The Thief

# Relics:

## Starting Relic:

### Grinning mask

“The only difference between a smile and a grin is the malicious intent behind the eyes.”

On the first turn of combat, gain 3 thievery (3 gold for every hit, only turn 1).

Synergy: Smiling mask.

“A smile twice as wide is twice as scary.”

Merchants always have a card on sale.

## Upgraded Relic:

### Shadow mask:

On the first turn of combat, gain 1 Intangible.

## Boss:

### Stolen bag:

The first time you play 3 cards that don’t belong to your color in a turn, draw 2 cards.

Synergy: Bag of preparation: “*You are bagman.*”

### Lockpick:

Right click to activate: Once per combat, fetch any 1 card from anywhere and reduce it’s cost by 1.

## Elite:

### Pocket Change:

At the start of each combat, refund the first card you play.

Synergy: Maw Bank

### Flechettes:

Whenever you play 3 skills in a turn, gain 1 Strength.

## Shop:

### Sticky Gloves:

At the start of each combat, steal 1 card.

### Loaded Dice:

At the start of combat, you may choose to discard any number of cards to gain that many random stolen cards.

# Events:

Alleyway trader

Alleyway trouble

# Keywords:

## Steal/Stolen:

Stolen cards are (mostly) low energy card with Exhaust. They range from specific cards from any class, to cards unique for the Thief.

## Backstab

If this it is the first card you play in a turn, it gains an additional/different effect.

## Shadowstep

Gain Elusive: Reduce incoming damage by 10% per stack. *If you use a Backstab card immediately after a Shadowstep card, it gains it's backstab effect. If you use a non-backstab card, it removes half the stacks, or all if 2 (maybe 3) or less.*

Shadowstep applies negate damage power and a new power that disappears upon card use. Backstab cards check for this power.

# Stolen Cards:

## Standard Thief Cards:

* 0 Mana: **Stolen Gold** gain 9 (12) gold.
* 0 Mana: **Stolen Candy**: gain 1 (2) energy
* 0 Mana: **Stolen Momentum**: Draw 2 cards )then, choose 1 card to discard(.
* 0 Mana: **Stolen Advantage:** draw 3 (4) cards next turn.
* 1 Mana: **Stolen Ritual:** Lose 2 hp, gain 20(25) gold.
* 1 Mana: **Stolen Change:** The next card you play is refunded.
* 1 Mana: **Stolen Technique:** add a random card to your hand from any color. It costs 0 this turn.

### Rare

#### 1(0) Stolen Shadow:

* + Skill: Reduce the cost of all cards in your deck by 1.

## Silent Cards:

### Common

* 0 Mana: **Stolen Blades:** Blade Dance (add 2 shivs to your hand.)
* 0 Mana: **Stolen Wire** Apply a 5 damage choke.
* 0 Mana: **Stolen Trap:** Setup
* 0 Mana: **Stolen Candy: Outmaneuver**: gain 2(3) energy next turn.
* 1 Mana: **Stolen Toxins:** Deadly poison.

1 Mana: gain 1 dexterity and 3 block.

### Rare

#### 1(0) Stolen Arsenal:

* + Skill: Replace your hand and deck with shivs. They lose exhaust. Draw until your hand is full.

## Ironclad Cards:

1 Mana: Stolen Chaos (Havoc.)

1 Mana: Dual Wield.

1 Mana: Double Tap.

1 Mana: Stolen Armor - Gain 8 block, draw 1 card.

0 Mana: Stolen Weapon – Gain 4 strength. At the start of your turn, lose 4 strength.

0 Mana: Stolen Shoulder Pads - Upgrade 1 card in your hand. Draw a card.

### Rare

#### 1(0) Stolen Blood:

* + Power: Gain 10 strength.

## Defect Cards:

0 mana – Orb – Evoke a random orb.

0 Mana – Stolen Claws – Deal 5 damage, draw 2 cards.

1 Mana: Stolen TV - White noise

1 Mana: Megaphone - Amplify

2 Mana: Stolen Code - The first card you play next turn is played twice.

4 Mana: Stolen Shield Generator Force Shield

### Rare

#### 1(0) Stolen Core:

* + Power: Gain 3 orb slots. Every time you play a card, channel a random orb.

## Mod cards:

### Conspire:

Banana. Check the other colorless cards.

### Mad Scientist:

All trinkets except fuel ones.

### Hubris (?):

1 Mana: Shuffle a random black card into your deck.

### The Mystic:

Get some trinkets goin.

Maybe an “add 1 random spell and arte to your hand” card

Gain haste for a turn or two

# Actual Cards 75:

## Curses

### Call of the void:

* + Innate? Unplayable. Lose 1 energy when you draw this card.

## Common

### Attacks

#### +1 Strike (Starter)

* + Deal 6 (9) Damage.
    - * *[As fundamental as you can get.]*

#### +1 Dagger Bouquet:

* + Deal 4 damage to a random enemy 3 (5) times.
    - * *[An odd number of flowers signifies a death. So do daggers.]*

#### +1 Serrated Dagger:

* + Enemy loses 8 (10) HP.

#### +1 Pickpocket:

* + Deal 3 (4) damage. Gain 7 (11) gold.

#### +1 Exploit:

* + Deal 6 (8) damage. If the enemy has any debuff, gain 1 energy and draw 1 (cards next turn.

#### +2 Follow up:

* + Deal 6 (9) damage to an enemy, next turn, to all enemies
    - * And a one, and a two!

#### +1 Steal (Steal)

* + Deal 8 (10) damage, steal 1 card.
    - * *[]*

#### 1(0) Heart Stealer (Steal)

* + Stun an enemy. Cannot be used on enemies that have taken attack damage this turn. Next turn, Apply 1 weak and 1 vulnerable to it.
    - * *[Be my Romeo, please, you go first~]*

#### +1 Shadowstep (Shadowstep):

* + Shadowstep 1 (2) time. Add a copy of this card to your deck. Exhaust.

#### +1 One step ahead (Shadowstep):

* + Target an enemy. If it intends to attack, Shadowstep 1 (2) time(s). If it intends to block, deal 4 (5) damage 2 times instead.

#### +1 Stab (Backstab):

* + Deal 5 (7) damage. Backstab: Deal 10 (14) instead.

#### + 1 Crippling Strike (Backstab):

* + Deal 8 damage. Apply 1 (2) weak. Backstab: Apply 1 (2) vulnerable instead.

#### +1 Cloak and Dagger (Backstab):

* + Gain 6 (8) Block. Backstab: Deal 7 (9) damage instead.

### Skills

#### +1 Sticky Fingers (Backstab/Steal Bridge):

* + Draw 2 (3) cards. Backstab: Steal 2 (3) card(s) instead.

#### +1 Lie (Starter, Backstab):

* + Gain 7 Block. Backstab: Apply 1 (2) vulnerable to all enemies instead.

#### +1 Defend (Starter)

* + Gain 5 (8) block.
    - * *[As fundamental as it gets.]*

#### +1 Sidestep:

* + Next turn, Gain 7 (8) block and 1 (2) energy.

#### +1 Hide in the Shadows:

* + Gain 10 (13) Block. Ethereal. Has exhaust/exhausts if you’ve played an attack this turn.

#### +1 Shadow Cloak:

* + Gain 2 (3) Block. Increase this card’s block by 2 (3) for this combat. Ethereal.

#### +2 Patience:

* + Gain 18 (22) block. Grave.

#### +1 Sleight of Hand (Steal):

* + Gain 6 block, Steal 1 (2) cards.
    - * *[Is* ***this*** *your watch?]*

#### +1 Quick Thinking (Shadowstep)

* + Shadowstep 1 times and draw 1 (2) cards.

#### +1 Shadow Evade. (Shadowstep)

* + Shadowstep 1 time. Gain 5 (8) block.
    - * [Nope!]

#### +1 (0) Prep (Backstab):

* + Gain 7 Block. Backstab: Also gain 1 Energy.

#### +1 Double-dealing (Backstab):

* + (Art: A hand full of cards. Except it’s not cards. It’s…daggers? Or the thief slamming daggers on the table as if playing cards.)
  + The next 1 (2) Backstab attack(s) you play deal(s) double damage.
    - * *[Full House!]*

### Powers

#### +1 Sharp Practice (Steal):

* + (Innate.) At the start of each turn add a random stolen card to your hand.
    - * *[]*

## Uncommon

### Attacks

#### +0 Beautiful Lies:

* + Deal 6 (8) damage. Add a copy of this card to your deck. Exhaust. Soulbound,

#### +2 Darts:

* + Deal 1 damage to a random enemy (twice) for each skill you’ve played this combat.

#### +1 Mercy:

* + Heal an enemy for 10 (8) hp. Then, do 20 damage to it.

#### +2 Gut:

* + Add 2 voids to your draw pile. Deal 6 damage 4 (5) times.

#### +1 Attack of Opportunity (Backstab):

* + Deal 16 damage. Add 2 (1) Void(s) to your discard pile. Backstab: Draw 1 card.

#### +1 Dirty Deeds DDC (Backstab):

* + Deal 9 damage. If this kills a non-minion enemy, gain 5 gold. Backstab: 20 gold instead

#### +2 Vicious Assault. (Backstab)

* + Deal 4 damage 3 times. Backstab: 4 (5) times instead.

### Skills

#### +1 Heart Breaker (Steal)

* + Deal 8 (10) damage. If the enemy has weak and vulnerable, double the damage.
    - * *[O happy dagger!]*

#### +0 Swift Tread:

* + Draw 3 (4) cards. Add 1 void to your draw pile.

#### +1 (0) Payday Loan:

* + The next card you play is refunded. Add 1 void to your draw pile. Exhaustive (2).

#### +0 Shadow reserves:

* + Fetch 1 card from your draw (discard or exhaust) pile. Exhaustive (2).

#### +0 Stake-out:

* + Startup: Add 1 void to your draw and discard piles. Autoplay: Gain 1 (2) energy.

#### 1 (0) Reobtain:

* + Fetch a card from your discard pile. Backstab: It also costs 1 less this turn.

#### +1 (0) Gaslight:

* + Enemy loses 1 strength. You gain 1 strength. Exhaustive (3).

#### 1 (0) Guilt Trip:

* + If an enemy intends to attack, make them block (for that much?) instead.

Tbh this is too difficult to implement, I don’t think I will be doing this

#### 1 (0) Multitask (Shadow/Steal Bridge):

* + Discard 3 (2) cards. Shadowstep 1 time and Steal 2 cards.

#### 1 Lie in Wait:

* + Startup: Add 1 void to your draw pile. Gain 12 (15) block.

#### 1 1000 Ball Bearings:

* + Apply 1 (2…) vulnerable and 1 (2…) weak to all enemies. Exhaust. Can be upgrade any number of times.

#### 1 Feign Trip:

* + Gain 16 block and 2 vulnerable. (Exhaust.)
    - * *[In order to feign falling down, you still do need to fall down.]*

#### 2 (1) Horror:

* + Apply 5 Vulnerable to all enemies. Exhaust.
    - * [Boo!]

#### 4 Corrosive Poison:

* + Costs 1 less for each skill played this combat. Apply 2 frail, 1 vulnerable and 2 poison to a random enemy 3 times.

#### 2 (1) Finders Keepers (Steal?):

* + Add the next non-gray (Including colorless) card you play to your deck, permanently. Fleeting.

#### 1 Ransack (Steal):

* + Discover a stolen card and add 2 (3) copies of it to your hand.
    - * *[What is a bag but one huge pocket to steal from?]*

#### X I Am Everywhere (Shadowstep):

* + Shadowstep X+1 Times (for each enemy in combat). Gain 3 block.
    - * *[Now you’re just showing off.]*

#### 2 Murderous Intent. (Shadowstep)

* + Shadowstep 1 time. Gain 2 (4) Strength. At the end of your turn, lose 2 (4)4 strength.
    - * [You’re walking at thin line.]

#### 1 Opportunity (Shadowstep):

* + If you play 3 (2) skills (or cards?) in a turn, Shadowstep 1 time.

### Powers

#### 0 Hoodlum (Backsatb/Steal)

* + (Innate.) Whenever you trigger a backstab or steal a card, draw a card then discard one.

#### 0 Liar

* + (Innate.) Every time you play a skill, apply 1 vulnerable or weak (at random) to a random enemy.

#### 0 Con Artist (Steal)

* + (Innate.) Whenever you steal a card, gain 1 (2) gold.

#### 1 Voidbound:

* + Whenever you draw a void, you gain 1 (2) energy.

#### 1 Ill-gotten gains (Steal):

* + (Innate) For the rest of this combat, all stolen cards you gain are upgraded.

#### 1 Persuasion (Backstab)

* + Gain 1 dexterity. Backstab: Gain 1 strength instead. (Innate.)

#### 2 (1) Ghastly Training (Shadowstep):

* + *At the start of each turn, Shadowstep once.*

## Rare

### Attacks

#### +1 Ambush:

* + Add 3 voids to your draw pile. Deal damage equal to 20% (30%) of an enemy’s current hp. Exhaust.

#### +2 Shadow Calamity:

* + Startup: Add 1 void to your draw pile. Deal 30 (40) damage to all enemies. Grave. Exhaustive (2).

#### +3 Murder.:

* + Deal 100 (120) damage. Fleeting.

#### +1 Perfect Dagger (Backstab):

* + Deal 1 damage. Backstab: Also increase this card’s damage by 1 (2) permanently.
    - * [A great artifact, re-forged, re-lost, re-found and re-stolen again and again by clans of silence and burning blood alike.

### Skills

#### 1 (0) Hunter’s Instinct:

* + Add 3 voids to your discard pile. Draw until your hand is full. Exhaust.

#### 2 Bribe:

* + Pay 20 (15) gold – stun an enemy.

#### 3 (2) Dramatic Feign:

* + Stun all enemies and apply 2 vulnerable to them. You cannot play cards for the rest of this turn. Next turn, the first card you play is free.

#### 2 (1) Now You See Me:

* + Take all damage you would have taken this turn, at the end of the next turn instead. Exhaustive (2).

#### 1 Cunning (Steal):

* + The next 1 (2) stolen cards you play are played twice.

#### 1 (0) Rigged Bet (Steal):

* + Discard your hand, then add that many stolen cards to your hand. Exhaust.

### Powers

#### 2 Shadow Clone:

* + At the start of your turn, play the last card you played the previous turn (does not trigger itself). (Ethereal.)

#### 2 Dissolute Satisfaction:

* + Every time you deal damage or apply a debuff this turn, heal 1 hp. Exhaust.

#### 2 (1) Retrieval:

* + The first time you play 3 cards in a turn, return them to your hand.

#### 2 (1) Focus (Shadowstep):

* + *Shadwostep once. Non-backstabs cards no longer break elusive.*

#### 2 Shadow Mastery (Shadowstep):

* + *Shadowstepping reduces damage taken by 20% instead of 10.*

#### 3 Fast Track (Shadowstep):

* + *Shadowstep 1 time. next turn your attacks deal double damage. Refund 2. (Exhaust.)*

#### 3 Shadow Form (Backstab):

* + At the start of your turn, play a random card from any color. NL Backstab: (Play 2 instead.) Ethereal.

# Additional Card Ideas:

## Rarity

### Cards

#### 1 Too Little, Too Late.

* + Apply 1 constricted to an enemy. If it already had constricted, deal 15 damage to it.

#### 1 Helpless Victim.

* + Apply 1 constricted to an enemy. Backstab: In 3 turns, deal 20 damage to it as well.

#### 1 Stockholm syndrome

* + Apply 1 constricted to an enemy. In 3 turns, if the enemy is still alive, remove constricted and heal 5 hp.

#### 2 Tie down

* + Apply constricted to an enemy and a 5 damage choke.
    - * *[]*

#### 1 Strike

* + Deal 6 (9) Damage.
    - * *[]*

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    - * *[]*

### Cards

Trap: Target an enemy. When that enemy attacks you, the trap triggers on it.

#### 2 Bear Trap

* + Trap: Deal 6 (8) damage 2 times.
    - * *[MUNCH!]*

#### 1 Gas Trap

* + Trap: Apply 6 poison.
    - * *[Did someone leave the gas valve on?]*

#### 1 Needle Trap

* + Trap: Deal 1 damage 5 (8) times.
    - * *[Ouch! Ouch! Ouch! Ouch! Ouch! (Ouch! Ouch Ouch!!)]*

#### 0 Sticky Trap

* + Trap: Apply weakened and slow.
    - * *[Hey, who left this ectoplasm here?]*

#### 1 Strike

* + Deal 6 (9) Damage.
    - * *[]*

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    - * *[]*

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* + Deal 6 (9) Damage.
    - * *[]*

### Cards

Shadow Clones – Refund and Repeat, double magic numbers on cards

#### 1

* + - * *[]*

#### 1 Strike

* + Deal 6 (9) Damage.
    - * *[]*

# Other Info

9 poison cards

3 common

4 uncommon

2 rare

5 shiv cards

2 basic

2 uncommon

1 rare

15 discard cards

~9 true discard cards

1 power, 2 attacks, 2 skills, 3 of each rarity. So a minimum of 9 cards to not throw any exceptions.