

# The Thieves Guild: Official variant

The Thieves' Guild is an alternate version of the Thief that presents some new challenges while also providing some new options. Please note that this variant is intended for use by players that are already familiar with the standard Thief, and should not be used by first-time or inexperienced players.

*Instead of a being a lone Thief that has been cursed to die over and over again, this variant represents an entire Guild of Thieves that attempt to sneak in and out of the Cave to loot or steal as much treasure as they can find. However, unlike the cursed, undying Thief, when a member of the Guild is attacked and killed, he or she stays dead. The Guild simply sends in another Thief to try again until they've taken everything they can get their hands on, and each new Thief comes with a unique skill set that may be completely different from previous Thieves.*

## RULE CHANGES

All of the components, setup, rules, and gameplay for this variant are identical to the standard Thief, with the following exceptions:

- 1) When you stash a treasure or gem, place it next to your player board, NOT on an upgrade space. (These stashed treasures still count toward your victory condition.)
- 2) When you are killed, only then can you place the treasures you've stashed on upgrade spaces.
- 3) When you are killed, in addition to placing stashed treasure, you may also remove the tokens from any of your previously-selected upgrades and place them on different upgrade spaces.
- 4) When you use the Flare (in Solo play and certain other variants) if the die roll hits your current space, you are killed. Flares used by other players do not affect you in any way.

## NOTES AND CLARIFICATIONS

If the Cave targets you with Soporific Spores, the removed upgrade is placed with your other stashed but unassigned treasures. You may place it normally on any upgrade space the next time you are killed.

## STRATEGY TIPS

The difficulty level of this variant is slightly higher than that of the standard thief because you can't benefit from upgrades immediately, but instead this provides the great advantage of flexibility.

Once you have a few treasures stashed, you can much more easily adapt your play style to match the current situation. If several vaults have appeared near each other you might want to bring in a lock picking kit to open them more quickly.

If another player seem to be pulling too far ahead, you might want to switch to a more aggressive stance and bring in a hand crossbow or use your sticky fingers.

If walls keep getting put up in your path, climbing gear might be the best bet.

If you picked the wrong upgrade early in the game, or things changed and it's not as useful anymore, you won't be stuck with it the rest of the game.

Even if your current setup was working okay, don't be afraid to try something completely different just to keep the other players on their toes.

Dragon Gems can be your new best friends inside the Cave, especially once you have a few treasures stashed. If it turns out to be a trap and kills you, you get the chance to add or change your upgrades without needing "help" from another player. If it's not a trap and you loot it successfully instead, you're that much closer to victory.

Other players may be tempted to ignore the Thief entirely to prevent that player from placing any upgrades, but they do so at their own risk. Even a base-level Thief with no upgrades can pose a serious threat when left unchecked, and could quickly steal the win while everyone else is occupied elsewhere.

