

TREASURE HUNTER

a game by Lloyd Krassner

INTRODUCTION

Card game. Adventuring parties compete to claim the most treasure.

OBJECT

After going through the deck once, the player with the most treasure points wins the game.

THE CARDS

Players will have to make the cards, about 140+ in all.

The card title is required but text is optional.

Players can always refer to the rules for the card text.

Illustrations are highly recommended.

Players will also need two six sided dice (2D6).

SETUP

Shuffle the deck.

Each player draws 7 cards.

Roll high on 1D6 to determine turn order.

TURN SEQUENCE

Players take turns.

The player whose turn it is, is the active player. Each turn has 5 phases:

- 1 Draw phase
- 2 Recruit phase
- 3 Adventure phase
- 4 Recovery phase
- 5 Discard phase

DRAW PHASE

Active Player draws 3 cards.

RECRUIT PHASE

The player may play any Heroes in his hand to his 'Adventuring Party'.

The party may contain up to 4 Heroes.

Heroes in the party are placed face up on the table. They are in play.

Magic items may be attached to heroes that can use them.

Heroes can receive the benefit of only one weapon at a time.

Excess magic items may be carried.

Heroes may exchange magic items but not spells.

Spell cards may be attached face down to mages, priests and heroes with spell levels.

A Hero can attach a number of spell cards equal to his spell level.

Each player also has a treasure pile separate from the party.

ADVENTURE PHASE

The active player may pass or declare that he is going adventuring.

To conduct an adventure a player must have a party with at least one hero.

All Heroes in the party must go.

The active player plays a Location card face up and 1 Treasure card face down under it.

Any opposing player may play one guardian card, face up, on top of the location card.

If an opponent does not play a guardian, the active player gets to put the Treasure in his treasure pile.

If a guardian is played determine the Guardian value. The guardian value is equal to:

The Guardians CBT (Combat) score + Location bonuses + 2D6.

Any opponent may play appropriate event cards to increase the Guardian value.

If the Guardian is a mage or priest any opponent may discard a spell card from his hand to give the Guardian +1D6 CBT.

Compare the guardian value to the party value. The party value is equal to:

The CBT (Combat) score of all Heroes + special bonuses + 2D6.

The active player may play appropriate event cards to increase the Party value.

Spell casting heroes may each play one of their attached spells.

Events & Spells are discarded as soon as they are used unless otherwise specified.

Some spells and events cause the party to retreat.

A retreating party suffers no damage, but the treasure is discarded.

If the Guardian value is greater than the Party value, the treasure is discarded and the party receives 1D6 hits distributed by the active player.

Any Hero reduced to 0 (or less) Hits is killed (discarded).

A Hero cannot be given more hits than will reduce him to 0 unless the hero has Martyr ability.

If the Guardian value is equal or less than the Party value, the party keeps the treasure and the party receives only (1D6 - 3) hits.

After resolution of the adventure discard the Location and guardian cards.

Magic items may be recovered from dead heroes by surviving party members only if the party won the adventure.

RECOVERY PHASE

All Heroes in active players party heal one Hit point of Damage.

DISCARD PHASE

From the Party, the player may discard heroes, magic items, and spells.

A player must discard down to 7 cards in his hand.

HERO CARDS

TYPE	HITS	CBT	SPELLS	SPECIAL
1 Warrior	3	4	0	Fighter
2 Wizard	1	1	4	Mage
3 Wood Elf	2	2	1	Fighter, Mage & Archer; Infravision, Scout
4 Dwarf	3	2	0	Fighter; Infravision, +2 vs Giants, +1 in Underground, Martyr
5 Cleric	2	2	2	Priest; +2 vs Undead; May use armor & blunt weapons
6 Enchantress	1	1	3	Mage, +4 vs Fey
7 Ranger	3	3	0	Fighter & Archer, +1 vs Humanoids, Scout
8 Barbarian	4	5	0	Fighter; +2 vs Spellcasters, May not use Magic Items or Spells, Scout
9 Beastmaster	3	3	1	Fighter; +4 vs Animals, Scout, Cannot use armor
10 Druid	2	2	2	Priest; +3 vs Animals & Plants & Fey, Scout
11 Thief	2	2	0	Thief & Archer; +4 vs Traps
12 Bard	1	1	1	Thief; Fellow adventurers CBT +1 each
13 Paladin	3	3	1	Fighter & Priest; +2 vs Undead, Martyr
14 Knight	3	3	0	Fighter; +4 vs Dragons, +2 vs Monsters
15 Halfling	1	2	0	Thief; +4 vs Traps, +2 vs Giants, +1 vs Humanoids
16 Priestess	1	1	3	Priest; +2 vs Undead, Other heroes in party may be Martyrs

CBT = Combat Value; Spells = Spell level; Hits = Hit Points

SCOUTS

Scouts are +1 CBT in Wilderness locations

LOCATION CARDS

TYPE	NOTES
1 Dungeon	Underground; Trap Guardians +3
2 Fairy Circle Ring	Fey Guardians +3
3 Giants Playground	Giant Guardians +3
4 Ruins	Monster Guardians +2
5 Temple	Demon Guardians +4
6 Maze	Singular Guardians +2
7 Caves	Underground; Humanoid Guardians +2
8 Caverns	Underground; Dragon Guardian +3
9 Mine	Underground; Place 2 treasures
10 Graveyard	Undead Guardians +2
11 Forest	Wilderness; Animal & Plant Guardians +2
12 Swamp	Wilderness; Swamp & Plant Guardians +2
13 Crypt	Undead Guardians +2
14 Catacombs	Underground; Undead Guardians +3
15 Tower	Spellcasting Guardians +3
16 Desert	Wilderness; Desert Guardians +3
17 Castle	Weapon Guardians +1
18 Volcano	Fire Guardians +2
19 Ice Formation	Cold Guardians +2
20 Shipwreck	Water Guardians +2

SPELL CARDS

TYPE	NOTES
1 Darkness	Retreat
2 Scry	Look at opponents hand & discard one of his cards; Play in recruit phase
3 Invisibility	Discard Guardian and claim treasure; Opponent draws 2 cards
4 Fireball	CBT +4; +4 vs Cold & Plants, Fire guardians immune
5 Freeze	CBT +3; +4 vs Fire, Cold guardians immune
6 Heal	Heal 1D6 Hits in Recovery Phase
7 Cure	Negates effects of Poison & disease
8 Ressurrection	Bring back Hero that died this turn with 1 Hit; Cast in Recovery phase
9 Lightning Bolt	CBT +5; +3 vs Singular Guardian
10 Blessings	All your heroes CBT+2
11 Control Animals	CBT +10 vs Animals
12 Polymorph	CBT +10 vs Singular Guardian
13 Haste	Target Hero CBT X 2; Hero suffers 1 Hit
14 Detection	CBT +8 vs Traps & Surprise Guardians
15 Sleep	CBT +6 vs nonswarm Humanoids and animals
16 Deflect Missiles	CBT +6 vs Archers and Ranged Attackers
17 Charm	CBT +8 vs Monsters
18 Fear	CBT +6 vs Humans & Humanoids
19 Illusion	CBT +1D6 vs intelligent guardians
20 Divination	Look at top 15 cards in deck in recovery phase, place them back in same order

MAGIC ITEM CARDS

1 Spell Book	Mage: Spells +1
2 Skeletal Lockpicks	Thief: +3 vs Traps
3 Boots of Speed	Hero: CBT +2; Thief or Scout: CBT +1
4 Arrows of Slaying	Archer: CBT +3; Three uses
5 Magic Bow	Archer: CBT +2
6 Enchanted Armor	Fighter: Hits +1
7 War Hammer	Fighter: CBT +1; +3 vs Giants; Dwarf: CBT +4
8 Disrupting Mace	Fighter: CBT+1; +2 vs Undead & Demons; Cleric: CBT+3
9 Flame Sword	Fighter: CBT +1; +4 vs Cold, +2 vs Plants; Negates regeneration bonus
10 Frost Sword	Fighter: CBT +1; +3 vs Fire, Negates Fire spells vs party
11 Eldritch Sword	Fighter: CBT +1; Spells = 1; +2 vs Spirits
12 Snake Staff	Priest: CBT +2
13 Battle Axe	Fighter: CBT +1; +4 vs Humanoids
14 Gauntlets of Might	Hero: CBT +1, Hero becomes a fighter
15 Mithril Armor	Fighter: Hits +2
16 Spell Shield	Fighter: CBT +1; Immune to guardian spells
17 Potion of Healing	Heal 1D6 Hits to party in Recovery Phase; One use
18 Staff of Striking	Priest: CBT +4; Five uses
19 Potion of Giant Strength	Hero: CBT +7, One Use
20 Holy Water	Priest: vs Undead +9; One use
21 Bearskin	Scout: CBT +2
22 Assassins Dagger	Hero: CBT +1, Thief: CBT +1

Bonuses are cummulative. For instance a fighter wearing boots of speed would be +2, a thief would be +3

GUARDIAN CARDS

TYPE	CBT	NOTES
1 Skeletons	8	Undead, Regenerate, weapons
2 Kobolds	8	Humanoid, Ambush, weapons
3 Pixies	16	Fey, If they win no damage but discard 1D6 equipment, Flying, Invisible
4 Goblins	10	Humanoid, Archers, weapons
5 Giant Rats	8	Animal, Disease, Swarm
6 Giant Scorpion	8	Poison, Monster, Singular, Desert
7 Dragon	18	Breath Weapon, Fire, Flying, Singular
8 Arrow Trap	12	Poison, Archer
9 Pit Trap	8	If party loses, they cannot adventure next turn
10 Poison Gas Trap	10	Poison
11 Party Encounter	X	This players party becomes the Guardian. The winning party gets the treasure.
12 Ents	14	Fey, Plant
13 Wraith	14	Undead, Spirit, Singular, Cold
14 Nymphs	6	Fey, Water, Female, vs Human Male Heroes CBT +8
15 Insect Swarm	10	Swarm, Poison, Flying, Regenerate
16 Orcs	12	Humanoid, weapons, Archers
17 Ogres	14	Giant, Humanoid, weapons
18 Drow	14	Humanoid, Mages, Archers, weapons
19 Troglydites	10	Humanoid, Monsters, Surprise, Water, weapons
20 Green Slime	10	Monster, Acid, Regenerates
21 Zombies	10	Undead, Regenerate, Disease
22 Medusa	16	Monster, Petrification Gaze Attack, Female, Singular
23 Minotaur	12	Humanoid, Singular, +2 at Maze Location
24 Doppelganger	16	Surprise, Humanoid, Singular
25 Frost Giant	16	Giant, Cold, Singular, weapons, Throw Boulders
26 Fire Giant	16	Giant, Archer, Fire, Singular, weapons
27 Hell Hounds	12	Monsters, Animals, Demons, Fire, Breath weapon
28 Gargoyles	14	Monsters, Flying, Stone
29 Sorcerer	10	Mage, Singular
30 Chaos Knight	12	Fighter, Singular, Demon, weapons
31 Djinn	14	Flying, Spirit, Mage, Desert

Regenerating guardians must be defeated twice in a row.

POISON & DISEASE

Any hero receiving damage from a poison guardian is automatically killed.

Heroes that received damage from a disease guardian are CBT-2 until they are completely healed.

TREASURE CARDS

The treasure must be in the players treasure pile to have effect

TYPE	NOTES
1 Gold & Silver coins	Worth 2 Treasures
2 Golden Goose	Draw +1 card per turn
3 Dragons Hoard	Worth 3 Treasures
4 Cornucopia	Draw +1 card per turn
5 Philosophers Stone	Hand size +1
6 Living Harp	All your Heroes CBT +1
7 Pandoras Box	May be opened once per game to shuffle discard pile into deck
8 Flawless Gems	Worth 2 Treasures
9 Holy Icon	All your priests +1 Spell
10 Kings Crown	Party may have 5 Heroes
11 Ancient Tome	All your mages +1 Spell
12 Unicorn Horn	Hand size +1
13 Magic Tapestry	Look at opponents hand during your recruit phase
14 Rescue Princess	All your Heroes CBT +1
15 Enchanted Goblet	One Hero in recovery phase may drink from it to be fully healed

EVENT CARDS

TYPE	NOTES
1 Theft	If your party contains a thief, steal one of opponents treasures. Put it in your pile. Play in your recruit phase.
2 Pilfer	If your party contains a thief, steal one of opponents magic items. Play in your recruit phase.
3 Ambush	Guardian +4 CBT.
4 Fight another Day	Your Party retreats.
5 Happy Hunting	Take an extra Adventure phase this turn. Play after first adventure phase.
6 Lost	Your opponent may not adventure this turn. Play in his recruit phase.
7 Spy	If your party contains a thief or scout, Look at opponents hand & discard one of his cards; Play in recruit phase.
8 Tavern	rest at Inn; All your heroes heal an extra hit. Play in recovery phase.
9 Smite	Fighter +6 CBT vs singular guardian.
10 Double Trouble	Play two guardians at location. They add their values together.
11 Second Guardian	If the party defeats the first guardian, play a second one that must be defeated to claim the treasure.
12 Disaster	If the party has lost they receive an additional 1D6 damage.
13 Encounter	Play a nontrap guardian against a party that has declared they are not adventuring.
14 Trading post	There is no location or treasure involved.
15 Tracker	Discard your hand & draw 5 new cards in recruit phase.
16 Martyr	If your party contains a scout, draw 10 cards, keep one, and shuffle the rest back into the deck, during recruit phase.
17 Ruined	One of your heroes may martyr.
18 Monty Haul	Destroy one target magic item.
19 Rise again	Two treasures are placed at location. They are claimed together
	Guardian regenerates.

MULTIPLAYER RULES

All rules the same, however, players must determine who the "Opposing player" is during the action phase.

For maximum interaction, each other player going clockwise may pass or oppose.

Only one opposer allowed.

Alternate Rules: Board movement

OBJECT

After All treasures have been claimed, the player with the most Treasure points wins the game.

THE DECKS

The cards will be divided into 4 decks:

Location Deck: Location Cards

Treasure Deck: Magic Items & Treasure cards.

Guardian Deck: Guardian cards.

Adventure Deck: Heroes, Spell, And Event cards.

BOARD & BOARD SETUP

Use a 5 X 5 grid as the board.

Each space must be large enough to hold a stack of cards.

The 4 corner spaces are empty.

These are home spaces.

Each player controls 1 home space.

Into the remaining 21 spaces:

Place 1 random Location card face up.

Place 1 random Guardian card face down.

Place 1 random Treasure/Magic Item card face down.

PAWNS

The Adventuring parties are represented by pawns.

Each player has 1 pawn.

An Adventuring party may contain up to 4 Heroes.

SETUP

Roll high on 1D6 to determine turn order.

Each players pawn starts in its owners home (corner) space.

TURN SEQUENCE

Players take turns.

The player whose turn it is, is the active player.

Each turn has 6 phases:

- 1 Draw phase
- 2 Recruit phase
- 3 Movement phase
- 4 Adventure phase
- 5 Recovery phase
- 6 Discard phase

DRAW PHASE

Active Player draws 1 card from the Adventure Deck.

If the deck runs out shuffle the discard and draw from it.

RECRUIT PHASE

If a player's pawn is in his home space, that player may play any Heroes in his hand to his 'Adventuring Party'.

The party may contain up to 4 Heroes.

Heroes in the party are placed face up on the table. They are in play.

Spell cards may be attached face down to mages, priests and heroes with spell levels.

A Hero can attach a number of spell cards equal to his spell level.

Spell cards may be attached regardless of pawn location.

Heroes may exchange magic items but not spells.

TREASURES & MAGIC ITEMS

Each player has a treasure pile.

Treasures go to treasure piles as soon as they are found.

Magic items are attached to Heroes as soon as they are found.

Heroes can receive the benefit of only one weapon at a time.

MOVEMENT PHASE

Move your Pawn (Adventuring Party) 1D6 spaces.

Moves must be orthogonal.

Alternatively you can automatically move your party back to your home space.

If you enter a space that contains a guardian or an opposing pawn, you must stop.

You cannot move your pawn into an opponent's home space.

If all Heroes in a party are killed, the pawn is moved back to its home space.

ADVENTURE PHASE

This occurs if a party is in the same space as a guardian, or enemy party.

Flip the Guardian Face up.

Determine the Guardian value. The guardian value is equal to:

The Guardians CBT (Combat) score + Location bonuses + 2D6.

Any opponent may play appropriate event cards to increase the Guardian value.

If the Guardian is a mage or priest any opponent may play a spell card from his hand.

Compare the guardian value to the party value. The party value is equal to:

The CBT (Combat) score of all Heroes + special bonuses + 2D6.

The active player may play appropriate event cards to increase the Party value.

Spell casting heroes may each play one of their attached spells.

Events & Spells are discarded as soon as they are used unless otherwise specified.

Some spells and events cause the party to retreat.

A retreating party immediately goes back to its home space.

If the Guardian value is greater than the Party value, the party is defeated.

A Defeated party receives 1D6 hits distributed by the active player.

A defeated party immediately retreats to its home space.

Any Hero reduced to 0 Hits is killed (discarded).

Heroes cannot be given more hits than will reduce them to 0 unless the hero has Martyr ability.

If the Guardian value is equal or less than the Party value, the party keeps the Treasure and the party receives only (1D6 - 3) hits.

The active player gets to put the Treasure in his treasure pile.

If the treasure is a magic item, it may be attached to a hero present that can use it.

Excess magic items may be carried.

If the guardian is defeated, discard the Guardian card.

Magic items may be recovered from dead heroes by surviving party members only if the party won the adventure.

If two parties occupy the same space they will fight, each determining its Party Value by the process described above.

The victorious party suffers (1D6-3) hits.

The defeated party suffers 1D6 hits and must retreat to its home space.

If the defeated party is wiped out, the winners may recover their Magic Items.

Non-home spaces that do not have Guardians are considered to be empty.

RECOVERY PHASE

All Heroes in the active players party heal one Hit point of Damage.

Heroes heal two hit points of Damage if they are in their Home Space.

DISCARD PHASE

The player may move cards from his party into his hand.

A player must discard down to 7 cards in his hand.

CARD CHANGES

Do not use the "Party Encounter, Double Trouble, Second Guardian, or Monty Haul cards.

Pandoras Box- Discard to place 1D6 unused Guardians from Guardian deck onto target empty spaces. Maximum 1 Guardian per space.

Happy Hunting- Take an extra Move and Adventure phase.

Lost- Your opponent may not move or adventure this turn. Play in his move phase.

Dungeon Expansion

by Zak

Alternate Board Play

Add 8 "Road cards" to the Location card deck.

The group starts on a central location and they draw new location cards to be put adjacent to the current location.

If the first card is a Road you can draw another card; similarly if you the first area you enter is a Road you can move to a second location.

There is only a layout special rule: you cannot position 4 cards so that they create a 2x2 rectangle.

When you are on a Location (not Road) you can decide to explore it (usual guardian/treasure procedure).

An Explored Location is turned face down and cannot be Explored again

The Dungeon

To add more "depth" to the game i've also imagined that on certain Locations (Dungeons of course) you can start a side Exploration using a separate mini-deck, the Dungeon Deck. The basic premise of the Dungeon is the following: Guardians are tougher but for each one you get 2 treasures.

A Dungeon mini-deck is composed of the following cards:

CONNECTIONS

Corridor (7x)	Empty
Exit (2x)	Empty

ROOMS (every room has a basic CBT modifier for ALL guardians)

Torture Room	All guardians CBT+2; Underground
Treasure Room	All guardians CBT+2; 5 Treasures; draw 2 Guardians
Library	All guardians CBT+2
Empty Room (3x)	All guardians CBT+1
Dormitory	All guardians CBT+2
Cell (3x)	All guardians CBT+2; Humanoid CBT +3
Cavern (2x)	Underground; All guardians CBT+4
Trap Room (3x)	1d6-1 Hits - avoid on 8+ on 2D6 (+2 if a Thief is on the party)
Crypt	All guardians CBT+2 ; Undead CBT +3
Weapon Room	All guardians CBT+2; Weapon CBT +3
Temple	All guardians CBT+2; Spirits and Demon CBT+3

EVENTS

Dead party (2x)	Collect 1 Treasure
Ceiling Collapse (2x)	1d6-3 hits

You can leave the Dungeon if you're on a Exit card (not mandatory) or if the mini-deck is exhausted (mandatory).

When a party leave the Dungeon the mini-deck is reshuffled.