

Smoke Bomb

INVISIBLE
Self

On your next attack while you have INVISIBLE, double the value of the attack.

2

12

PULL
Range 3

090

The image shows a single card from the game, titled "Backstab". The card has a dark green background with a gold border. At the top, the title "Backstab" is written in a stylized font. Below the title is a small icon of a crown. The card features two main text blocks: "Attack 3" and "Move 6". Each text block is preceded by a small icon of a sword and a shield. The card also includes two small icons: a red "X" and a green "X". The card is numbered "091" in the bottom right corner.

Thief's Knack

Disarm one adjacent trap.

2

23

2

2

3

092

Venom Shiv

1

Attack 3

POISON

2

60

2

Move 5

093

Sinister Opportunity



Attack  3

Add +1 Attack  for each of your allies adjacent to the target.

: Add +2 Attack  instead, 

 2

 2



93

Move  3

Force one adjacent enemy to perform

Move  1

with you controlling the action,
and ending in a hex adjacent to you.



097

Trickster's Reversal



Attack 𠂇2 ● ●

Add +X Attack 𠂇 where X is equal to double the Shield ● value of the target.





𠂇2



09



𠂇2

Negate the next source of damage to you this round.



098

Hidden Daggers

3

Attack ✂ 4

Range ✂ 3

Target @ 2

2

✂ 2

85

INVISIBLE

Self

102

The card is green with a black border. It features a green background with a black grid. The title 'Hidden Daggers' is at the top. Below it is a green shield with a black border and the number '3'. The attack, range, and target values are listed. The central number '2' is in a black shield. The cost '2' is in a green shield. The power '85' is in a black shield. The 'INVISIBLE' status is at the bottom, with a small icon of a dagger in a shield. The card number '102' is at the bottom right.

Cull the Weak

5

Attack ✖ 4

Add +2 Attack ✖ and gain ⚔ when the target is adjacent to any of your allies

✖ 2
⚔ 2

16

On your next six attacks targeting enemies with DISARM ⚔, IMMOBILIZE 🛑 or STUN ⚡, add +2 Attack ✖.

🔄 →

⚔ ○ ⚔

⚔ ○ ⚔

❌

106

Burning Oil

6

Attack 4

Range 3

WOUND

95

Loot 2

Stick to the Shadows 7

Attack 2

Add +4 Attack and gain **INVISIBLE** when the target is adjacent to any of your allies

Move 2

INVISIBLE Self

110

Spring the Trap

Disarm one adjacent trap.

Target an enemy within Range 3 to suffer the effects of the disarmed trap.

2

13

On your next attack targeting an enemy adjacent to none of its allies and adjacent to any of your allies, double the value of the attack.

∞ → 2 → X

111

Long Con

9

Attack 4

Target all adjacent enemies

DISARM

2

02

2

Force one adjacent normal or elite enemy to perform its turn this round as if its allies were enemies and its enemies were allies, with you controlling its actions.

To signify this, place one of your class tokens on this enemy for the round.

2

6

X

114

Watch It Burn

9

Add POISON and WOUND to all your attacks.

2

2

98

Move 5

WOUND

Target all adjacent enemies

115