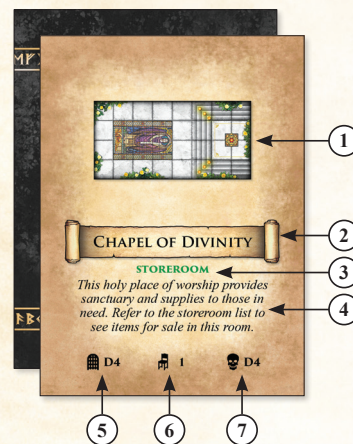
Base Contact

Base contact is when a model, door, furniture, or tile marker is adjacent (shares a side) with another on the game board.

Diagram 4. Ticks show squares that are adjacent and in base contact with Belarius. Crosses show squares that are not in base contact with her on the game board.

Rooms

Each room has a card that lists how many doors, furniture and monsters need to be placed in the room. It also includes any special rules the room might have for use in the game.

Each room card has a matching room tile pictured on the card that is placed on the game table and used to create the game board as your heroes explore on their quest.

Room Card & Room Tile

KEY
1. Room Tile
2. Room Name
3. Room Type & Class
4. Description
5. Number of Doors
6. Number of Furniture
7. Number of Monsters

Room Types

There are three different types of rooms that can be found in the game. Each room type is colour coded and can be used in different ways by each quest, they include:

Common Rooms & Stairwells

Common rooms are blue and make up most of the game board, they include rooms of lesser importance and stairwells. Stairwells can be used by the heroes to enter or exit the game board at the start or end of a quest.

Storerooms

Storerooms are green and are important rooms that allow heroes to buy or sell items during the game. For further information refer to the Adventurer's Compendium.

Event Rooms

Event rooms are red and have a special significance in each quest. Often you will find them inhabited by bosses and their minions, full of treasures ready for the taking.

Room Classes

Room classes can be used to group certain types of common rooms together, ensuring your heroes get to adventure in a wide variety of different settings throughout the game. Greystone and the Catacombs are the first room classes to be used in the game Treasure Horde, more room classes will be available in future expansions of the game.

Revealing Rooms

The game board is created from room tiles that are placed on the game table as rooms are revealed during the game. Heroes can choose to reveal a new room when they open a closed door or move through a secret passage.

Several tasks must be performed to reveal a new room on the game board these include:

1. The hero must be standing in base contact with a closed door, moving through the closed door or moving through a secret passage.

2. The player who is revealing the room must pick a random card from the room card deck.

3. The trailing player places the room tile listed on the chosen card on to the game table.

    If a door has been opened, remove the closed or locked door insert to show an open door and place the new room tile on the game table joining the current room and the new room together via the open door.

If a secret passage has been used, place the new room tile on the game board separate to the other rooms (like a room tile at the start of the game). Place a matching secret passage marker in the new room.

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.

In some cases, you might have to roll a die to determine the required number of doors, furniture or monsters for a room, refer to the relevant tables for each task required.
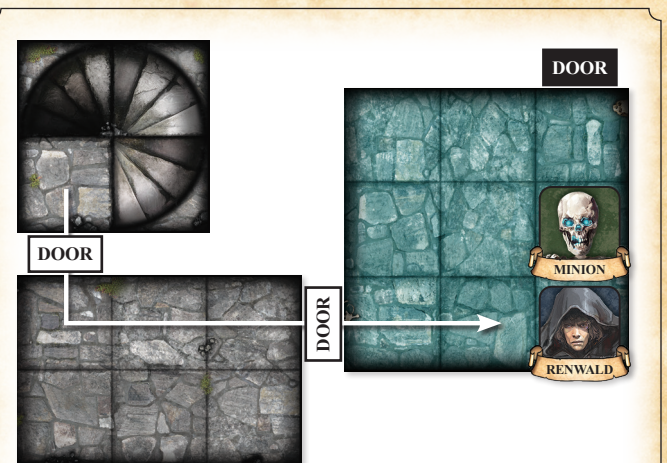

Diagram 5. Renwald moves from the stairwell and opens the closed door to reveal a new room. Contents for the room is determined and there is only one closed door. Renwald continues to move and opens a second closed door to reveal another new room. Contents for the room is also determined, there is one closed door and a minion monster. Renwald continues to move and stops in base contact with the monster to engage it in close combat.

Doors shown in white have been opened, doors shown in black are closed and have not yet been opened to reveal new rooms on the game board.
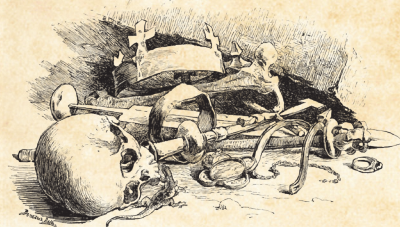
Placing Rooms & Contents

Room tiles, doors, secret passages, furniture and monsters are placed on the game board at the discretion of the trailing player (the player who had the previous turn). This player is also responsible for controlling any of the monsters revealed by the current player in the next monster round.

No More Closed Doors

If all closed doors on the game board have been opened and there are still remaining cards in the room card deck the heroes must search for a secret passage to continue on their quest.

No More Room Cards

When all room cards have been used and the room tiles placed, the heroes must continue to explore the game board if needed to complete their quest.

Uh-oh - Objective Room!

On the occasion you pick an objective room for your quest within the first five rooms of starting the game, put the room card back into the deck and give it a good shuffle, then redraw a new card. We can't make things too easy for our heroes now can we!

DOORS

Treasure Horde uses different doors to join rooms together on the game board, these include:

Closed Doors

Closed doors lead to rooms that have not yet been revealed on the game board. A hero can choose to open a closed door and reveal the contents of the joining room if they are in base contact with it or moving through the door into the joining room.

Open Doors

Once a closed door has been opened and the joining room revealed all heroes and monsters can access the room via the open door. The room is now active in the game.

Locked Doors

If a door is locked it must be unlocked before the joining room can be placed on the game board. Heroes can attempt to use an ability, item they are carrying or force to unlock the door. Once the door is unlocked the joining room's contents can be revealed.

Determining Doors

To determine doors for a room, follow the steps below;

1. Refer to the chosen room card and the number listed next to the door icon 🏚 to 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.

Some rooms have a set number of doors, others require a player to roll a die to determine the number. If a die roll is required refer to the tables below.

D4 Doors - *Roll a D4*

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

D6 Doors - *Roll a D6*

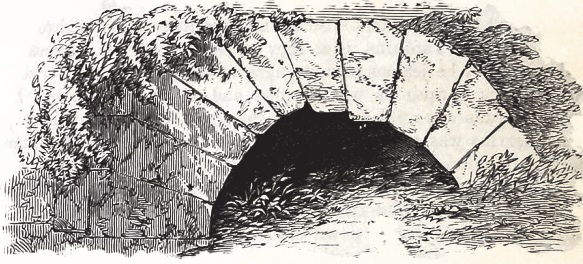| 1 = 1	2 = 2	3 = 3	4 = 4	5 = 5	6 = 0

Door Type

Before a door is placed on the game board you must determine the door type for the door. Roll a die for each door to be placed and refer to the table below.

Door Type - *Roll a D6*

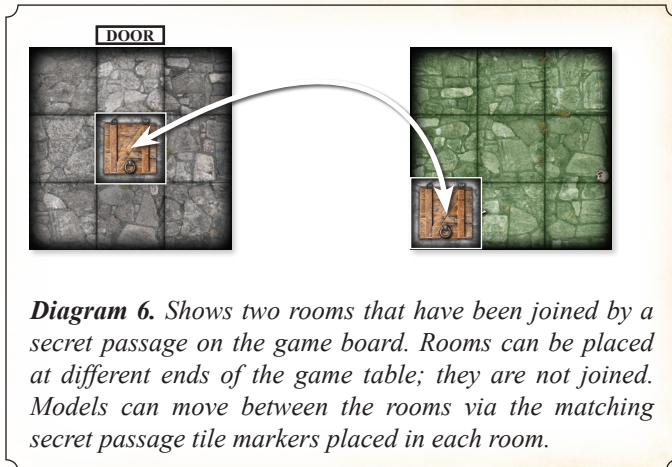| 1-5 = Closed door	6 = Locked door

SECRET PASSAGES

If a hero searches for and finds a secret passage, a secret passage tile marker is placed on a square in base contact with the hero's model. A player can choose to reveal the room it leads to by moving their hero through the secret passage to the joining room. When the joining room is revealed a matching secret passage marker is placed in the new room.

Heroes or monsters can use the secret passage like a door to move from one room tile to another on the game board. A model cannot stop or finish its move on a secret passage marker, moving onto a secret passage marker is not counted towards the model's movement. Secret passages can be searched for in the same room multiple times.

Diagram 6. Shows two rooms that have been joined by a secret passage on the game board. Rooms can be placed at different ends of the game table; they are not joined. Models can move between the rooms via the matching secret passage tile markers placed in each room.

MAGIC PORTALS

Spells can be cast that allow heroes and monsters to move through magic portals on the game board. They work the same way as a secret passage but can only be used for a short period of time. A magic portal can only be placed in a room that has already been revealed on the game board.
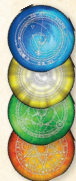
When a spell is cast follow the spells instructions. Place a magic portal tile marker in base contact with the spell's caster and the matching tile marker in a room of the caster's choice that the portal leads to. Make sure to remove the tile markers when the spell has finished its duration.

FURNITURE

Each piece of furniture has a card that describes it and a model to represent it on the game board. When a new room has been revealed and the doors have been placed, furniture for the room must be determined. A number of actions must be performed to furnish a room, these include:

1. Refer to the chosen room card and the number listed next to the furniture icon 🛋 to 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.

Each piece of furniture can only be placed on the game board once. When the furniture is searched follow the instructions on the furniture card and then discard it from the game. Once all furniture has been placed on the game board there is no longer an option to place additional furniture for the game.
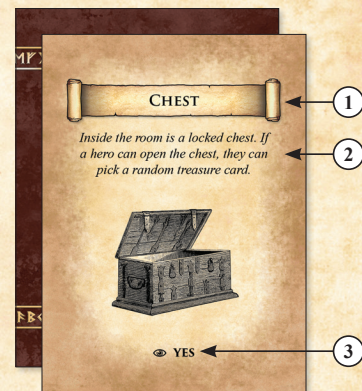
Determining Furniture
Some rooms have a set number of furniture, others require a player to roll a die to determine the number. If a die roll is required refer to the table below.

D4 Furniture - *Roll a D4*

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

Furniture Card

KEY
1. Furniture Name
2. Description
3. Line of Sight

REVEALING MONSTERS

When a new room has been revealed and the doors and furniture have been placed, monsters for the room must be determined. A number of actions must be performed to determine monsters for a room, these include:

1. Refer to the chosen room card and the number listed next to the monster icon ☠ to 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.

If all monsters are being used in the quest from a specified monster class and there are no more monsters available, than a monster is not placed on the game board. The heroes are far too busy trying to stay alive!

Determining Monsters
Some rooms have a set number of monsters, other rooms require a player to roll a die to determine them. If there is a set number of monsters listed on the card, choose the monster from the minion monster card deck. If a die roll is required refer to the monster tables below.

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.*

PERFORMING A TASK

During a hero's turn they may perform one of the following tasks before or after their movement.

Search for Treasure
A hero can search each room on the game board for treasure once per quest, provided they are standing in the room and free from threat. If the hero discovers something of value they can pick a random treasure card. To search a room for treasure roll a die and refer to the table below.

Search for Treasure - *Roll a D6*

1-5 = No treasure	6 = 1 Treasure card

Treasure Card
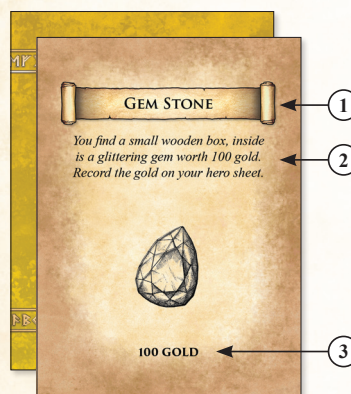

```
KEY
1. Treasure Name
2. Description
3. Reward
```

Search Furniture
A hero can search a piece of furniture if they are standing in base contact with it and free from threat. Refer to the furniture card to determine what action should be taken when searched. Each piece of furniture can only be searched once. After the furniture has been searched discard the furniture card from the game.

Search for Secret Passage
A hero can search for a secret passage in the room they are currently in if they are free from threat. Secret passages can be searched for in the same room multiple times. To search for a secret passage roll a die and refer to the table below. If the hero finds a secret passage - *See Secret Passages.*

Search for Secret Passage - *Roll a D6*

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

Force Locked Door

A hero can attempt to force open a locked door if they are in base contact with the door and free from threat. To force a locked door roll a die and refer to the table below.

Force Locked Door - *Roll a D6*

1-5 = Locked door	6 = Open door

Engage in Combat

A hero can engage an enemy in combat - *See Combat.*

LINE OF SIGHT

Line of sight is an unobstructed view between two models on the game board. It is often used to determine if a model can see another model when engaging in ranged combat, casting a spell, chanting a prayer and many other actions. Line of sight can be obstructed by the walls of a room, another model or furniture that has been placed in a room.

A model has limited line of sight when looking through an open door and can only see in a straight line into the joining room on the game board. Sometimes it can be difficult to establish if a model has line of sight to another because of its placement on the game board. If line of sight is in doubt, roll a die and refer to the table below.

Line of Sight - *Roll a D6*

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

Furniture Line of Sight

Some furniture can obstruct line of sight and other furniture will not. Refer to the chosen furniture card and the table below to see if line of sight is obstructed by the furniture.

👁 **YES** = Can see past	👁 **NO** = Cannot see past

Refer to the following diagrams for examples regarding line of sight and how it is used in the game.

Diagram 7. Dunstin has entered the room. Ticks show squares that he can see including the minion. Crosses show squares he cannot see because they are obstructed by the minion monster. Question marks show squares where line of sight could be in doubt. If required a die would be rolled to determine line of sight for each square in doubt.

Diagram 8. Renwald enters the room and stops to engage minion 3 in ranged combat. Ticks show all squares that he can see including minion 3 and crosses show all the squares that he cannot see in the room. Renwald cannot attack minion 1 because his line of sight is blocked by Zoltan. He can also not attack minion 2 because his line of sight is blocked by the furniture. He can attack minion 3 because he has an unobstructed line of sight to the monster.
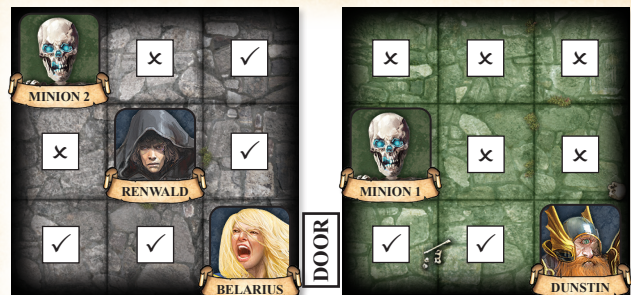

Diagram 9. Ticks show all squares that Belarius can see including Renwald and Dunstin, crosses show all the squares that she cannot see. Belarius can heal Renwald or Dunstin with a healing prayer because she has line of sight to both heroes. Belarius cannot attack minion 1 because she cannot see diagonally through a doorway or attack minion 2 because line of sight is obstructed by Renwald.

COMBAT

Heroes and monsters can engage an enemy in combat during their turn. A single round of combat involves two enemy models, one attacking and the other defending against the attack. Combat can be quick over a single game round or prolonged over multiple game rounds with one or more attackers. Combat is resolved when either the hero or monster is defeated, or a hero retreats from the battle.

Treasure Horde uses special die for combat during the game. Combat die are six-sided and have three different symbols used on their faces. There are three Swords, two Shields and one flame used to represent Mana.

Combat Die

	Sword	Rolled for making attacks against health.
	Mana	Rolled for making attacks against mana.
	Shield	Rolled for defending attacks against health or mana.

There are two ways heroes and monsters can engage an enemy in combat. They can either attack an enemy in close combat, when they are in base contact on the game board or in ranged combat from a distance.

Close Combat

A hero can attack in close combat unarmed or with a weapon. The attack can vary depending on the hero's abilities and the weapon they use to attack with - *See Attack*.

A monster can attack in close combat with the attack stat listed in its profile on the monster's card. If the monster can attack multiple enemies, each enemy must roll a D6, the monster attacks the enemy with the lowest roll.

Ranged Combat

A hero can attack in ranged combat from a distance using a ranged weapon, if the attacker is not in base contact with an enemy model and has line of sight to its target. A hero's ranged attack can vary depending on their abilities and the ranged weapon they use to attack with - *See Attack*.

A monster can attack in ranged combat if it has the Ranged Attack ability listed in its profile on the monster's card. If the monster can attack multiple enemies the same distance away, each enemy must roll a D6, the monster attacks the enemy with the lowest roll.

Attacking

Each hero and monster can attack once per turn plus any attack bonuses. To engage in combat the attacker rolls one combat die for each stat it attacks with. For each sword that is rolled a wound is inflicted against the enemy's health. For each mana that is rolled a wound is inflicted against the enemy's mana. No wounds are inflicted if a shield is rolled.

Some weapons, equipment or abilities allow the attacker to attack diagonally, multiple times per turn or in other unusual ways. Follow the rules according to the description or special rules provided, they over-rule the base rules for attack. The attacker does not always have to be in base contact to make an attack if permitted by a special rule.

Defending

Each hero or monster can attempt to defend itself against an enemy's attack and the wounds it has inflicted. To defend an attack the defender can roll one combat die for each stat it defends with. For each shield that is rolled a wound is defended. No wounds are defended if a sword or mana is rolled. Any wounds that have been inflicted and cannot be defended are now suffered.

A hero's defence can vary depending on their abilities and the armour they use to defend with - *See Defence*.

Monsters can defend an enemy's attack with the defence stat listed in its profile on the monster's card.

Suffering Wounds

Depending on the wounds inflicted by the attack a hero can choose which wounds it will suffer, either health or mana. A monster must always suffer wounds from its highest stat, to ensure its survival. Each wound suffered is taken by the defender and subtracted from its current stats on the hero's sheet or by using a monster marker on the monster's card.

When a hero or monster's health or mana reaches 0 it has been defeated and must be removed from the game. A single out of turn attempt to survive the killing blow can be made. This includes casting a spell, chanting a prayer, using an ability, getting help from another hero or any other means of healing or defence that might be available.

Hero rolls 4 dice in attack.

Monster rolls 3 dice in defence.

Diagram 10. A hero attacks 4 and rolls 4 combat dice in attack when engaging a monster in combat. The hero rolls 2 swords, 1 mana and 1 shield. If the monster cannot defend the attack the hero will inflict three wounds, 2 health and 1 mana, the shield was a missed attack.

The monster defends 3 and rolls 3 combat dice in defence against the hero's attack. The monster rolls 1 sword, 1 mana and 1 shield. The monster has defended one of the three wounds inflicted by the attack and must now suffer the wounds, either 2 health or 1 health and 1 mana from its highest stats. These are subtracted from the monster's stats using a monster marker on the monster's card.

Note: *If the monster has a 0 mana stat the hero's attack of 1 mana would be classed as a missed attack and the monster would suffer the 2 health as it's wounds.*

Healing Wounds

There are various ways health or mana wounds can be healed, by magic, prayer or a simple bandage. A hero or monster can never be healed above its total stat level unless stated by a special rule.

Defeating Minions

If you defeat a minion monster you can immediately search it for treasure, roll a die and refer to the table below. If you discover something pick a random treasure card. The monster is then removed from the game board.

Search Minion Monster - *Roll a D6*

1-5 = No Treasure	6 = 1 Treasure Card

Defeating Bosses

If you defeat a boss monster you can immediately search it for treasure. Pick a random treasure card. The monster is then removed from the game board.

Search Boss Monster

1 Treasure Card

RESTING

Fighting monsters can be hard work and resting in hostile lands can be a dangerous thing to do. A hero can choose to rest during their turn to heal wounds, cure ailments or restore ability uses instead of having their turn. When resting, the hero must be in a room free from threat. To rest your hero roll a die and refer to the table below.

Resting - *Roll a D6*

1 or 2 = Heal +D3 Wounds, +1 Ailment or +1 Ability Use	
3 or 4 = Nothing	5 or 6 = 1 Minon Monster

CASTING SPELLS

Heroes and monsters can use abilities to cast powerful spells. There are specific rules for casting spells, these include:

- All spell casters must pass a skill test before they can cast a spell. If the test is passed follow the spell's instructions. If the test is failed, they cannot cast the spell or another spell again that turn.

- Unless stated only one spell can be cast by the spell caster per turn, plus any spell casting bonuses.

- A select range of spells can be cast out of turn for defence against an attack, dispelling another spell or healing wounds taken in battle. Spells that can be cast out of turn are indicated with their spell description.

- Spells memorised by the hero can be cast multiple times a quest up to their total ability uses.

- Some spells require line of sight, others must be cast when in base contact.

- Spells cannot be cast where they would endanger the lives of those in the spell caster's party, except for monsters, they don't care who they hurt.

Monsters have some additional rules for casting spells, these include;

- If a monster has an ability to cast spells, they must attempt to cast a random spell each turn until they have used all their ability uses.

- Monsters can cast all the spells in their spell list unless specified on their monster card.

- If the chosen spell requires the monster to be in base contact, have line of sight or any other special requirement that cannot be met to cast the spell, then they do not cast a spell that turn.

- If the spell can target multiple enemies the same distance away, each enemy must roll a D6, the spell is cast at the enemy with the lowest roll.

CHANTING PRAYERS

Heroes can use abilities to chant prayers to their deities. There are specific rules for chanting prayers, these include:

- All heroes must pass a skill test before they can chant a prayer. If the test is passed follow the prayers instructions. If the test is failed, they cannot chant the prayer or chant another prayer again that turn.

- Unless stated only one prayer can be chanted by the hero per turn, plus any prayer chanting bonuses.

- A select range of prayers can be chanted out of turn for defence against an attack, purging a spell or healing wounds taken in battle. Prayers that can be chanted out of turn are indicated with their prayer description.

- Prayers memorised by the hero can be chanted multiple times a quest up to their total ability uses.

- Some prayers require line of sight, others must be in base contact to chant.

- Prayers cannot be chanted where they would endanger the lives of those in the hero's party.

- Some prayers cannot be chanted on Alvkin, they have been forsaken by the gods.
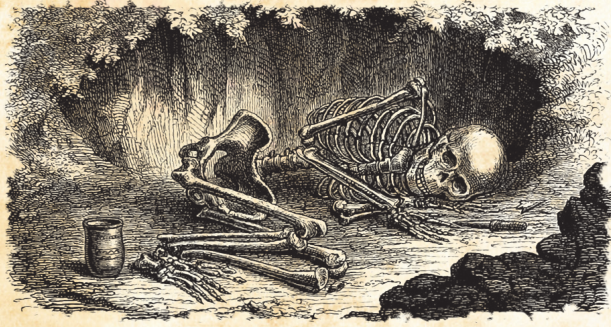
MONSTERS

Treasure Horde has a wide variety of monsters your heroes could encounter while on the road to fortune and fame. The word "monster" is used to collectively describe all the enemies you could meet during the game. For further information on each monster refer to the Adventurer's Compendium or Monster Cards.

MONSTER CARDS

Each monster has a model to represent it on the game board and a monster card that lists the monster's name, its class, a brief description, its base stats and any abilities it has. The card also has counters running down each side and below the card, to use with a monster marker for tracking stats and abilities as they are used in the game.

Monster Card

KEY

1. Monster Name
2. Monster Class
3. Description
4. Base Stats
5. Abilities
6. Health Counter
7. Mana Counter
8. Uses Counter

MONSTER MARKERS

Numbered markers are placed on monster cards to match a monsters model number, to identify it on the game board. Red markers are used for tracking health, blue markers mana and black markers ability uses. Place a marker over the stat you need to track and move it when required.

MONSTER CLASSES

Monster classes are used to group certain types of monsters together. They can be grouped by race, where they dwell or even the type of master they serve. To determine a monster's class, refer to its monster card.

Monster classes can be used to specify certain types of monsters for a quest. When preparing monster cards for a quest determine if a class has been specified and remove any monster cards that are not required for the game.

The Damned and The Lawless are the first monster classes to be used in the game Treasure Horde. More classes will be available in future expansions of the game. For further information refer to the Adventurer's Compendium.

WANDERING MONSTERS

Some monsters roam the World's Edge alone and do not belong to a specific monster class, these monsters are known as wandering monsters. Different quests may ask you to choose a wandering monster and include them for a specific quest. Refer to the monster's card to determine if they are a wandering monster and use them when required.

HORDE MONSTERS

If asked to choose a horde monster simply use all the monsters you have available. Combine all the monster cards from each monster class and any wandering monsters you have in to one monster deck to choose a horde monster.

Minions and Bosses

There are two types of monsters, those that give orders and those that take them. Minions are weaker and less skilled; they are servants to their evil masters' bidding. Your party of heroes is likely to battle many minions while on a quest.

Bosses use their strength and power to command the horde, they are less common but when your heroes encounter one beware, for they are often dangerous and will be difficult to defeat in battle.

Separate the monster cards for your chosen quest into two decks for minion and boss monsters. Shuffle the decks well and lay them face down next to each other on the game table. During the game you will be asked to choose monster cards from each deck when determining monsters for a room.

Monster Stats

Each monster has a set of base stats listed on its monster card that details its health, mana, movement, attack and defence. Unlike hero stats, monster stats are fixed and cannot be modified with abilities or by using special items and equipment.

Monster's Health & Mana

Each monster's health and mana is listed in a base stat box on their monster card. A health counter is also displayed on the left and a mana counter on the right of the card. The counters can be used with a monster marker to keep track of the monster's stats as it suffers wounds during battle.

If a monster's health or mana reaches 0 and it cannot be healed, it has been defeated and is removed from the game. If a monster has a 0 mana base stat, then it does not have mana, and cannot be harmed by mana attacks.

Monster's Movement

Monsters can move up to the total movement stat that is listed on their monster card. There are also a number of rules that determine how monsters can move during the game - *See Moving Monsters*.

Monster's Attack

Monsters can attack in close combat with the attack stat that is listed on their monster card. Some monsters can attack in ranged combat and use the ranged attack stat that is listed with their monster's ability. For more information on attacking with monsters - *See Attacking*.

Monster's Defence

Monsters can defend against an attack with the defence stat that is listed on their monster card. For more information on defending with monsters - *See Defending*.

Monster Abilities

Monsters can have many different abilities. Some abilities require a skill test to perform and have a limited number of uses per quest. A monster's abilities, skill level and uses are listed on their monster card for use during the game.

If a monster has a +Uses ability, an uses counter is displayed at the base of the monster's card. The counter can be used with a black monster marker to keep track of the monster's abilities as it uses them during the game.

For a complete description of each monster ability refer to the Adventurer's Compendium. For further information on abilities, skill tests and uses - *See Abilities*.

Dark Magic

Powerful beings can channel the forces of dark magic to cast devastating spells, using them 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 for their own evil deeds. For further information on Dark Magic spells refer to the Adventurer's Compendium.

HERO SHEET

DETAILS

RACE _____ HERO LEVEL ☐

PROFESSION _____

RESTRICTIONS _____

_____

MOVEMENT

☐ BASE

☐ _____ ☐ _____

☐ _____ ☐ _____

☐ _____ ☐ _____

☐ _____ ☐ _____

☐ TOTAL

ABILITIES

	SKILL LEVEL	ABILITY USES
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐

Note: Ability Skill Level +1 = Ability Uses

HEALTH

☐ BASE

☐ _____

☐ _____

☐ _____

☐ TOTAL ➤ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐

MANA

☐ BASE

☐ _____

☐ _____

☐ _____

☐ TOTAL ➤ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTACK

☐ BASE

☐ _____

☐ _____

☐ _____

☐ TOTAL UNARMED ATTACK ⌐

	BONUS +	TOTAL =	ATTACK
WEAPON _____	☐	☐	☐
WEAPON _____	☐	☐	☐
WEAPON _____	☐	☐	☐

DEFENCE

☐ BASE

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

☐ TOTAL

Note: Weapon Bonus + Total Unarmed Attack = Attack   (Ranged Weapons do not add Total Unarmed Attack.)

EQUIPMENT   GOLD ☐

1. _____   6. _____

2. _____   7. _____

3. _____   8. _____

4. _____   9. _____

5. _____   10. _____

☐ **TRAVEL POUCH**   ☐ **TRAVEL PACK**
(ITEMS 11 TO 15)   (ITEMS 11 TO 20)

11. _____   16. _____

12. _____   17. _____

13. _____   18. _____

14. _____   19. _____

15. _____   20. _____

SKILLS (SPELLS, PRAYERS, OTHER...)   TOTAL ☐

1. _____   6. _____

2. _____   7. _____

3. _____   8. _____

4. _____   9. _____

5. _____   10. _____

NOTES   ROOMS SEARCHED

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