The Art of Disguise

Domain of the
Common

Hypnotic Melody

Runic Barrier

Void Skip
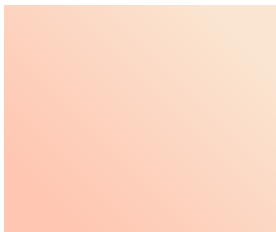
Laboratory Macabre

Hold in Suspense

Mirror of Hubris

Offer to the Pyre

Advanced

Banish one of your other cards from hand or play to:
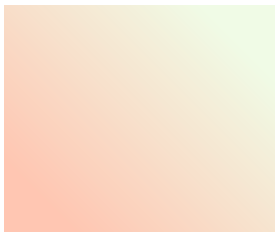
Attack 4

Wisdom of Ancestors

Advanced

Reflex: When I'm the only card in your hand, you may play me.

Recall up to one of your banished cards and up to one of the cards in your cache.

Thorns of the Coven

Advanced

Attack

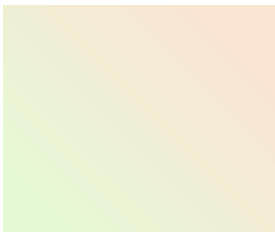When I'm banished from your hand or from play, gain ⬤.

Psychic Torment

Advanced

Banish one card from play.

Adrenaline Surge

Advanced – Sequence

Reflex: When you score your fourth point this match, you may play me.
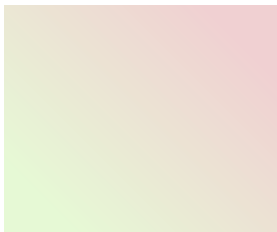
I No effect.

II You get an additional action this turn.
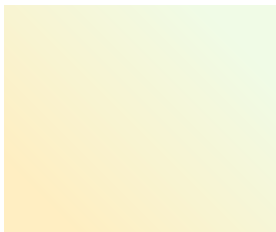
Warrior's Pride

Advanced

Reflex: When you attack for the third time this match, you may play me.

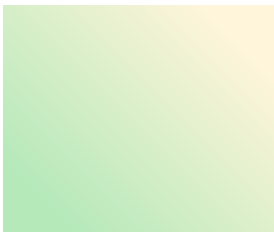Gain ◯◯.

Stay Out Of Reach

Advanced

Reflex: When you are being attacked and you have scored no points this match, you may play me.

Your opponent's attacks get -2 attack power.

Iron-Oak Protector

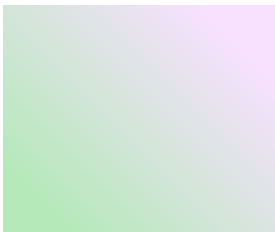## *Advanced*

Block an attack.

Attack

Accelerated Growth

Advanced – Sequence

I Gain ◯.

II Gain ◯.

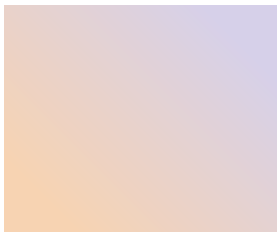# Cloaked in Mist

Advanced

On play: Gain ⬤.

When you are attacking, recall me to give all your attacks this turn Swift. *(Swift attacks cost ⬤ to block.)*

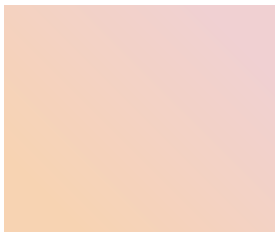# Vengeance

Advanced

Attack 2

Swift (*Blocking me costs* ⬤)

If your opponent has scored three or more points this match, I get +2 power.
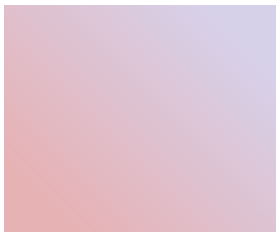
Loot the Mausoleum

Advanced

Name one of your move cards. You get +1 expertise with that card this match.

Your opponent conjures and plays a Skeletal Minion.
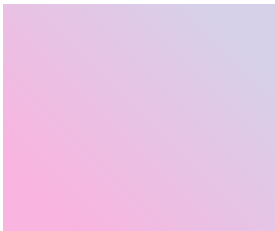
Mark for Death

Advanced

Attack

When I hit, your attacks next turn get +1 power and can't be blocked.

The Art of Disguise

Advanced

When you reveal me as an action, name a card your opponent played last turn. If you do, I am a copy of that card until I leave play. *(Its cost, types, and text replace my own.)*

Hypnotic Melody
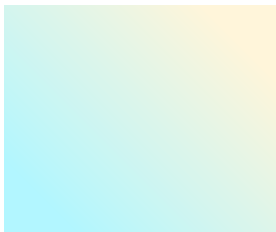
Advanced

Attack

When I hit, banish one of your opponent's move cards from play.

Runic Barrier

Advanced – Permanent

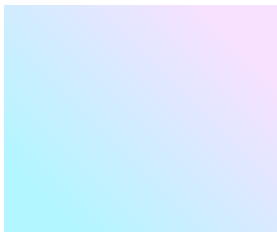When you are being attacked, recall me to:

Block an attack.

When I block a card, banish that card.

Void Skip

Advanced

When you reveal me as an action, choose a card your opponent is revealing. Banish that card and they don't play it.

Laboratory Macabre

Advanced

Conjure and play a Skeletal Minion.

Conjure and play a Chronotech Augment.

Hold in Suspense
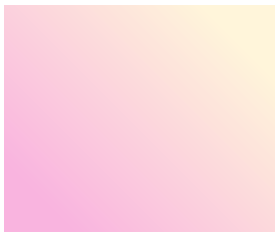
Advanced – Sequence

I   **Block** an attack.

II   Instead of a normal action this turn, choose two cards from your hand. Decide which one to reveal after seeing what your opponent reveals.

Mirror of Hubris

Advanced

Block an attack.

When I block an attack:

Attack

Domain of the
Mercenary Guild

Reputation - Your reputation is equal to the greatest power attack you've resolved this match. (Attacks resolve when they hit or are blocked. If you haven't attacked yet, your reputation is zero.)

Calling Card - At the end of each turn, if your reputation increased this turn, conjure and play an Assassin's Focus.
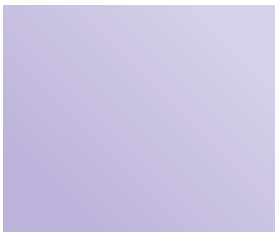
Starter | Payment Up Front

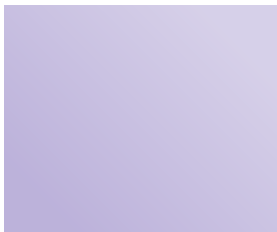**Starter** | Flawless Execution

Payment Up Front

Domain

Gain an amount of ⬤ equal to your reputation. Then you may pay ⬤⬤. If you do, you get an additional action next turn.
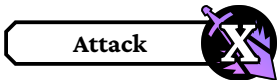
Flawless Execution

Domain

My base power X is equal you your reputation when you play me.

Swift (*Blocking me costs* ⦿)

Attack

Starter

Starter

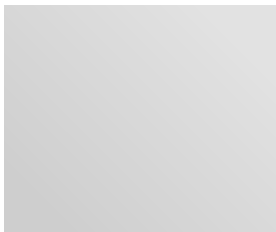Spirited Strike

Starter

Defensive Stance

Starter

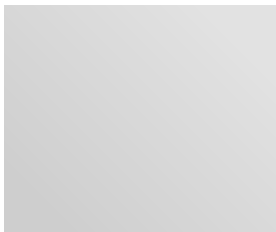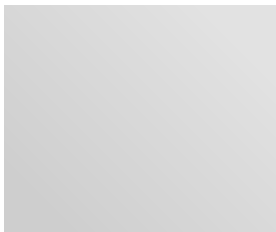Two-Breath Meditation

Spirited Strike

Starter

Attack 2

Defensive Stance

Starter

Block an attack.

Two-Breath Meditation

Starter

Gain ◯. Then you may pay
◯◯◯ to score one point.