

Swift Spring 1



If you play this faceup, it is terminal.

Move up to 1 steps. If this is the last card in your plan, move up to 1 additional step.

Swift Spring 1 - Monster Common

Ready



Choose one:

1. Use an item that doesn't have its own card
2. Equip a weapon
3. Swap equipped weapons.
4. Return up to one card from your discard to your hand. If this is the only card in your plan, return up to two cards instead.

Ready - Common Basic Rest

Move 3



Move up to 3 steps.

Move 3 - Monster Common

Attack +3



Make an attack with your main hand weapon at +3 accuracy.

Attack +3 - Monster Common Attack

Bloodthirster

Bloodthirster has 40 HP.

Bloodthirster Class Reminder

Two-Weapon Fighting

Leave this card in front of you. It is always in play, but isn't part of your plan.

While you have a Dagger equipped in your off hand, when a Backstab effect you own enters play, you may treat that effect as if your off hand gear were in your main hand and vice versa.

Two-Weapon Fighting - Rogue Rule

Deft Backstab +1



Make an attack at +1 accuracy and +1 damage against an enemy you weren't adjacent to at the start of your plan.

If that attack hits, Unique Backstab: If you become non-adjacent to the target, deal 1d4 physical damage. This damage cannot be reduced by Gear.

Deft Backstab +1 - Rogue Backstab Skill Attack

Backstab +2



Make an attack at +2 accuracy and +2 damage against an enemy you weren't adjacent to at the start of your plan.

If that attack hits, Unique Backstab: If you become non-adjacent to the target, deal 1d4 physical damage. This damage cannot be reduced by Gear.

Backstab +2 - Rogue Backstab Skill Attack

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Sever +2



Make an attack at +2 accuracy and +2 damage against an enemy you weren't adjacent to at the start of your plan. That attack gains the following: If that effect deals damage, for each card in the target's plan, the target may choose to fumble that card of take 1 damage.

If that attack hits, Unique Backstab: If you become non-adjacent to the target, deal 1d4 physical damage. This damage cannot be reduced by Gear.

Hamstring +2



Make an attack at +2 accuracy and +2 damage against an enemy you weren't adjacent to at the start of your plan. That attack gains the following: If that effect deals damage, fumble the last two Move cards in the target's plan. If fewer than two cards are fumbled in this way, fumble random cards until two cards have been fumbled.

If that attack hits, Unique Backstab: If you become non-adjacent to the target, deal 1d4 physical damage. This damage cannot be reduced by Gear.

Spring 2



If you play this faceup, it is terminal.

Move up to 2 steps. If this is the last card in your plan, move up to 1 additional step.

Spring 2



If you play this faceup, it is terminal.

Move up to 2 steps. If this is the last card in your plan, move up to 1 additional step.

Spring 3



If you play this faceup, it is terminal.

Move up to 3 steps. If this is the last card in your plan, move up to 1 additional step.

Tumble



If you play this faceup, it is terminal.

Move 5 steps.

Lie In Wait



When you are targeted by an attack from an adjacent enemy, you may reveal and resolve this.

If this is resolved in response to a trigger, reveal up to one Move later in your plan and up to one Backstab later than that Move. Resolve cards revealed in this way, then return each other card in your plan to your hand.

Berserker



Leave this card in front of you. It is always in play, but isn't part of your plan.

You cannot benefit from heavy armor. All attacks against you gain +1 accuracy for each Rage in your plan. Multiple Unique Rage effects can be in effect at once; when you make an attack, choose up to one to apply.

Unstoppable Rage



All next attacks in this plan get +1 accuracy.
Unique Rage: Move up to 3 steps towards an enemy before each attack. Gain +X damage, where X is the number of steps moved.

Rage - Barbarian

Thousand-Blows Rage



All next attacks in this plan may be repeated against a second target at -2 accuracy and damage. Unique Rage: Blank cards may be resolved as Basic Attacks.

Rage - Barbarian

Blood-Drinker's Rage



All next attacks gain "if this attack deals damage, get +1 accuracy and damage on the next attack in this plan". Unique Rage: Attacks gain "if this attack deals damage, gain hp equal to half the damage dealt. This may not take you over your max HP."

Rage - Barbarian

Blood-Drinker's Rage



All next attacks gain "if this attack deals damage, get +1 accuracy and damage on the next attack in this plan". Unique Rage: Attacks gain "if this attack deals damage, gain hp equal to half the damage dealt. This may not take you over your max HP."

Rage - Barbarian

Elite



Leave this card in front of you. It is always in play, but isn't part of your plan.

Each turn, you may play 2 cards instead of 1. Your plan resolves this tick if either card is terminal.

Rule - Boss

Longsword

This is equipped in either hand.

This makes melee attacks.

Attacks made with this weapon target units at range 1 and deal 1d4+3 physical damage.

Gear - Weapon

1H Sword

Dagger

This is equipped in either hand.

This makes melee attacks.

Attacks made with this weapon target units at range 1, do 1d4 physical damage, and have Piercing 1.

When a Backstab effect you own deals damage, if this is equipped in your main hand, that damage is increased by 1d4.

Gear - Weapon

1H Dagger

Fast +2

+2 evasion.

Gear - Natural Armor

Natural Armor

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Move

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Swift Spring 1

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Basic Rest

Ready - Common

Ready





Choose one:

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2. Equip a weapon
3. Swap equipped weapons.
4. Return up to one card from your discard to your hand. If this is the only card in your plan, return up to two cards instead.