

THIEVES! V5.0

The game of hilarious deceit for 3 – 6 players.

By Joseph Limbaugh (joseph@josephlimbaugh.com) ©2013

Special thanks to ELIOT HOCHBERG, ROSS HELLWIG, ASH MINNICK, and KRISTEN IMMOOR.

Obligatory Backstory:

The chief of the Thieves Guild, Felonious “Featherfingers” Visini, has disappeared! However, several of his most promising apprentices were able to gain access to his private chambers to search for clues (i.e. ransack the place for treasure). Inside they found a map. A map that could only be the treasure map to the legendary hidden treasure of the mysterious Lost Kingdom! So legendary and so mysterious that no one even knows what the treasure really is or what the kingdom was even called. All that is known for sure is that it is surrounded with deadly and diabolical traps and guardians of a most puissant and sinister nature, and that the treasure is said to be more valuable than any rogue could possibly imagine. Should be no problem for a band of resourceful and expert thieves all working together... as long as they don't end up killing each other.

GOAL

Get rich, of course. More specifically your goal is to get the most valuable treasures while avoiding being wounded. The other thieves are going to attempt to foil your quest for treasure by being lying stabby sneaky bastards. So you'd better be the best lying stabby sneaky bastard at the table.

SETUP!

Shuffle the CHAMBER and TRICKERY cards together. These are known as the CHAMBER DECK. Shuffle the TREASURE cards together. These are the TREASURE DECK.

The thief that everyone agrees is the most dishonest goes first. If attempting to determine this would cause a squabble or the end of friendships, roll a die.¹ Each thief then gets one of each type of SKILL card (SNEAK, STEAL, STAB, LIES), one EMPTY CHAMBER card, and draws TWO cards from the CHAMBER DECK.

The first thief is now known as the SCOUT for this TURN. After this TURN is over, proceed clockwise around the table with each thief getting a chance to be the SCOUT.

BEGIN THE GAME!

At the beginning of each TURN the current thief becomes the SCOUT. You might want to come up with a special token or marker to indicate this.² The SCOUT seeks out a nearby chamber and listens at the door and/or sneaks in to sneakily peak at what's there and then returns to give the rest of the group an honest account of what they saw/heard. Generally this account is entirely accurate and truthful and not skewed to give an advantage to the SCOUT. By which we mean the SCOUT should lie through their lying teeth and tell a lie so full of lies that it hits every branch of the lie tree on the way down to Lieville. Alternately they might be telling the truth because they are counting on people to do the opposite of what they say. Or they could just make fart noises. It's up to the SCOUT to decide.

IT WORKS LIKE THIS:

1. The SCOUT draws a card from the CHAMBER DECK and puts it in their hand.
2. The SCOUT draws a card from the TREASURE deck and places it FACE UP for all to see. Someone is probably going to end up owning this TREASURE by the end of the turn. You want it to be you, unless you are planning on stealing a more valuable TREASURE from one of the other thieves.

¹ Also consider getting new friends who can take feedback.

² Seriously, you downloaded this game off the internet and printed it out, how fancy do you think it is? We recommend you just stab a dagger into the table in front of the current SCOUT. Or INTO the current SCOUT.

4. The SCOUT then chooses a CHAMBER card from their hand and places it FACE DOWN in the middle of the play area. The SCOUT explains to the other thieves what they are going to encounter in the room and suggests which SKILL cards to play in response. Keep in mind the SCOUT is going to lie.³

5. Each THIEF plays a SKILL CARD in front of them FACE DOWN starting with the SCOUT and going clockwise. A THIEF might choose to play a TRICKERY card instead. TRICKERY cards have special and singular effects, but some only work if no other THIEF plays a TRICKERY card at the same time.

The SKILL card you play makes clear what your intentions are:

A SNEAK card means you want to be stealthy and hang back, looking for advantage, or avoiding danger. If you are the ONLY thief playing SNEAK, you are pretty well protected from other THIEVES who are STABBING or STEALING.

A STAB card means you want to get all stabby on whatever's in the room, or perhaps towards another thief if the opportunity presents itself. If you are the only thief playing STAB, you dole out WOUNDS to another thief. STAB deals 1 WOUND during the 1st ROUND of play, 2 WOUNDS during the 2nd ROUND and 3 WOUNDS during the 3rd ROUND. You may not STAB a thief who is successfully SNEAKING.

A STEAL card means you want to steal something while everyone else is occupied, maybe even FROM someone else who is occupied. If you are the only thief playing STEAL, you can steal a TREASURE from another thief. You may not STEAL from a THIEF who is successfully SNEAKING.

A LIES card means you think the SCOUT lied about what was in the CHAMBER, which is a pretty good bet most of the time. If the scout said NOTHING about what was in the CHAMBER or LIED about what was in the CHAMBER – you get to draw from the CHAMBER deck! Note that if the SCOUT told a partial truth but withheld information, you get nothing. LIES is not blocked by other THIEVES playing LIES.

6. Once each THIEF has had a chance to play a SKILL or TRICKERY card face down, the SCOUT turns the CHAMBER card over and reads it OUT LOUD. Here are some things to remember:

- a. The CHAMBER card will tell you in what order things happen.
- b. SKILL and TRICKERY cards are NOT REVEALED until the CHAMBER card says they are.
- c. The TREASURE card goes into the TREASURE discard pile if no one got it (it happens).
- d. SKILL cards are resolved during the RESOLUTION step on the CHAMBER card. TRICKERY cards are usually resolved at this time as well, but check the particular TRICKERY card.
- e. Some CHAMBER cards will alter what happens with SKILL cards or TRICKERY cards. If this applies, the text on the CHAMBER card takes precedence.
- f. SKILL (and if applicable TRICKERY) cards are resolved CLOCKWISE, starting with the SCOUT.
- g. If the CHAMBER card played was an EMPTY CHAMBER card, it returns to the hand of the SCOUT. Likewise, SKILL cards always return to the hand of the person who played them. TRICKERY cards are discarded.

7. Play proceeds CLOCKWISE to the next thief, who then becomes the SCOUT (go back to step 1). Once every thief has had the chance to be the SCOUT, the ROUND is over.

8. After 3 ROUNDS (each thief gets to be the SCOUT 3 times), victory points are added up to see who the winner is. If you want to play to 4 ROUNDS, go ahead, but decide on this before the game starts. You don't want people ACTUALLY stabbing each other.

³ Although they might not. If you aren't a good liar, maybe you should tell the truth to throw everyone off. Or a partial truth. Hell, just manipulate the bastards!

TREASURES

Every CHAMBER has a TREASURE. Thieves LOVE sparkly things! Treasures are placed FACE UP in front of the owning thief. TREASURES have a GOLD value. This determines how many VICTORY POINTS they are worth for winning the game, the higher the better. There are often other strange or unusual rules that TREASURES enact. Thank goodness thieves never steal from each other. Your treasures are perfectly safe there in your pack⁴.

WOUNDS

Sometimes a card will tell a thief to collect a WOUND or WOUNDS. That thief then collects a WOUND token.⁵ WOUNDS subtract from your VICTORY points. So try to avoid getting them.

SCORING and VICTORY!

Once each thief has had 3 opportunities to screw over... I mean ASSIST the other thieves in achieving their goals - the game is over. Count up your points! The VICTORY POINT value of a TREASURE is equal to the GOLD value on the corresponding card plus any effects on the card. Each Thief also gains 1 VICTORY POINT for each TRICKERY card still in their hand. IN ADDITION, subtract 1 VICTORY POINT for each wound a thief has accrued. The thief with the most VICTORY POINTS wins. If there's a tie, the thief with the most VICTORY POINTS not counting WOUNDS, wins. If there's still a tie, the thief with the most TRICKERY cards in their hand wins. If there's still a tie... Are you playing the game right? Flip a coin or something.

FAQ

Q. So if I'm the SCOUT I have to lie about what's on the CHAMBER card I play?

A. NO NO NO! You don't HAVE to lie, you GET to lie. Also the point isn't to lie, necessarily. Look your "friends" in the eye. Do you think they'll trust you? Or do you think they are expecting you to lie? Try to think 3 steps ahead and tell them what you need to tell them so that YOU get a TREASURE and everyone else ends up with a gaping stab wound their back and a pocket full of nothing.

Q. What if a rule on a card contradicts one of these rules?

A. The card is right. The card is always right. If a card contradicts another card, then TREASURE cards trump CHAMBER cards, which trump TRICKERY cards, which trump SKILL cards. But that will never happen, this game is perfect.⁶

Q. What if we run out of CHAMBER/TRICKERY/TREASURE cards?

A. First of all, how many people are you playing with?!?! Second, just shuffle the discarded cards into a new deck. Idiot.

Q. What does it mean if a card says something happens at the BEGINNING or END of a THIEF'S turn?

A. The beginning of the turn is before the thief draws from the CHAMBER deck. The END of the turn is after all effects from all CHAMBER, SKILL and TRICKERY cards are resolved. Once the next SCOUT draws a CHAMBER card, it is too late.

Q. What if I run out of SKILL cards?

A. You shouldn't. They go back into your hand after every TURN. They cannot be discarded.

Q. What if I have no CHAMBER cards to play?

A. Play the EMPTY CHAMBER. You should all have one in your hand and once you play it, it always returns to your hand and can never be discarded.

Q. Can I die from WOUNDS?

A. Nope. Unless you are really wounding yourselves to keep track of wounds because we didn't include any tokens. We do not recommend this.

⁴ Nope. They are not safe.

⁵ No, we didn't include WOUND tokens. Use pennies or something. Do we have to hold your hand for everything? Jeez, how did you even get into the guild?

⁶ Seriously. IT'S PERFECT.

Q. Do I get VICTORY POINTS from a TREASURE that is under a KEEPING or FAT SACK card at the end of the game?

A. No. The GOLD value is covered text and therefore has no effect. You need to uncover any TREASURE you want to score before the end of the game.

Q. What if someone STEALS my FAT SACK? Do they get the TREASURE inside it?

A. No... that would make the FAT SACK pointless. They do get the SACK, but you keep the TREASURE inside. Makes no logical sense? We don't care.

Q. What if a card refers to the STEAL card, is it the same as the STEALERY card?

A. No... They are different cards and have different (albeit similar) names that will be specifically referred to. Same with SNEAK and SNEAKERY. Same with STAB and STABBERY. HOWEVER, some cards have abilities that protect treasures from theft. These protected treasures can't be stolen by ANY type of card.

Q. When can I DISCARD a TREASURE?

A. When the card says you can. The rules should be on the card. Also you can only discard a TREASURE if it says you can DISCARD it on the particular TREASURE card. You can't DISCARD a TREASURE to avoid it being STOLEN or just because you don't like it. Maybe it doesn't go with your grey hood. I'm so sad for you. My eyes are getting wet.

Q. So only one player can play a TRICKERY card each TURN?

A. Not exactly. SOME TRICKERY cards just don't work if another THIEF is also playing a TRICKERY card. It should say so at the top of the particular card. If this is the case, you must discard that TRICKERY card – it's lost. Sucks to be you. If it doesn't mention this on the TRICKERY card you are playing – it still takes effect. Winner.



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STAB!

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If you are the ONLY THIEF playing STAB, choose a THIEF to receive WOUNDS equal to the current ROUND.

(1 wound for round 1, 2 for round 2, etc.)

STAB!

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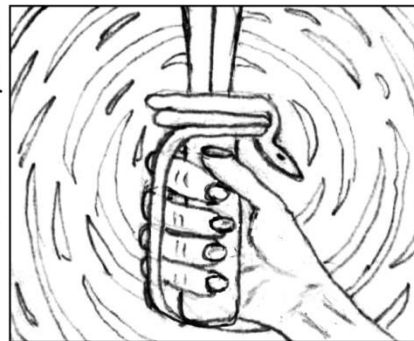


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(1 wound for round 1, 2 for round 2, etc.)

STAB!

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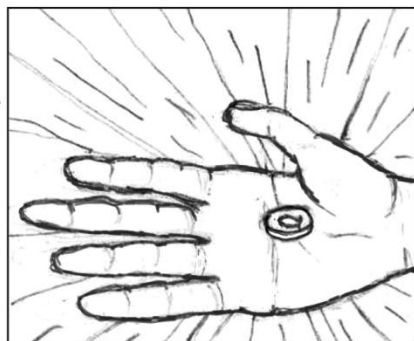


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(1 wound for round 1, 2 for round 2, etc.)

STEAL!

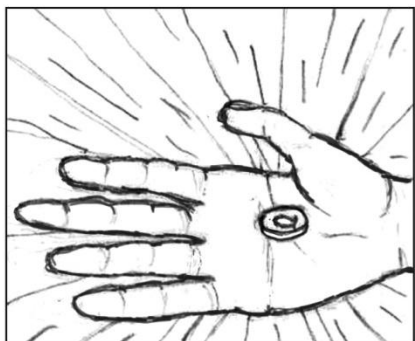
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If you are the only THIEF playing STEAL, choose a TREASURE owned by another THIEF and take it.

STEAL!

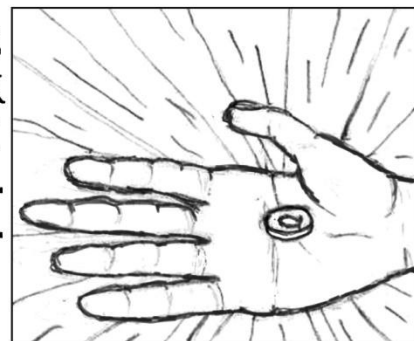
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If you are the only THIEF playing STEAL, choose a TREASURE owned by another THIEF and take it.

STEAL!

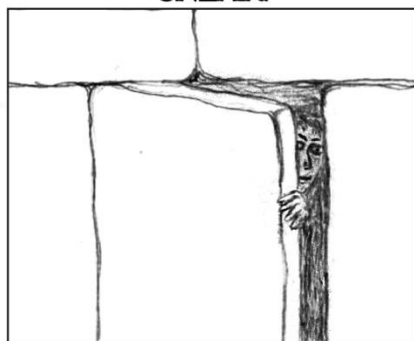
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If you are the only THIEF playing STEAL, choose a TREASURE owned by another THIEF and take it.

SNEAK!

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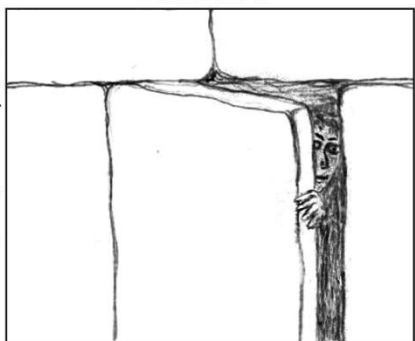


If you are the only THIEF playing SNEAK, other THIEVES may not steal your TREASURES or WOUND you.

Does not apply to CHAMBER effects.

SNEAK!

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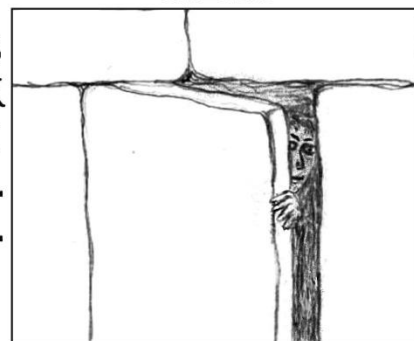


If you are the only THIEF playing SNEAK, other THIEVES may not steal your TREASURES or WOUND you.

Does not apply to CHAMBER effects.

SNEAK!

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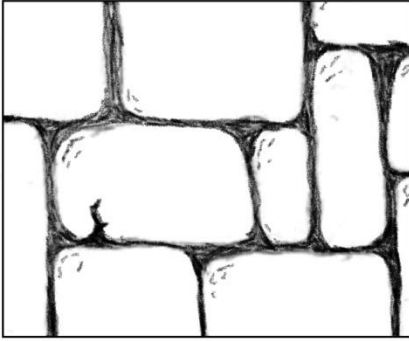


If you are the only THIEF playing SNEAK, other THIEVES may not steal your TREASURES or WOUND you.

Does not apply to CHAMBER effects.

EMPTY CHAMBER

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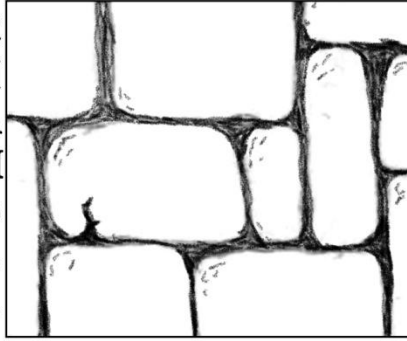
AFTER SKILL CARD REVEAL:
The SCOUT chooses a THIEF
(other than the SCOUT)
to get the TREASURE.

Resolve SKILL and
TRICKERY cards normally.

This card returns to your hand.

EMPTY CHAMBER

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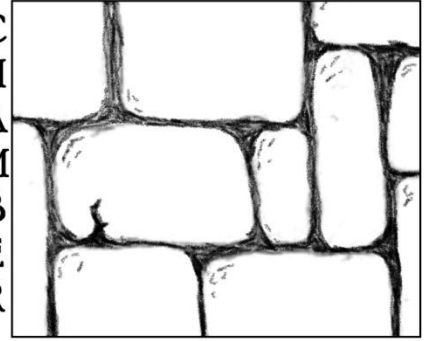
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to get the TREASURE.

Resolve SKILL and
TRICKERY cards normally.

This card returns to your hand.

EMPTY CHAMBER

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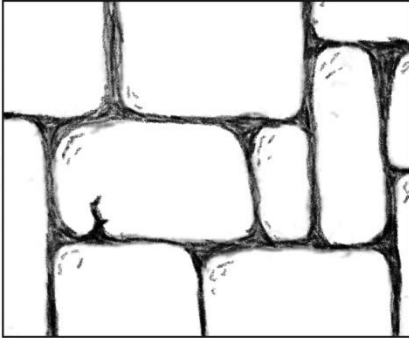
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The SCOUT chooses a THIEF
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to get the TREASURE.

Resolve SKILL and
TRICKERY cards normally.

This card returns to your hand.

EMPTY CHAMBER

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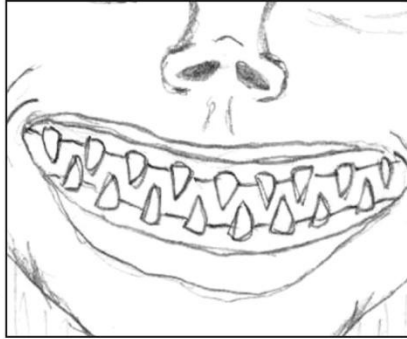
AFTER SKILL CARD REVEAL:
The SCOUT chooses a THIEF
(other than the SCOUT)
to get the TREASURE.

Resolve SKILL and
TRICKERY cards normally.

This card returns to your hand.

NASTY SURPRISE!

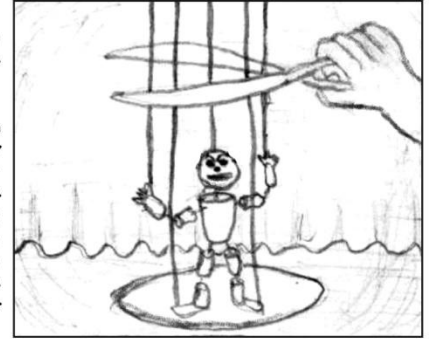
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If you are the ONLY THIEF
playing a TRICKERY,
choose another THIEF'S SKILL
card. You decide what the
target of that card is. Takes effect
when that card would resolve.

NOPE!

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If you are the ONLY THIEF
playing a TRICKERY,
choose another THIEF'S SKILL
card. It's as if they never played it,
and therefore doesn't cancel out
other SKILLS of the same type.

THINKING AHEAD

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If you are the ONLY THIEF
playing a TRICKERY,
look through the CHAMBER deck
and choose a card.

Don't forget to reshuffle the deck.

YOUR PLAN!

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If you are the ONLY THIEF
playing a TRICKERY,
after all SKILL cards have been
resolved, look through the TREASURE
deck and choose a TREASURE.
Then shuffle that sucker.

CHASTISE

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If the CHAMBER card is an EMPTY
ROOM, the SCOUT loses all their
TREASURES.

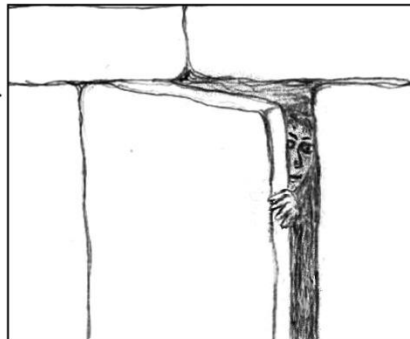
S
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L
L**STAB!**

If you are the **ONLY THIEF** playing **STAB**, choose a **THIEF** to receive **WOUNDS** equal to the current **ROUND**.

(1 wound for round 1, 2 for round 2, etc.)

S
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L**STEAL!**

If you are the **only THIEF** playing **STEAL**, choose a **TREASURE** owned by another **THIEF** and take it.

S
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L**SNEAK!**

AFTER SKILL CARD REVEAL:
The **SCOUT** chooses a **THIEF** (other than the **SCOUT**) to get the **TREASURE**.

Resolve **SKILL** and **TRICKERY** cards normally.

SNEAKERY!T
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If you are the **ONLY THIEF** playing a **TRICKERY**, other **THIEVES** may not steal your **TREASURES** or **WOUND** you this **TURN**.

STEALERY!T
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If you are the **ONLY THIEF** playing a **TRICKERY**, you **MAY** choose a **TREASURE** owned by another **THIEF** and take it for your own. This card takes effect after **SKILL** cards have been resolved.

This card returns to your hand.

STABBERY!T
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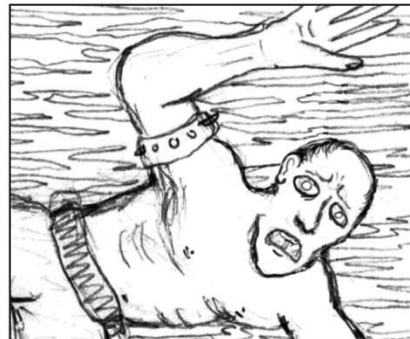
If you are the **ONLY THIEF** playing a **TRICKERY**, you **MAY** choose a **THIEF** and give that **THIEF** **THREE WOUNDS**. This card takes effect after **SKILL** cards have been resolved.

NOT IT!T
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If you are the **ONLY THIEF** playing a **TRICKERY**, you **MAY** choose another **THIEF** to suffer the effects of any **SKILL** or **CHAMBER** card that was directed at **ONLY YOU**. I.E. this doesn't work on effects that hit multiple **THIEVES**.

FORETELLING!T
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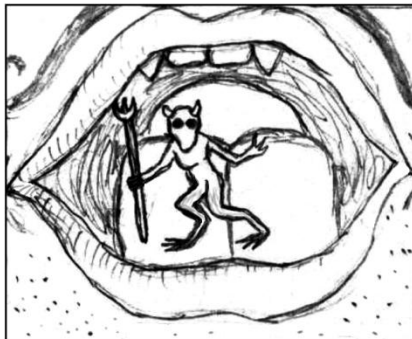
If you are the **ONLY THIEF** playing a **TRICKERY**, you may discard this card and play a **SKILL** card from your hand before **SKILL** cards are resolved.

REPRISAL!T
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If the **SCOUT** lied about what was on the **CHAMBER** card (or said nothing) they take **3 WOUNDS**. If this leads to a massive discussion sidetracking the game, everyone participating in the discussion takes **4 WOUNDS**... Or you could just vote.

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LIES!

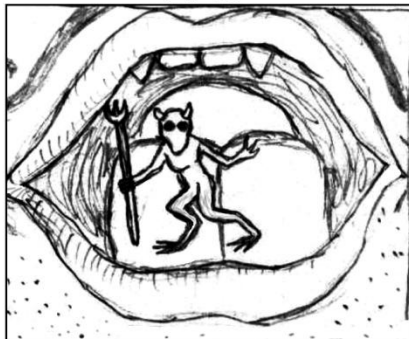


If the SCOUT lied about what was in the CHAMBER or said NOTHING about what was in the CHAMBER, you may DRAW a CARD from the CHAMBER DECK. Note that WITHOLDING some information does not activate this card.
If playing this card creates a logical PARADOX - you still get to draw a card.

THE SCOUT MAY NOT PLAY THIS CARD!

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LIES!

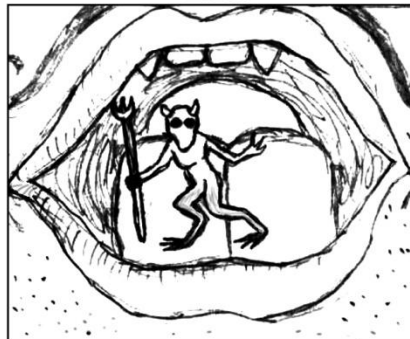


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THE SCOUT MAY NOT PLAY THIS CARD!

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LIES!

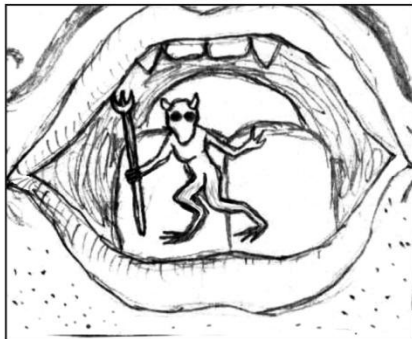


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THE SCOUT MAY NOT PLAY THIS CARD!

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LIES!

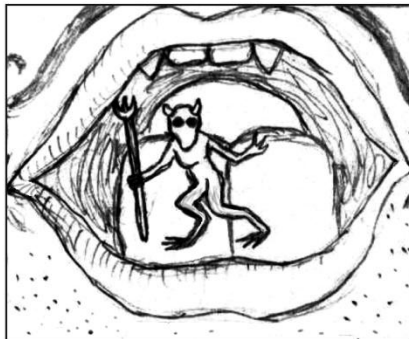


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THE SCOUT MAY NOT PLAY THIS CARD!

S
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LIES!



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If playing this card creates a logical PARADOX - you still get to draw a card.

THE SCOUT MAY NOT PLAY THIS CARD!

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STAB!

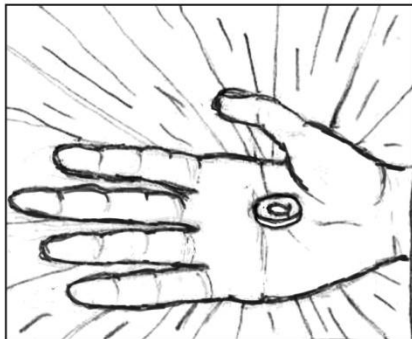


If you are the ONLY THIEF playing STAB, choose a THIEF to receive WOUNDS equal to the current ROUND.

(1 wound for round 1, 2 for round 2, etc.)

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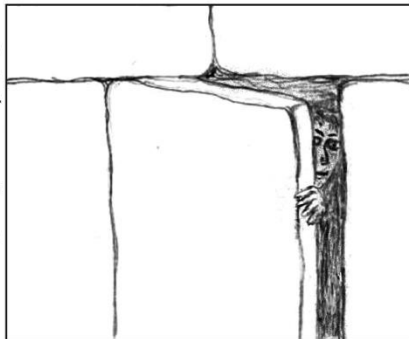
STEAL!



If you are the only THIEF playing STEAL, choose a TREASURE owned by another THIEF and take it.

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SNEAK!

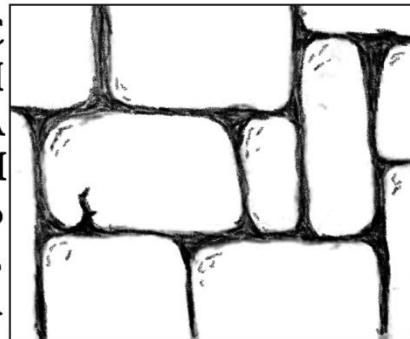


If you are the only THIEF playing SNEAK, other THIEVES may not steal your TREASURES or WOUND you.

Does not apply to CHAMBER effects.

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EMPTY CHAMBER



AFTER SKILL CARD REVEAL:
The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

Resolve SKILL and TRICKERY cards normally.

This card returns to your hand.

TRICKERY

PANTS ON FIRE!

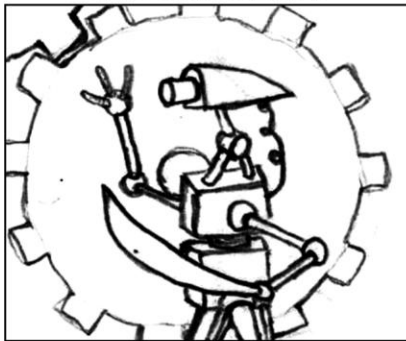


STEAL a TREASURE from another thief who played LIES! this turn .

If NO ONE played LIES! ~ give a TREASURE away to another THIEF.

CHAMBER

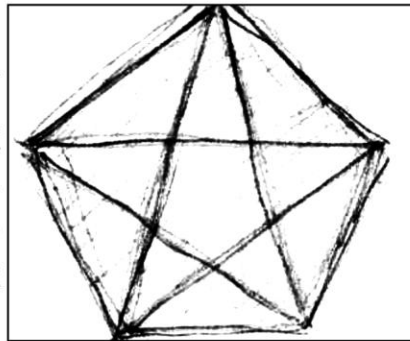
CLOCK GOLUM



AFTER REVEALING SKILL CARDS:
The SCOUT chooses a THIEF that played LIES! to get the TREASURE. If NO ONE played LIES! the TREASURE is discarded.
AFTER RESOLVING SKILL CARDS:
If NO ONE played LIES! the SCOUT may draw a card from the TREASURE deck.

TRICKERY

STUPID WIZARD STUFF



If you are the ONLY THIEF playing a TRICKERY, you MAY choose look at another THIEF'S HAND and take a card. You may not take SKILL or EMPTY CHAMBER cards.

CHAMBER

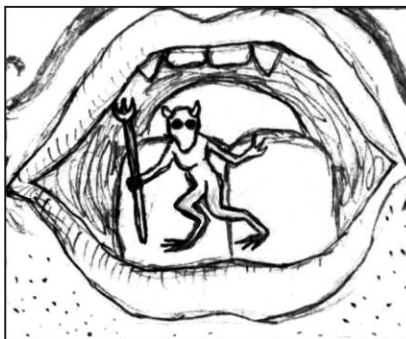
RUNE of FIRE SKULL



BEFORE REVEALING SKILL CARDS:
Each THIEF may exchange their FACE down SKILL or TRICKERY card for a different card.
WHILE RESOLVING SKILL CARDS:
LIES doesn't work ~ any THIEF playing a card that doesn't work takes 3 WOUNDS.

SKILL

LIES!



If the SCOUT lied about what was in the CHAMBER or said NOTHING about what was in the CHAMBER, you may DRAW a CARD from the CHAMBER DECK. Note that WITHOLDING some information does not activate this card.
If playing this card creates a logical PARADOX ~ you still get to draw a card.

THE SCOUT MAY NOT PLAY THIS CARD!

SKILL

STAB!



If you are the ONLY THIEF playing STAB, choose a THIEF to recieve WOUNDS equal to the current ROUND.

(1 wound for round 1, 2 for round 2, etc.)

SKILL

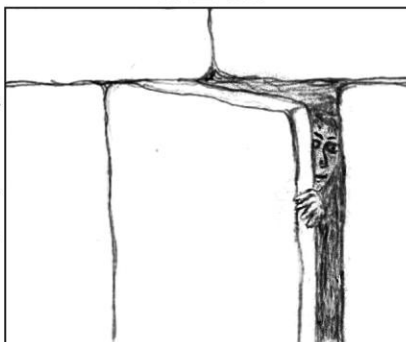
STEAL!



If you are the only THIEF playing STEAL, choose a TREASURE owned by another THIEF and take it.

SKILL

SNEAK!

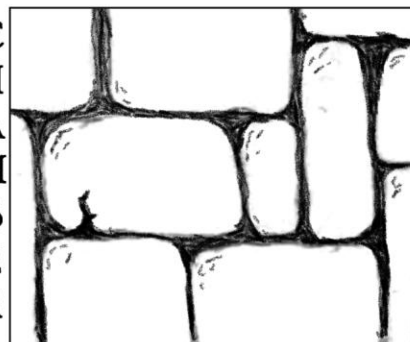


If you are the only THIEF playing SNEAK, other THIEVES may not steal your TREASURES or WOUND you.

Does not apply to CHAMBER effects.

CHAMBER

EMPTY CHAMBER



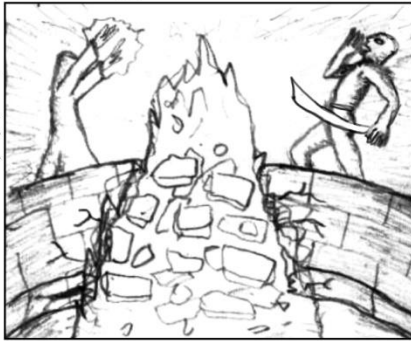
The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

RESOLUTION: Resolve SKILL and TRICKERY cards.

This card returns to your hand.

Bridge of BETRAYAL

C
H
A
M
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R

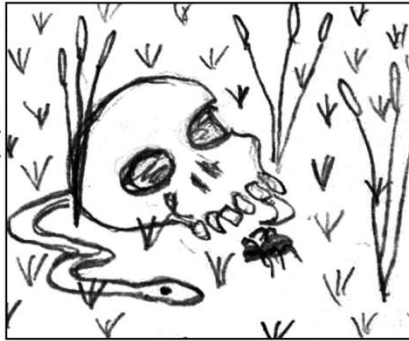


BEFORE REVEALING SKILL CARDS:
The SCOUT chooses who gets the TREASURE.

WHILE RESOLVING SKILL CARDS:
TRICKERY cards have NO EFFECT this TURN. Except FORETELLING, that card still totally works.

DEATH

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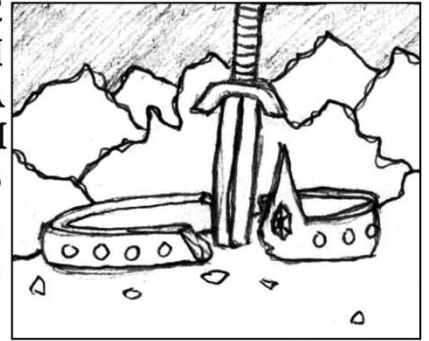


BEFORE REVEALING SKILL CARDS:
The SCOUT chooses who gets the TREASURE.

BEFORE RESOLVING SKILL CARDS:
Any THIEF playing a SNEAK card takes 3 WOUNDS.

EASY GOLD

C
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BEFORE REVEALING SKILL CARDS:
The SCOUT chooses who gets the TREASURE.

WHILE RESOLVING SKILL CARDS:
ALL STEAL cards work this turn regardless of how many are played.

DEMONS

C
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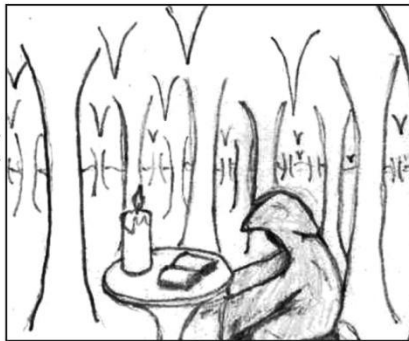


BEFORE REVEALING SKILL CARDS:
The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

BEFORE RESOLVING SKILL CARDS:
Any THIEF playing a STEAL card discards a random TREASURE that they own.

HIDDEN CLOISTER

C
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A
M
B
E
R



BEFORE REVEALING SKILL CARDS:
The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

AFTER RESOLVING SKILL CARDS:
The SCOUT chooses a TREASURE in play and removes it from the game.

LAIR OF THE CRONE

C
H
A
M
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E
R



BEFORE REVEALING SKILL CARDS:
The SCOUT gets the TREASURE.

WHILE RESOLVING SKILL CARDS:
Any successful STAB (Not STABBERY) does DOUBLE damage.

RUDE IMP

C
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BEFORE REVEALING SKILL CARDS:
The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

BEFORE RESOLVING SKILL CARDS:
Every THIEF playing a STEAL card takes 3 WOUNDS.

INVINCIBLE WARRIOR

C
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BEFORE REVEALING SKILL CARDS:
The SCOUT chooses who gets the TREASURE.

BEFORE RESOLVING SKILL CARDS:
Every THIEF playing a STAB card takes 3 WOUNDS.

RIDDLES

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WHILE RESOLVING SKILL CARDS:
REVEAL all cards played. They return to their owners with NO EFFECT. The SCOUT then plays a new CHAMBER.

GRAND VAULT

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BEFORE REVEALING SKILL CARDS:

The SCOUT chooses a THIEF (other than the SCOUT)

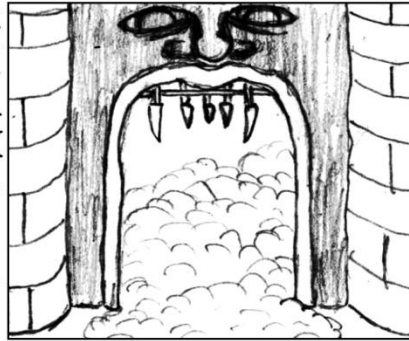
to get the TREASURE.

BEFORE RESOLVING SKILL CARDS:

Any THIEF playing a STEAL card this turn may draw a TREASURE from the TREASURE deck.

WATCHFUL GATE

C
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BEFORE REVEALING SKILL CARDS:

The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

WHILE RESOLVING SKILL CARDS:

TRICKERY cards have no effect.

AFTER RESOLVING SKILL CARDS:

The SCOUT may steal one TREASURE from any THIEF playing a TRICKERY card.

STANDARD TROLL

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BEFORE REVEALING SKILL CARDS:

The SCOUT chooses who gets the TREASURE.

WHILE RESOLVING SKILL CARDS:

ANY THIEF successfully playing a STAB card may STEAL a TREASURE from another THIEF instead of dealing WOUNDS.

IT'S A TRAP!!!

C
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BEFORE RESOLVING SKILL CARDS:

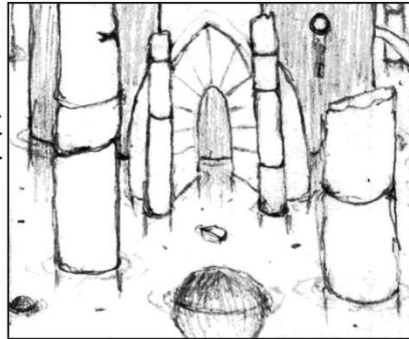
ANY THIEF who plays a card OTHER THAN SNEAK or SNEAKERY takes a WOUND for each THIEF that didn't play SNEAK or SNEAKERY.

AFTER RESOVING SKILL CARDS:

The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

SEWERS

C
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BEFORE REVEALING SKILL CARDS:

The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

WHILE RESOLVING SKILL CARDS:

ANY THIEF successfully playing a STEAL card may STEAL 2 TREASURES from other THIEVES instead of just 1.

BATTLEFIELD

C
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BEFORE REVEALING SKILL CARDS:

The SCOUT chooses a THIEF (other than the SCOUT)

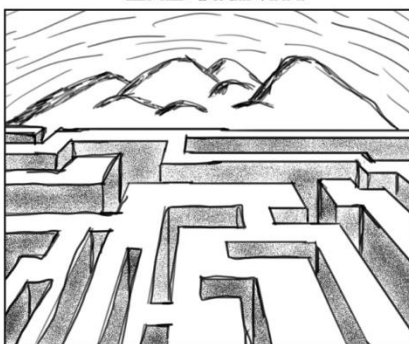
to get the TREASURE.

WHILE RESOLVING SKILL CARDS:

ALL STAB cards work this turn regardless of how many are played.

LABYRINTH

C
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R



BEFORE REVEALING SKILL CARDS:

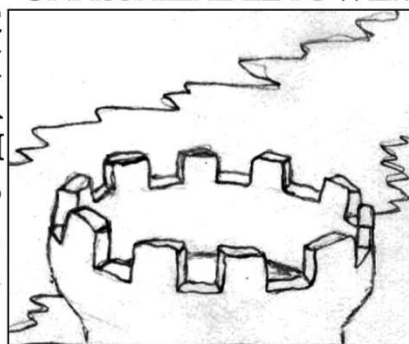
The SCOUT chooses a THIEF (other than the SCOUT) to get the TREASURE.

WHILE RESOLVING SKILL CARDS:

ALL SNEAK cards work this turn regardless of how many are played.

UNASSAILABLE TOWER

C
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The TREASURE is discarded.

WHILE RESOVING SKILL CARDS:

ANY THIEF playing a SNEAK or SNEAKERY card may STEAL a TREASURE from another THIEF, even if the SNEAKING failed.

ANGRY SPIRIT

C
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BEFORE REVEALING SKILL CARDS:

The SCOUT chooses a THIEF (other than the SCOUT)

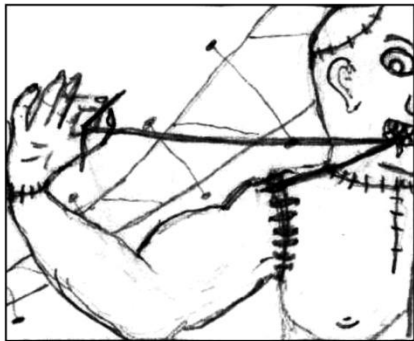
to get the TREASURE.

WHILE RESOLVING SKILL CARDS:

STEAL has NO EFFECT this TURN.

TRICKERY

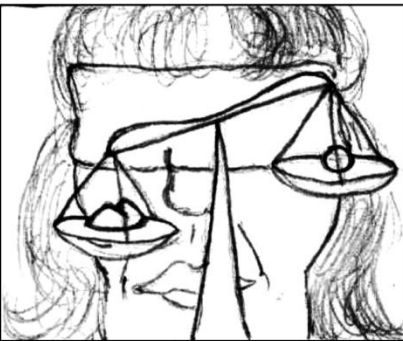
HEALING



If you are the **ONLY THIEF** playing a **TRICKERY**, you are **HEALED** of all **WOUNDS**.

TRICKERY

JUSTICE



If you receive **WOUNDS** this turn, choose another **THIEF** to also receive the same amount of **WOUNDS**.
ALSO:
If a **TREASURE** is stolen from you this **TURN**, you may steal a **TREASURE** from another **THIEF**.

TRICKERY

KEEPING



Put **KEEPING** on one of your **TREASURES** to protect it from theft. The text on that **TREASURE** has no effect. At the beginning of **ANY** turn you may **DISCARD** **KEEPING**.

CHAMBER

WEALTHY MONK



The **TREASURE** is discarded.

WHILE RESOLVING SKILL CARDS:

Any **THIEF** playing **STAB** gets a **WOUND**. Any **THIEF** playing **STEAL** must give a **TREASURE AWAY**. Any **THIEF** playing **SNEAK** may draw a **TREASURE**.

CHAMBER

SPECIAL TROLL



BEFORE REVEALING SKILL CARDS:

The **SCOUT** chooses a **THIEF** (other than the **SCOUT**) to get the **TREASURE**.

WHILE RESOLVING SKILL CARDS:

Any **THIEF** that does not play **STEAL** or **STEALERY** gets a **WOUND**.

TRICKERY

SO ANGRY



If you are the **ONLY THIEF** playing a **TRICKERY**, choose a **TREASURE** currently in play, that **TREASURE** is no longer in the current game.

CHAMBER

ABOVE AVERAGE TROLL



BEFORE REVEALING SKILL CARDS:

The **SCOUT** chooses a **THIEF** (other than the **SCOUT**) to get the **TREASURE**.

WHILE RESOLVING SKILL CARDS:

Any **THIEF** that does **NOT** play **SNEAK** or **SNEAKERY** gets a **WOUND**.

CHAMBER

SUCCUBUS



Discard the **TREASURE**

WHILE RESOLVING SKILL CARDS:

Any **THIEF** playing a **TRICKERY** card may draw a **TREASURE**

CHAMBER

MAD MAGE is MAD



BEFORE REVEALING SKILL CARDS:

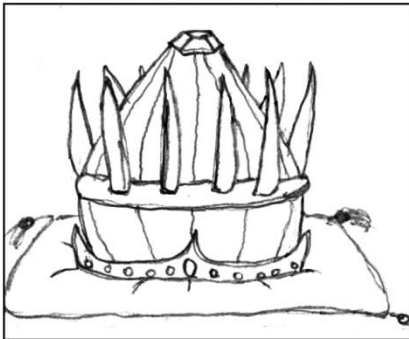
The **SCOUT** gets the **TREASURE**.

WHILE RESOLVING SKILL CARDS:

Any **THIEF** playing **STEAL** heals 1 **WOUND**.
Any **THIEF** playing **SNEAK** heals 2 **WOUNDS**.
Any **THIEF** playing **TRICKERY** heals 3 **WOUNDS**.

T
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CROWN of TUSKS



5 GOLD

Receive one WOUND whenever the CROWN of TUSKS enters your possession.

T
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CRYSTAL BALL

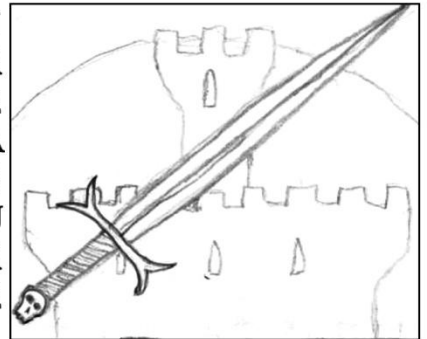


2 GOLD

Discard this card to look at the current CHAMBER card or to look at another THIEF'S hand.

T
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BACKSTABBER



3 GOLD

Whenever you successfully use a STAB or STABBERY card you deal one extra WOUND of damage.

T
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HEALING POTION

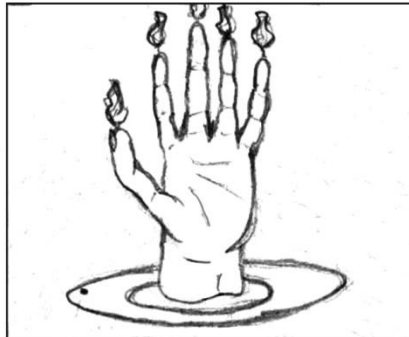


2 GOLD

Discard this TREASURE at the beginning of your TURN (BEFORE YOU DRAW FROM THE CHAMBER DECK) to heal all WOUNDS.

T
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HAND of GLORY

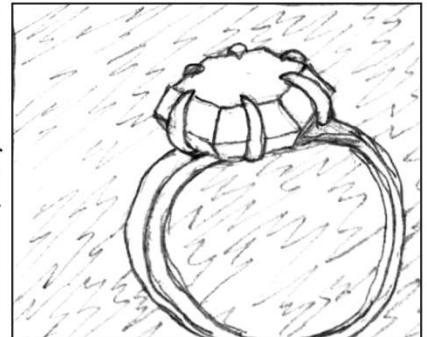


2 GOLD

Discard this card to NULLIFY one SNEAK or SNEAKERY card.

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RING of WATER

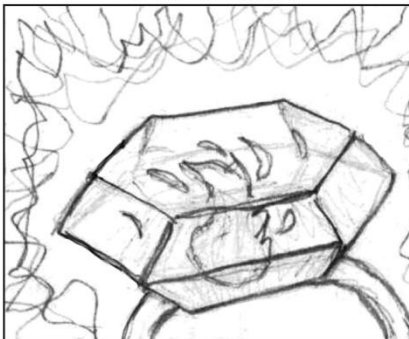


4 GOLD

At the beginning of your TURN flip a coin. If it comes up HEADS, heal two WOUNDS.

T
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RING of FIRE

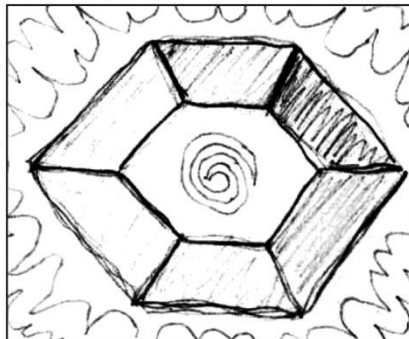


4 GOLD

At the beginning of your TURN flip a coin. If it comes up HEADS, deal two WOUNDS to a rival thief.

T
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The LOST DWARVEN STONE



6 GOLD

T
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E

WRIT of WEALTH

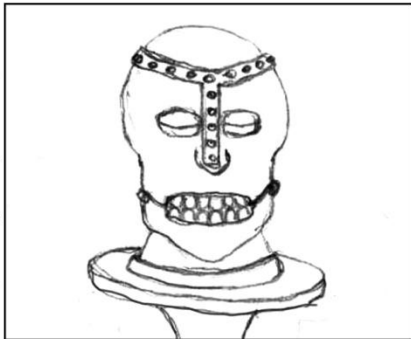


1 GOLD

Worth 1 extra GOLD for each TRICKERY card you have in your hand at the end of the game.

T
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BRASS HEAD

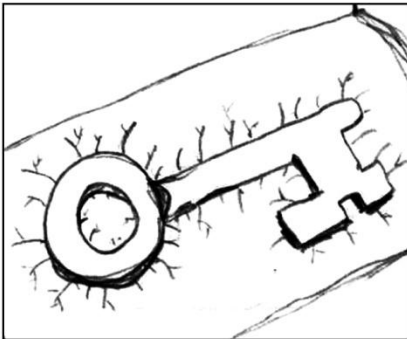


2 GOLD

Give yourself 1 WOUND to look at another THIEF'S hand. You may only do this ONCE per TURN.

T
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SKELETON KEY

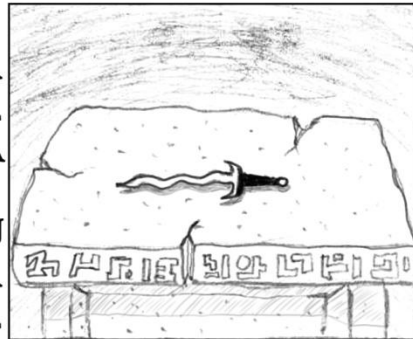


2 GOLD

At the beginning of your Turn (Before drawing from the CHAMBER DECK), discard this card to search the TREASURE DECK for any TREASURE and take possession of it.

T
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RITUAL DAGGER



5 GOLD

Thieves with the DAGGER may NOT play STAB cards (STABBERY is allowed). If you played a card before gaining the DAGGER, it still takes effect.

T
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TOME of THIEVERY



2 GOLD

Discard this card at the end of your TURN to STEAL a TREASURE from another thief.

T
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E

FAT SACK



1 GOLD

You MAY put the FAT SACK on one of your TREASURES to protect it from theft. The text on that TREASURE has no effect. At the beginning of any turn you may move the FAT SACK, either off of the TREASURE it is on, or onto another TREASURE you own.

T
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SHADOW COMPASS

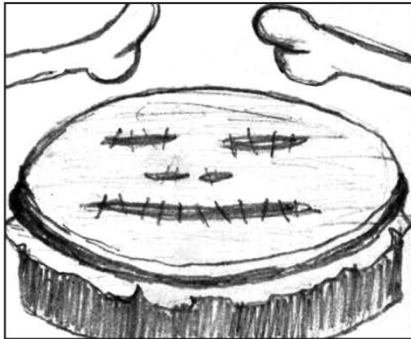


2 GOLD

Worth 2 extra GOLD for each CHAMBER card you have in your hand at the end of the game, not including an EMPTY CHAMBER.

T
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SKIN TAMBOUR



5 GOLD

Thieves with the SKIN TAMBOUR may NOT play SNEAK cards (SNEAKERY is allowed).

T
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DWARVEN AXE

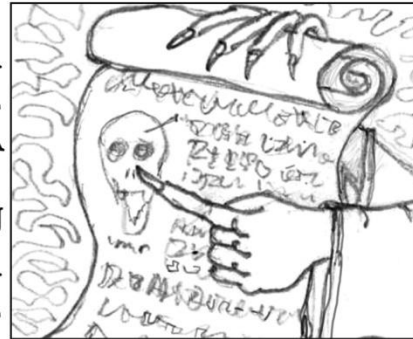


3 GOLD

Anyone successfully STABBING you with a STAB SKILL card immediately takes one WOUND.

T
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WRIT of KNOWLEDGE

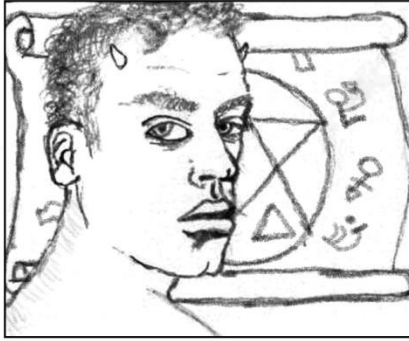


2 GOLD

Discard this card at the beginning of your turn to look through the CHAMBER deck and pick any card.

PETULANT INFERNAL CONTRACT

T
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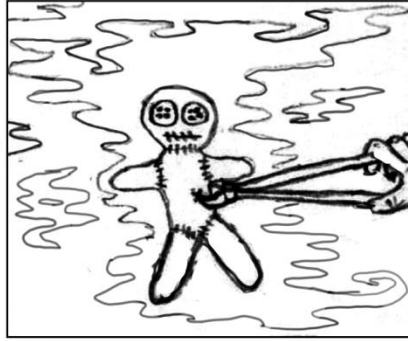


0 GOLD

If someone STEALS a TREASURE from you, you MAY force them to take this TREASURE as well. When you do this, put a token representing -1 GOLD on this card each time this happens.

SPOOKY HOODOO DOLL

T
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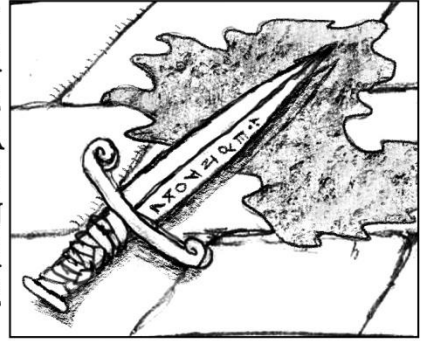


1 GOLD

Once per ROUND you can deal 1 WOUND to yourself to deal 3 WOUNDS to someone else.

LEGENDARY STABBING KNIFE

T
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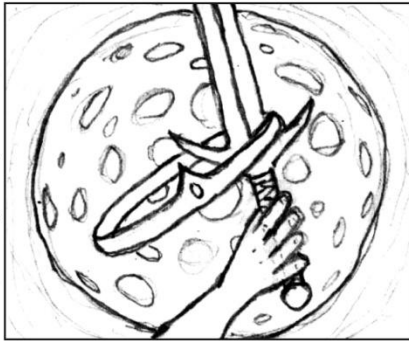


3 GOLD

Your STAB skill always works. EVEN if another THIEF is playing STAB.

SWORD of HONOR

T
R
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S
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R
E



3 GOLD

You may not play TRICKERY cards while you have this TREASURE.

SAINT'S SKULL

T
R
E
A
S
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R
E



5 GOLD

Thieves with the SKULL may NOT play STEAL cards (STEALERY is allowed).

DRAGON SCALES

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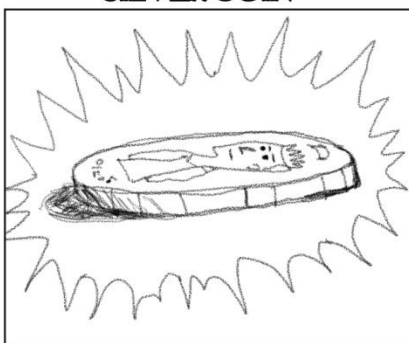


1 GOLD

DRAGON SCALES are worth GOLD equal to the number of TREASURES you have (I.E. if you have 1 other TREASURE they are worth 2 GOLD).

SILVER COIN

T
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E
A
S
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E



1/2 GOLD

Yes, that's half a gold.

PEARL of GREAT PRICE

T
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E

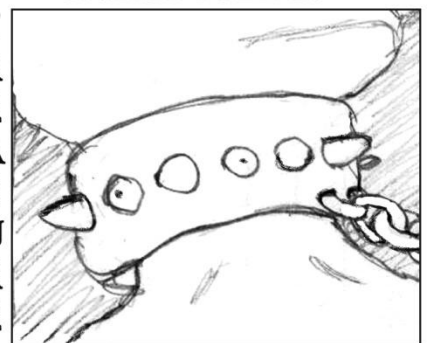


7 GOLD

Any TREASURES you have or acquire are immediately discarded. You may not use TREASURE powers or abilities.

STYLISH COLLAR

T
R
E
A
S
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R
E



2 GOLD

The SCOUT MAY tell you what SKILL card to play. If you DONT play it ~ you take 1 WOUND. If you DO play it ~ you may give this card to another THIEF. Doesn't work if you are the SCOUT.