

TRIALS OF THE ELDAR

The Fight Begins: Thief Class Kit

For personal use only. Learn more at trialsoftheeldar.com.



Cloak of the Nightstalker

Equipment - Apparel

As long as the equipped hero hasn't targeted an enemy this round, they are **Elusive**.

Slow Action Touch of Darkness

1: The next time the equipped hero deals damage to an enemy with lower **♠** this round, that enemy loses 2 HP and the equipped hero gains 2 HP.

© 2021 Trials of the Elder Artwork by Starwi The Fight Begins (TFB) #048 of 114



Cloak of the Nightstalker

Equipment - Apparel

As long as the equipped hero hasn't targeted an enemy this round, they are **Elusive**.

Slow Action Touch of Darkness

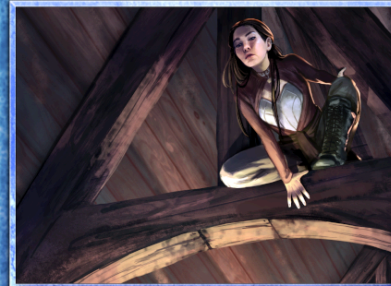
1: The next time the equipped hero deals damage to an enemy with lower **♠** this round, that enemy loses 2 HP and the equipped hero gains 2 HP.

© 2021 Trials of the Elder Artwork by Starwi The Fight Begins (TFB) #048 of 114



1

Eavesdrop



Slow Action - Command

Choose a card name. Target opponent reveals their hand and discards all cards of the chosen name.

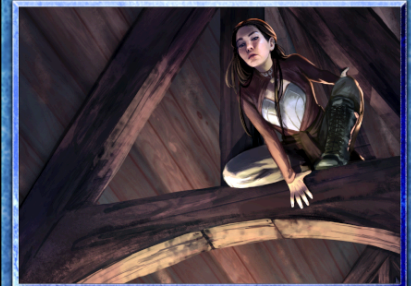
Draw a card.

© 2021 Trials of the Elder Artwork by Marion Kartes-La Croix The Fight Begins (TFB) #049 of 114

Thief

1

Eavesdrop



Slow Action - Command

Choose a card name. Target opponent reveals their hand and discards all cards of the chosen name.

Draw a card.

© 2021 Trials of the Elder Artwork by Marion Kartes-La Croix The Fight Begins (TFB) #049 of 114

Thief

Extortionist's Dagger

Equipment - Weapon

When Extortionist's Dagger enters play, each player discards a card.

Slow Action Negotiate

♠: Deal **♠** damage to target enemy unless their controller discards 2 cards.

© 2021 Trials of the Elder Artwork by Starwi The Fight Begins (TFB) #050 of 114



Extortionist's Dagger

Equipment - Weapon

When Extortionist's Dagger enters play, each player discards a card.

Slow Action Negotiate

♠: Deal **♠** damage to target enemy unless their controller discards 2 cards.

© 2021 Trials of the Elder Artwork by Starwi The Fight Begins (TFB) #050 of 114



1

Fade Into Shadow



Fast Action - Command

Draw a card. This hero is **Elusive** until end of round. (Enemy actions that target them cost 1 more to use.)

© 2021 Trials of the Elder Artwork by Daria Boudreau The Fight Begins (TFB) #051 of 114

Thief

1

Fade Into Shadow



Fast Action - Command

Draw a card. This hero is **Elusive** until end of round. (Enemy actions that target them cost 1 more to use.)

© 2021 Trials of the Elder Artwork by Daria Boudreau The Fight Begins (TFB) #051 of 114

Thief

2 **Festering Wound**



Slow Action – Affliction (Injury)

Injury 3 (This injury enters play with 3 blood counters. At start of round, remove a counter. When there are no blood counters remaining, destroy it.)

The afflicted hero can't recover HP or cause their allies to recover HP.

Damage that would be dealt to the afflicted hero can't be prevented or reduced.

© 2021 Trials of the Elder
Artwork by Tamara Lawrence *Thief* The Fight Begins (TFB)
#052 of 114

2 **Festering Wound**



Slow Action – Affliction (Injury)

Injury 3 (This injury enters play with 3 blood counters. At start of round, remove a counter. When there are no blood counters remaining, destroy it.)

The afflicted hero can't recover HP or cause their allies to recover HP.

Damage that would be dealt to the afflicted hero can't be prevented or reduced.

© 2021 Trials of the Elder
Artwork by Tamara Lawrence *Thief* The Fight Begins (TFB)
#052 of 114

1 **Pressure Point**



Slow Action – Affliction (Injury)

Injury X, where X is the number of cards in the hand of the afflicted hero's controller.

The afflicted hero can't gain  unless they have less  than the number of cards in their controller's hand.

© 2021 Trials of the Elder
Artwork by Daria Boudreau *Thief* The Fight Begins (TFB)
#053 of 114

1 **Pressure Point**



Slow Action – Affliction (Injury)

Injury X, where X is the number of cards in the hand of the afflicted hero's controller.

The afflicted hero can't gain  unless they have less  than the number of cards in their controller's hand.

© 2021 Trials of the Elder
Artwork by Daria Boudreau *Thief* The Fight Begins (TFB)
#053 of 114

2  **Reopen the Wound**



Slow Action – Command

Deal  damage to target enemy. Then, choose an affliction card in any graveyard with focus cost less than the amount of damage dealt this way. Return the chosen card to play attached to the target.

© 2021 Trials of the Elder
Artwork by Artur Vilela *Thief* The Fight Begins (TFB)
#054 of 114

2  **Reopen the Wound**



Slow Action – Command

Deal  damage to target enemy. Then, choose an affliction card in any graveyard with focus cost less than the amount of damage dealt this way. Return the chosen card to play attached to the target.

© 2021 Trials of the Elder
Artwork by Artur Vilela *Thief* The Fight Begins (TFB)
#054 of 114

Scimitar of Speed

Equipment – Weapon

Fast Action *Flash of Steel*

3: Deal  damage to target enemy. This action costs 1 less to use if that enemy is currently targeting an ally with an action.

© 2021 Trials of the Elder
Artwork by Carin Nguyen *Thief* The Fight Begins (TFB)
#055 of 114



Scimitar of Speed

Equipment – Weapon

Fast Action *Flash of Steel*

3: Deal  damage to target enemy. This action costs 1 less to use if that enemy is currently targeting an ally with an action.

© 2021 Trials of the Elder
Artwork by Carin Nguyen *Thief* The Fight Begins (TFB)
#055 of 114



3 Second-Story Work



Slow Action – Support

The supported hero is **Elusive**. (Enemy actions that target them cost 1 more to use.)

At end of round, if the supported hero wasn't targeted by an enemy this round, each opponent discards a card.

© 2021 Trials of the Elder
Artwork by Rita Chen Thief The Fight Begins (TFB)
#056 of 114

3 Second-Story Work



Slow Action – Support

The supported hero is **Elusive**. (Enemy actions that target them cost 1 more to use.)

At end of round, if the supported hero wasn't targeted by an enemy this round, each opponent discards a card.

© 2021 Trials of the Elder
Artwork by Rita Chen Thief The Fight Begins (TFB)
#056 of 114

2 Shot to the Eye



Slow Action – Affliction (Injury)

Injury 2 (This affliction enters with 2 blood counters. At start of round, remove a counter. When there are no blood counters remaining, destroy it.)

Whenever the afflicted hero targets an enemy with an action or triggered ability, negate that action or ability unless they pay 1 for each blood counter on Shot to the Eye.

© 2021 Trials of the Elder
Artwork by Carth Nguyen Thief The Fight Begins (TFB)
#057 of 114

2 Shot to the Eye



Slow Action – Affliction (Injury)

Injury 2 (This affliction enters with 2 blood counters. At start of round, remove a counter. When there are no blood counters remaining, destroy it.)

Whenever the afflicted hero targets an enemy with an action or triggered ability, negate that action or ability unless they pay 1 for each blood counter on Shot to the Eye.

© 2021 Trials of the Elder
Artwork by Carth Nguyen Thief The Fight Begins (TFB)
#057 of 114

2 Stolen Secrets



Slow Action – Command

Target opponent reveals cards from their hand, and you choose one of them. That player discards that card.

This hero is **Elusive** until end of round. (Enemy actions that target them cost 1 more to use.)

© 2021 Trials of the Elder
Artwork by Igor Silva Thief The Fight Begins (TFB)
#058 of 114

2 Stolen Secrets



Slow Action – Command

Target opponent reveals cards from their hand, and you choose one of them. That player discards that card.

This hero is **Elusive** until end of round. (Enemy actions that target them cost 1 more to use.)

© 2021 Trials of the Elder
Artwork by Igor Silva Thief The Fight Begins (TFB)
#058 of 114

0 Surgical Strike



Slow Action – Command

Destroy an affliction card attached to target enemy. If you do, deal +1 damage to that enemy and draw a card.

© 2021 Trials of the Elder
Artwork by Tamara Lawrence Thief The Fight Begins (TFB)
#059 of 114

0 Surgical Strike



Slow Action – Command

Destroy an affliction card attached to target enemy. If you do, deal +1 damage to that enemy and draw a card.

© 2021 Trials of the Elder
Artwork by Tamara Lawrence Thief The Fight Begins (TFB)
#059 of 114

Thieves' Gloves

Equipment - Tool

Whenever the equipped hero causes an exhausted enemy to lose HP, you may pay 1: Draw a card. (Damage causes loss of HP.)

Slow Action

Unseen Blade

: Choose an enemy. They lose 2 HP.

© 2021 Trials of the Elder
Artwork by Juwari

Thief

The Fight Begins (TFB)
#060 of 114



Thieves' Gloves

Equipment - Tool

Whenever the equipped hero causes an exhausted enemy to lose HP, you may pay 1: Draw a card. (Damage causes loss of HP.)

Slow Action

Unseen Blade

: Choose an enemy. They lose 2 HP.

© 2021 Trials of the Elder
Artwork by Juwari

Thief

The Fight Begins (TFB)
#060 of 114



2

Umbral Veil



Fast Action - Support

When Umbral Veil enters play, prevent all damage that would be dealt to the supported hero by target enemy action.

Whenever an enemy action is negated or has its damage reduced to 0, the acting enemy loses 2 HP.

© 2021 Trials of the Elder
Artwork by Juwari

Thief

The Fight Begins (TFB)
#061 of 114

2

Umbral Veil



Fast Action - Support

When Umbral Veil enters play, prevent all damage that would be dealt to the supported hero by target enemy action.

Whenever an enemy action is negated or has its damage reduced to 0, the acting enemy loses 2 HP.

© 2021 Trials of the Elder
Artwork by Juwari

Thief

The Fight Begins (TFB)
#061 of 114

1

Uncanny Dodge



Fast Action - Command

Prevent the next damage that would be dealt to this hero by target enemy action or ability. If damage is reduced to 0 this way, refresh this hero.

© 2021 Trials of the Elder
Artwork by Ali Liu

Thief

The Fight Begins (TFB)
#062 of 114

1

Uncanny Dodge



Fast Action - Command

Prevent the next damage that would be dealt to this hero by target enemy action or ability. If damage is reduced to 0 this way, refresh this hero.

© 2021 Trials of the Elder
Artwork by Ali Liu

Thief

The Fight Begins (TFB)
#062 of 114

1

Vampiric Bond



Slow Action - Affliction (Curse)

Whenever the afflicted hero loses any amount of HP, the hero that cursed them recovers 1 HP.

At end of round, the afflicted hero may pay X, where X is the amount of HP they lost this round: Destroy Vampiric Bond.

© 2021 Trials of the Elder
Artwork by Carin Nguyen

Thief

The Fight Begins (TFB)
#063 of 114

1

Vampiric Bond



Slow Action - Affliction (Curse)

Whenever the afflicted hero loses any amount of HP, the hero that cursed them recovers 1 HP.

At end of round, the afflicted hero may pay X, where X is the amount of HP they lost this round: Destroy Vampiric Bond.

© 2021 Trials of the Elder
Artwork by Carin Nguyen

Thief

The Fight Begins (TFB)
#063 of 114