

Submissive Affliction
1

Attack ⚔️ 2
Add +1 Attack ⚔️ for each negative condition on the target

⚔️ 2
48
⚔️ 2

Force one enemy with Range ⚔️ 5 to perform
Attack ⚔️ 2
Range ⚔️ +0
with you controlling the action.

116

Into the Night
1

Loot 🏠 1

⚔️ 2
14
⚔️ 2

INVISIBLE
Self

117

Fearsome Blade
1

Attack ⚔️ 2
PUSH ⚔️ 3

⚔️ 2
27
⚔️ 2

Move 🐾 4
Attack ⚔️ 2

118

Feedback Loop
1

Augment
On melee attack: Shield 🛡️ 1
Self

Attack ⚔️ 1

When another Augment is played, discard this card.

⚔️ 2
79
⚔️ 2

Move 🐾 3
Jump

If you end this movement in the same hex you started in, perform
MUDDLE
Target all enemies moved through

119

Crawling Horde
1

Summon Rat Swarm
🐾: 6
🐾: 1
POISON

⚔️ 2
82
⚔️ 2

Move 🐾 4

120

The Mind's Weakness
1

Augment
On melee attack: Add +2 Attack ⚔️

Attack ⚔️ 1

When another Augment is played, discard this card.

⚔️ 2
75
⚔️ 2

Attack ⚔️ 1
WOUND

121

Parasitic Influence
1

Augment
On melee attack: Heal 💧 2
Self

Attack ⚔️ 1

When another Augment is played, discard this card.

⚔️ 2
71
⚔️ 2

Force one enemy with Range ⚔️ 4 to perform
Move 🐾 1
with you controlling its actions.

122

Scurry
1

Move 🐾 3
Attack ⚔️ 1

⚔️ 2
20
⚔️ 2

Loot 🏠 2

123

Perverse Edge
1

Attack ⚔️ 3
Add +2 Attack ⚔️ and gain for each negative condition on the target

⚔️ 2
08
⚔️ 2

Attack ⚔️ 1
Range ⚔️ 2
STUN

124

Empathetic Assault
1

Attack ⚔️ 4
Range ⚔️ 5
DISARM

⚔️ 2
11
⚔️ 2

Move 🐾 2
Heal 💧 2
Self

125

Withering Claw
1

Augment
On melee attack: POISON
MUDDLE

Attack ⚔️ 1

When another Augment is played, discard this card.

⚔️ 2
77
⚔️ 2

One summoned ally within Range ⚔️ 3 performs
Move 🐾 +1
with you controlling its actions.

126

Possession
1

One adjacent ally may perform
Attack ⚔️ 6

⚔️ 2
51
⚔️ 2

One ally within Range ⚔️ 3 may perform
Move 🐾 4

127

Frigid Apparition
1

Attack ⚔️ 3
STUN

⚔️ 2
29
⚔️ 2

Move 🐾 4
STUN
Target one adjacent enemy

128

Wretched Creature
2

Summon Monstrous Rat
🐾: 4
🐾: 3
🐾: 3
🐾: -

⚔️ 2
84
⚔️ 2

Move 🐾 3
CURSE
Target one adjacent enemy

129

Hostile Takeover
2

Attack ⚔️ 2
Range ⚔️ 4
IMMOBILIZE

⚔️ 2
09
⚔️ 2

Force one normal or elite enemy within Range ⚔️ 3 to perform its turn this round as if its allies were enemies and its enemies were allies.
To signify this, place one of your class tokens on this enemy for the round.

130

Brain Leech
3

Attack ⚔️ 4
Range ⚔️ 4
Heal 💧 4
Self

⚔️ 2
16
⚔️ 2

Attack ⚔️ 1
STRENGTHEN
Self

131

Silent Scream
3

Augment
On melee attack: Heal 💧 2
Range ⚔️ 2

Attack ⚔️ 2

When another Augment is played, discard this card.

⚔️ 2
73
⚔️ 2

Move 🐾 2
PUSH ⚔️ 2
Target all adjacent enemies
PUSH ⚔️ 3 instead,

132

Pilfer
4

Loot 🏠 1
Gain one additional money token from the supply for each adjacent enemy.

⚔️ 2
68
⚔️ 2

Attack ⚔️ 2
Move 🐾 2
Attack ⚔️ 2

133

Cranium Overload
4

Kill one normal enemy within Range ⚔️ 4.
Attack ⚔️ 2
Target all enemies adjacent to the killed target
Gain for each enemy targeted with this attack.

⚔️ 2
05
⚔️ 2

Move 🐾 5

134

Mass Hysteria
5

Attack ⚔️ 1
Range ⚔️ 4
Target
MUDDLE

⚔️ 2
12
⚔️ 2

You may have two Augments active at once.
If a third is played, discard one of the others.

135

Frozen Mind
5

Augment
On melee attack: STUN

Attack ⚔️ 2

When another Augment is played, discard this card.

⚔️ 2
81
⚔️ 2

Force one enemy with Range ⚔️ 5 to perform
Move 🐾 2
with you controlling its actions.

136

Corrupting Embrace
6

Attack ⚔️ 1
POISON
Attack ⚔️ 1
MUDDLE

⚔️ 2
39
⚔️ 2

Move 🐾 4
Jump
POISON
Target all enemies moved through

137

Dark Frenzy
6

Attack ⚔️ 2
+2 Attack ⚔️
+2 Attack ⚔️

⚔️ 2
10
⚔️ 2

Move 🐾 3
Attack ⚔️ 3
Range ⚔️ 3

138

Vicious Blood
7

Augment
On melee attack: Retaliate 2
Self

Attack ⚔️ 2

When another Augment is played, discard this card.

⚔️ 2
83
⚔️ 2

Move 🐾 2
Attack ⚔️ 2

139

Psychic Projection
7

Heal 💧 5
Self
Shield 🛡️ 1
Self
STUN
Self

⚔️ 2
92
⚔️ 2

Your ranged attacks gain the effects of your Augments this round.

140

Shared Nightmare
8

Attack ⚔️ 3
Range ⚔️ 4
Target
POISON
CURSE

⚔️ 2
07
⚔️ 2

Move 🐾 5
Shield 🛡️ 1
Self

141

Domination
8

One adjacent ally may perform
Attack ⚔️ 4
This attack gains the effects of your Augments.

⚔️ 2
13
⚔️ 2

Force one normal or elite enemy within Range ⚔️ 5 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.

142

Many as One
9

Summon Rat King
🐾: 9
🐾: 2
Where X is half the rat's current hit point value (rounded up)

⚔️ 2
91
⚔️ 2

All allies within Range ⚔️ 2 add +X Attack ⚔️ to all their attacks, where X is equal to the number of allies within Range ⚔️ 2 of you.

143

Phantasmal Killer
9

Augment
On melee attack: Kill one normal target instead

Attack ⚔️ 2

When another Augment is played, discard this card.

⚔️ 2
67
⚔️ 2

Move 🐾 2
Loot 🏠 1
INVISIBLE
Self

144