



RULEBOOK

Shaun Austin
Jim Hartman

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Lost Treasures

Introduction

Lost Treasures is a simple two player game where each player must hire a party of adventurers to retrieve the treasure from a forgotten dungeon.

Each player represents competing Patrons who wish to recover treasures thought to be lost forever. They use magic and research to locate the treasures but must hire mercenaries to actually retrieve them. The intrigue between them means that when one discovers a treasure the other is not long to follow. One player recruits his adventurers from the noble worthy races, the other from the dregs and evil denizens. Unfortunately due to the rush to try and get there first, sometimes the parties are not as well equipped as they could be. . .

They must recruit their band, struggling between having an effective force and being first to initiate the search, possibly with a superior party.

Recruitment is achieved by a simple card game that relies mostly on luck but can be heavily influenced by the choices you make.

The search is then performed on a Dungeon map. You must find the treasure and return it to the surface, while your opponent is trying to do the same thing.

Multiple searches can be played consecutively to recreate a massive campaign, or they can be played singularly as simple searches.

Party Generation

Each player rolls a D6. The player with the highest roll uses the Evil party. They were the first to hear about the lost treasure. They gain a small advantage by going first in the recruitment phase.

The other player controls the Good party.

Set up

Shuffle the Resource deck and place it face down. The resource deck consists of Profession cards which are used to hire your party members, as well as Event cards which enable special rules during the Search and Item cards which give your adventurers special bonuses or abilities.

Recruit Phase

The Evil player picks five cards from the top of the deck.

Then the Good player picks five cards from the top of the deck.

Rejection Phase

Players can look at their cards and discard any number of cards, face down into the discard pile.

Replenish Phase

The Evil player can then pick up cards to replace the ones he discarded

The Good player can then pick up cards to replace the ones he discarded

Hire phase

If either player can make a combo you may place it on the table and collect the appropriate Adventurer.

You may place a single Item or an Event card along with your combo. Discard your combo to the discard pile and if applicable keep the Item and Event cards for the coming Search.

If you cannot make a combo of any cards then discard all cards in this phase.

End Phase

Keep repeating the process from the recruit phase, until one player has 2 champions or 8 Adventurers total.

If you reach the end of the deck before one of the above conditions is met shuffle the discard pile and continue.

Resources

- Warrior – melee specialist 
- Mage – performs magic and spells 
- Marksman – ranged weaponry 
- Thief – detects and diffuses traps 
- Items – provides Bonuses to various actions
- Events – special rules in game play.

Name	Wit	Combat	Move	Card Combo
Dwarf	2	3	3	3x Warrior
Elf	2	2	4	3x Marksman
Mage	3	2	3	3x Mage
Halfling	4	1	3	3x Thief
Paladin	3	3	3	1x Each + Item
Orc	2	3	3	3x Warrior
Dark Elf	2	2	4	3x Marksman
Witch	3	2	3	3x Mage
Goblin	4	1	3	3x Thief
Dark Knight	3	3	3	1x Each

Item Cards

- Healing stone – An adventurer with a healing stone may heal another player.
- Might Potion – An Adventurer with a Might Potion gains +1 Combat for one turn.
- Eagle Boots – An Adventurer with Eagle boots gains double movement for one turn.
- Seer Scroll – An Adventurer with a Seer Scroll gains +1 Wit for one turn.
- Shatter Scroll – An Adventurer with a Shatter Scroll may automatically diffuse a trap or open a door.
- Blade Rune – A Dwarf or Orc will gain +1 Combat for one turn.
- Hell Arrow – A Elf or Dark Elf will gain +1 Combat for one turn.
- Mana Ice – A Mage or Witch will gain +1 Wit for one turn.
- Mist Key – A Halfling or Goblin will gain +1 Wit for one turn.

Event Cards

- Dust Fog – No shooting weapons can be used this round as dust falls from the ceiling obscuring the view.
- Earthquake – All movement is reduced to 1 space as players try to remain standing.
- Darkness – No combat can occur as a sudden wind blows out all the lanterns in the Dungeon.
- Tremor – All open doors shut as a tremor ripples through the Dungeon.

Dungeon Setup

- Randomly select 3 Treasure room tiles and place them in a row across the table.
- Place the Entrance tiles on either side to form a cross.
- Randomly select 4 corner tiles and put them in each corner.

All doors should be placed to one side randomly. Roll a D6 for each wooden door space on the tiles. If the roll is odd, place a wooden 5 door. If the roll is even, place a wooden 6 door. Do the same for each metal door space on the tiles, except on an odd, place a metal 7 door and on an even place a metal 8 door. Place a treasure icon card on the treasure room tiles.

Place your Party on the map board in the starting squares on the Entrance tiles. The starting squares represent the dungeon entrance above ground.

The Search

Initiative Phase

Both Players roll a D6, re-rolling ties. The highest roll wins initiative and may activate an adventurer. When his activation is complete the other player activates an adventurer. Players alternate back and forth, with any extra adventurers being activated last.

Activation Phase

Items

Items are kept together and assigned to an adventurer when its time to use it. Adventurers may use an item any time during their turn, but may only use one item per turn.

Movement

Any adventurer can move. They can move orthogonally or diagonally up to their Move value in spaces. They cannot move through a space that is occupied by another adventurer. They cannot move diagonally if the two orthogonal spaces are occupied.



An adventure can choose to run which adds another two spaces to his Move, however he cannot perform any other actions for the turn except defensive actions.

An adventurer can swap places with a fallen comrade if he has enough movement left to reach the space of the prone figure. However he cannot participate in melee combat if he does the swap. The prone figure is moved to the last square the swapping figure occupied before going into the prone figures square. This gives the player the advantage of having a fallen character out of harms way and putting in a character who can hopefully fight back if attacked.

Example: Your Thief has just been wounded by an enemy Wizard and is in danger of being killed by the enemy Thief. Your Warrior decides to run 5 spaces and swaps with Thief. Unfortunately he cannot attack in melee (because of the Swap) and he cannot perform any other actions (because of the run) but the enemy Thief may think twice before taking him on.

Melee

If there is an enemy adventurer adjacent to your adventurer, you may engage in melee. Roll a D6 and add your combat value. Your opponent rolls a D6 and adds their combat value. If your result is equal to or greater, the enemy is wounded, place the figure in a prone position, otherwise you must continue. If your adventurer is in the forward arc of the enemy adventurer, he may attack back. If your attack is the first attack on this adventurer for the turn, he may rotate his adventurer on the spot to bring your adventurer into the forward arc.



To attack back, your opponent rolls a D6 and adds their Combat value. You roll a D6 and add your Combat value. If your opponent's result is greater than your own then your adventurer is wounded, place the figure in a prone position, otherwise combat ends.

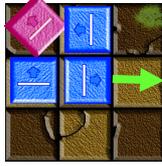
You may dispatch fallen opponents. If there is no other adjacent character to attack, you may attack a prone figure. No dice are rolled, you hit automatically and the figure is removed from the board.

Example: Your Warrior attacks the Dark Knight from the back. You roll a 4 and add 3 to give 7. He rolls a 5 and adds 3 to give 8, which successfully defeats your attack. Because the Warrior is the Dark Knight's first attacker for the turn. He rotates to bring the Warrior into his forward arc and attacks back. The Dark Knight rolls a 3 and adds 3 to give 6. You roll a 1 and add 3 to give 4. The Warrior is placed prone. Your activation is over, so the Dark Knight moves to threaten your Thief who is hiding in the corner. Fortunately the Dark Knight doesn't have enough movement and completes his activation. However Your Thief has just enough movement to reach the Dark Knights rear arc. He rolls a 4 and adds 1 to give 5. The Dark Knight rolls a 3 and adds 2 to give 5, failing to defend against the Thief's dagger. The Dark Knight is placed prone.

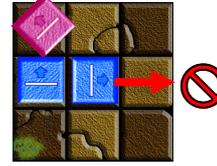
Shooting

Only an Elf or Dark Elf can shoot. They get a +1 to their combat value when shooting. They cannot shoot if there is an enemy adventurer adjacent to them unless the enemy is blocked. You may shoot over a prone figure, enemy or friendly.

Can Shoot
Blocked



Cannot Shoot
Not Blocked



The target must be in straight line of sight within 8 squares of your adventurer.

Roll a D6 and add your combat value. Your opponent rolls a D6 and adds their Combat value. If your result is greater, then the enemy adventurer is wounded, place the figure in a prone position.

If your adventurer is in the forward arc of the enemy adventurer and is a marksman, he may attack back. If your attack is the first attack on this adventurer for the turn, he may rotate his adventurer on the spot to bring your adventurer into the forward arc.

To attack back your opponent rolls a D6 and adds their Combat value minus 1. You roll a D6 and add your Combat value. If your opponent's result is greater than your own then your adventurer is wounded, place your figure in a prone position, otherwise shooting has ended.

Example: Your Elf is chasing an enemy party (who have just retrieved the Treasure) unfortunately an enemy Wizard is blocking a clear shot to the Thief carrying the Treasure. You attack the Wizard from behind in melee. You roll a 4 and add 2 to give 6. He rolls a 4 and adds 2 to give a 6, failing to defend against your blow. The Wizard is placed prone, facing up. Your Elf now shoots at the Thief from behind. You roll a 5 and add 2 (for combat) and 1 (for Marksman) to give 9. The Thief rolls a 5 and adds 3 to give 8, failing to dodge the shot. The Thief is placed prone and the treasure is available, if you can beat the other enemy parties to it???

Magic

Only Mages or Witches can perform magic spells and they can only use one spell per turn

Heal Spell – Any prone adventurer on the board can be targeted. To cast the spell the Magician must roll equal or under his wit on a D6. If the spell is successful, stand the adventurer up.

Touch of Death – Any adjacent adventurer can be targeted. To cast the spell the Magician must roll equal or under his wit on a D6. If the target is a Magician, the target may try to avoid the spell by rolling under his wit on a D6. If the spell is successful, place the adventurer in a prone position, otherwise nothing happens.

Fireball – Any adventurer in a straight line of sight within 8 squares can be targeted. You may cast a fireball over prone figures. To cast the spell the Magician must roll equal or under his wit on a D6. If the target is a Magician, the target may try to avoid the spell by rolling under his wit on a D6. If the spell is successful, place the adventurer in a prone position facing up, otherwise nothing happens.

Example: Your Wizard is blocked passage by a Thief and Dark Knight. You attack the Thief in melee. You roll a 2 and add 2 to give 4. The Thief rolls a 3 and adds 1 to give 4, failing to defend against your physical attack. The Thief is placed prone. The Wizard now casts the Touch of Death on the Dark Knight. Luckily, you rolled a 3, successfully casting the spell and wounding him. The Dark Knight is placed prone.

Doors

All players can try to open doors.

The Adventurer must be in an adjacent space to the door.

Each door will have a difficulty value. Wooden doors are easier than metal doors. The player must roll a dice and add the wit of the adventurer. If they beat the difficulty score, they have successfully opened the door. Place the door beside the space showing that it is open and available to close.

If they equal the score, they didn't open the door, so nothing happens.

If they get less than the score, then they didn't open the door and may have set off a trap. Look under the base of the door.

If it says trapped then the adventurer is wounded, place the figure in a prone position.

The trap resets ready for its next victim.

Doors that are not trapped only fail to open.

Only one attempt to open a door can be made per adventurer in a turn.

Warriors can try to smash open doors. The player must roll a dice and add the Warrior's combat. If they beat the difficulty score, they have successfully smashed through the door. Remove it from the board and it cannot be closed again. If they get equal or less than the score, then they have failed. Whatever the result, look under the base of the door, if it says trap then the adventurer is wounded, place the figure in a prone position.

The trap resets ready for its next victim.

Only one attempt to smash a door can be made per adventurer in a turn.

All players can close doors.

The adventurer must be in an adjacent space to the door.

The player must roll a dice and add their wit to close the door.

If they beat the difficulty score, the door is closed and locked, if they don't the door remains open.

Treasure

The treasure is always trapped

All players can try to take the treasure.

The Adventurer must be in an adjacent space to the treasure.

The player must roll a dice and add the wit of the adventurer. If they beat a score of 8, they have successfully avoided the trap and taken the treasure.

If they equal the score, they didn't set off the trap but neither did they get the treasure.

If they get less than the score, then they set off a trap. The adventurer is wounded, place the figure in a prone position.

The trap resets ready for its next victim.

Only one attempt to take the treasure can be made per adventurer in a turn.

If the adventurer succeeds in getting the treasure, the player may look at the treasure icon card, without showing it to his opponent. The treasure icon card will either be the main treasure (5 pts) or minor treasure (1-2 pts). The adventurer is given a treasure marker.

The adventurer can freely pass the treasure marker to another adventurer who is adjacent to the treasure carrier at the end of the carrier's turn.

For an opponent to take the treasure from the adventurer, the carrier must first be wounded and in a prone position. The opponent must then have an adventurer adjacent to the carrier at the end of his turn to take the treasure.

It is quite likely that the treasure will go through many hands in a turn.

Events

Each Player may play one event card per turn. It must be played immediately before or immediately after one of their adventurers has been used.

End Phase

Each player can try to heal any adventurers on the board who are wounded.

You must roll equal or under his Combat to stand him up.

Winning

The player who has retrieved the most points of treasure and left the map (via the starting squares) with it, is the winner.

Variants

This game has gone through a few different mechanics during the process of development. Below are some of the other fun ways to play the game.

Bulk Recruitment

Separate the Profession cards from the recruitment deck and shuffle. Deal the cards between the two players. The players then make the best team from the pool they have been dealt. A leader only requires one of each profession. He does not require an item.

Now shuffled all the event and item cards and deal them between the two players.

Although you could use all sixteen cards if you want to, limiting them can give some interesting results. At a minimum, I suggest three cards and a maximum of six per player.

Bulk recruitment seems to be easier, quicker and fairer but it does still require you to think carefully to maximise the use of your cards.

Dungeon Items

Any spare Item or Event cards that are not claimed in the Recruitment phase are shuffled.

Deal them face down in the corner tiles of the dungeon. They should be distributed evenly so that the same number of cards are in each corner. If there are cards left over, put an extra card in the centre Treasure room.

The first adventurer to enter a tile, gains the top card for their party. The next adventurer to enter a tile, gains the next card for their party, etc.

Dungeon items can make getting into those corners (or the central treasure room) a top priority.

