

# TREASURE HUNTER GOBLIN'S LOOT



More fierce goblins await, and they've brought a new kind of treasure — treasure that no adventurer wants to find! To deal with the increased threat, new adventurers offer strengthened defense against the goblin horde.



## Game components

### • 22 Goblins



### • 7 Cards



### • 3 Purple magic scrolls



## Changes during set-up

Replace all the goblin tiles of the basic game with the new goblin tiles from this expansion.

Replace the 3 Viggo Trueshot and Tinker Tim adventurers for the new Viggo Trueshot and Grimbald Gemstone of this expansion.

Mix the Watchdog cards and 1 Goblin Hunter card with the rest of the cards.

Shuffle the 3 purple magic scrolls with the rest of the treasures.



## Changes during sequence of play

### The new cards:

#### VIGGO TRUESHOT:

This card grants the player an additional 1 paw quality for keeping the goblins at bay.

*Note: It still adds 4 to the sum of the corresponding location.*



#### GRIMBOLD GEMSTONE:

This card grants the player a silver coin when collecting coins. Since it's not a coin card, though, it doesn't count for the "It's raining coins" yellow magic scroll.

*Note: It still adds 5 to the sum of the corresponding location.*



#### NEW WATCHDOGS:

These are very effective watchdogs that have a paw quality of 3 and a discipline quality of 13, 14 or 15.



#### GOBLIN HUNTER:

This action card can be played immediately after the players have compared their paw qualities and determined a winner.

The winner must give one goblin tile that they would collect — along with any coins paid to that goblin — to whoever played the Goblin Hunter, then they collect any remaining goblin tiles as usual.



### Purple magic scrolls:

These magic scrolls have a negative effect that occurs immediately when a player claims this treasure. Once the player has performed the effect, they discard the treasure and place it in the game box.

#### COWARDS:

The player chooses 2 of their watchdog cards and discards them, placing them under the draw pile. If the player has only one watchdog card, they discard that. If they have no watchdog cards, they discard nothing.



*Example: Unfortunately, Ani has fetched the "Cowards". She must discard two of her watchdog cards immediately and decides to put the two cards with paw quality "1" at the bottom of the draw pile.*

#### DECAY OF COINS:

The player chooses 2 of their coin cards and discards them, placing them under the draw pile. If the player has only one coin card, they discard that. If they have no coin cards, they discard nothing.



*Example: After claiming "Decay of coins", Ani must discard two of her coin cards immediately and decides to put one copper coin and one silver coin card at the bottom of the draw pile.*

#### DOG ATE MY MONEY:

The player chooses 1 of their watchdog cards and 1 of their coin cards and discards them, placing them under the draw pile. The player must fulfill this demand as much as possible.



*Example: Despite her best efforts, Ani took "Dog ate my money", so she must discard one coin and one watchdog card. She has only one watchdog card, so she must discard that. She then chooses to discard the silver coin, placing both cards on the bottom of the draw pile.*

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