

Path of the  
**Assassin**



Starter

Backstab



3

Starter

Shadowstep



0

Trap Setting

Poisoned Dagger – Smoke Shroud – Feign Defeat



0

Always More Knives



3



4

Hidden in Plain Sight



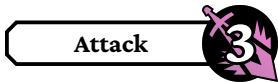
# Backstab

*Starter*



If your opponent is attacking you,  
refund my cost and I have no effect.

Otherwise:



I get +2 attack power.

# Shadowstep

*Starter*



You may pay . If you don't, I gain **oneshot**. (*Banish me after use*)

**Block an attack.**





# Trap Setting

*Advanced*



0



Turn your banished Trap cards face down. Look at them and secretly choose one of them. (*Put it near your cards in play.*)

You can turn the chosen Trap face up any time after this turn ends to recall and play it.

# Poisoned Dagger

*Linked – Permanent*



*Trap – Linked (This card begins the match banished and is recalled by Trap Setting.)*

You can't play me unless you hit your opponent with an attack this turn.

At the start of each turn, score one point.

# Smoke Shroud

*Linked*



*Trap – Linked (This card begins the match banished and is recalled by Trap Setting.)*

If your opponent didn't attack last turn, they can't score points this turn.



Oneshot: Banish after use.

# Feign Defeat

*Linked*



*Trap – Linked (This card begins the match banished and is recalled by Trap Setting.)*

If your opponent has more points than you, they can't block this turn.



Oneshot: Banish after use.

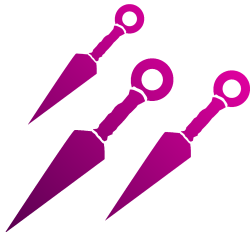


# Always More Knives

*Advanced – Sequence*



0








Attack



Attack



3

I cost   instead of   .

Assassin

02/22/22 - GLORYBOUND



# Hidden in Plain Sight

*Advanced – Innate Permanent*



4



Innate: Play before match starts.

After the first turn of the match, but before the second, there is a secret turn. Your opponent and their cards do not participate in this turn. (*You can't hit them with attacks.*)

Banish me at the end of the secret turn.