# Submissive Affliction

**1**

## Attack ⚔2 •

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

**1**

⚔ 2

⚔ 2

**48**

---

Force one enemy with Range ⤢5 to perform

### Attack  ⚔    2

### Range  ⤢  + 0

with you controlling the action.

116

# Mindthief

# Into the Night

1

Loot 🜍 1

◖

⚔ 2

🗡 2

14

INVISIBLE ◈

**Self**

117

# Mindthief

# Fearsome Blade

**1**

Attack ⚔ 2

PUSH ⬌ 3

**1**

⚔ 2

🗡 2

**27**

Move 🗡 4

Attack ⚔ 2

**2**

118

# Mindthief

# Feedback Loop

1

Augment 💬

On melee attack:

## Shield 🛡 1

Self

## Attack ⚔ 1 • 1

When another Augment 💬 is played, discard this card.

⚔ 2

👣 2

79

## Move 👣 3

Jump 💨

If you end this movement in the same hex you started in, perform

## MUDDLE ❓

Target all enemies moved through

119

# Mindthief

1

## Summon Rat Swarm

| 💧 : 6 | 🦶 : 1 | POISON ◈ |
| ✴ : 2 | 🏹 : - | |

2  🔁

❌

✴ 2

🦶 2

**82**

Move 🦶 4

120

# Mindthief

# The Mind's Weakness

**1**

Augment 💬

On melee attack:     Add +2 Attack ⚔

## Attack ⚔ 1     **1**

⟳ When another Augment 💬
is played, discard this card.

⚔ 2

🐾 2

**75**

## Attack ⚔ 1
**WOUND** 🔶

121

# Parasitic Influence

**1**

On melee attack: **Heal 💧 2**

Self

**Attack ⚔ 1** • **1**

When another Augment 💬 is played, discard this card.

⚔ 2

🍃 2

**71**

Force one enemy with Range ⤢ 4 to perform

**Move 🍃 1**

with you controlling its actions.

122

# Mindthief

# Scurry

**1**

Move 🐾 3 •

Attack ⚔ 1 •

⚔ 2

🐾 2

**20**

Loot 🎒 2

**1**

123

# Mindthief

# Perverse Edge

**1**

## Attack 🗡 3

Add +2 Attack 🗡 and gain 🛡 1 for
each negative condition on the target

❌

🗡 2

❄ 2

**08**

## Attack 🗡 1

**Range** 🏹 2

**STUN** ❄

❄ 1

124

# Mindthief

# Empathetic Assault

1

**Attack** ⚔ 4

Range 🏹 5

DISARM ✋

❄ **2**

❌

⚔ 2

💥 2

𝕝

**Move** 🐾 2

**Heal** 💧 2

Self

125

# Mindthief

# Withering Claw

**X**

Augment 💬

On melee attack: **POISON** ⬥

**MUDDLE** ⬥

Attack ⚔ 1    **1**

⟳ When another Augment 💬 is played, discard this card.

⚔ 2

👣 2

**77**

One summoned ally within Range 🏹 3 performs

Move 👣 + 1

with you controlling its actions.

126

# Mindthief

# Possession

X

One adjacent ally may perform
## Attack ⚔ 6

2

❌

⚔ 2

🏃 2

# 51

One ally within Range 🏹 3 may perform
## Move 🏃 4

# Mindthief

# Frigid Apparition

X

Attack 3

STUN, 1

2

29

2

Move 4

STUN

Target one adjacent enemy

1

X

# Wretched Creature

**2**

## Summon Monstrous Rat

| | | | |
|---|---|---|---|
| 💧 : 4 | 🦶 : 3 | | |
| ✴ : 3 | 🏹 : - | | |

**2** ↪S →

❌

✴ 2

**84**

🦶 2

### Move 🦶 3

❌ : CURSE 💎
Target one adjacent enemy

129

# Hostile Takeover

2

**Attack** ✸ **2**

**Range** ↗ **4**

**IMMOBILIZE** 🛡

❄ 1

✸ 2

**09**

↗ 2
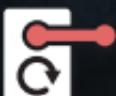
Force one normal or elite enemy within Range ↗ 3 to perform its turn this round as if its allies were enemies and its enemies were allies.

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

2

# Mindthief

# Brain Leech

**3**

## Attack ⚡ 4
### Range ⚔ 4

## Heal 💧 4
### Self

☾ **2**  ❌

**16**

⚡ 2

⚔ 2

## Attack ⚡ 1

## STRENGTHEN 🔷
### Self

131

# Mindthief

# Silent Scream

**3**

On melee attack:

## Heal 💧 2
Range ⤢ 2

## Attack ⚔ 2 • **1**

🔗➡ When another **Augment** 💬 is played, discard this card.

⚔ 2

👣 2

**73**

## Move 👣 2

## PUSH ⬌ 2

**Target all adjacent enemies**

⊗ ⦂ PUSH ⬌ 3 instead, **1**

132

# Mindthief

# Pilfer

**4**

## Loot ⚒ 1

**Gain one additional money token from the supply for each adjacent enemy.**

✖ 2
🐾 2

**68**

Attack ✖ 2

Move 🐾 2

Attack ✖ 2

**2**

❌

133

# Cranium Overload

**4**

Kill one normal enemy within Range ⤢ 4.

## Attack ⚔ 2  • •

Target all enemies adjacent
to the killed target

Gain **1** for each enemy targeted
with this attack.

❌

⤢ 2

🏹 2

**05**

## Move 👣 5

# Mindthief

# Mass Hysteria

## 5

### Attack 1
**Range** 4
**Target** 4

MUDDLE ❓

❄ **1**

⚔ 2

🏃 2

## 12

You may have two Augments 💬
active at once.

If a third is played,
discard one of the others.

135

# Mindthief

# Frozen Mind

## 5

Augment 💬

On melee attack: ⊗ : STUN ✦

## Attack ⚔ 2  •  **1**

↩ 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

# Mindthief

# 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**

## Retaliate 👊 2

On melee attack:

**Self**

## Attack ⚝ 2 • **1**

🔄 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

# Mindthief

# Shared Nightmare

**8**

## Attack 🏹 3
### Range 🏹 4
### Target ◎ 2

⊘ ∴ POISON 🎲
CURSE ⚡

❄️  **1**

🏹 2

**07**

🗡 2

## Move 🦶 5

⊘ ∴ Shield 🛡 1
Self **1** ↻

# Mindthief

# Domination

**8**
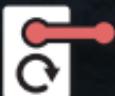
One adjacent ally may perform

## Attack ⚔ 4

This attack gains the effects
of your Augments 💬.

**1**

⚔ 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.

**2**

## Summon Rat King

| 💧 : 9 | 🗡 : 2 | Where X is half the rat's current hit point value (rounded up) |
|---|---|---|
| ✴ : X | ⤢ : - | |

2  ♾

❌

✴ 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.

2  ⟜

❌

143

# Mindthief

# Phantasmal Killer

**9**

On melee attack: ⊗ : **Kill one normal target instead**

## Attack ⚔ 2 • **1**

🔄 When another Augment 💬 is played, discard this card.

⚔ 2

🐾 2

**67**

## Move 🐾 2

## Loot ♨ 1

## INVISIBLE ◇

**Self**

🌙

**144**

# Mindthief