

Treasures

Back to [hiddenmovement](#)

Each treasure has its own difficulties in retrieving. Treasure cards are kept hidden until you reach the **Vault Hex**. The text written on a Treasure Card comes into effect as soon as you leave the Vault Hex.

Advanced Treasures

The Fake is only revealed when you steal someone else's treasure.

Cards

The Armour 	It's noisy. Every time you use a movement Thief card (e.g. Nor-East etc), all Distracted, Bored or Interested guards on your map tile change to Alert status.
The Eye 	While carrying this treasure, you lose all depth perception and are unable to play any Arrow cards (Guard or Thief Cards).
The Hammer 	It's big and heavy. You cannot play the Run or Hide Thief Cards while carrying this treasure.
The Lantern 	It shines out, attracting attention. If a guard is Bored, Interested or Alert on your map tile, after each Guards Movement Phase they turn to face you.

The Sword



It's magical and glows when you move, giving away your location. Always place your **Thief Marker** at your current location.

Advanced Cards

The Fake



It isn't a treasure. The only way to make this night profitable is to steal another thief's treasure. If you move next to another **Thief Marker**, the thief is at that location and carrying treasure, you may exchange this card for their treasure card.

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