

Treasures





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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

<div><div>The Armour</div><div></div></div>	<p>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.</p>
<div><div>The Eye</div><div></div></div>	<p>While carrying this treasure, you lose all depth perception and are unable to play any Arrow cards (Guard or Thief Cards).</p>
<div><div>The Hammer</div><div></div></div>	<p>It's big and heavy. You cannot play the Run or Hide Thief Cards while carrying this treasure.</p>
<div><div>The Lantern</div><div></div></div>	<p>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.</p>

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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