

# Mercenary Guild

*Domain*



*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.

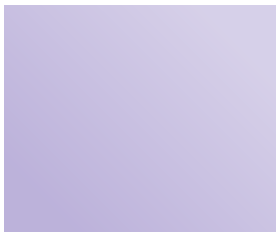
Payment Up Front




Flawless Execution



# Payment Up Front

*Domain*



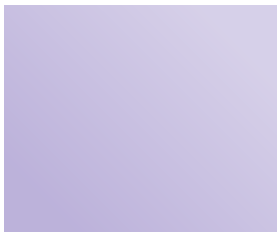
Gain an amount of  equal to your reputation. Then you may pay  . If you do, you get an additional action next turn.




# Flawless Execution



*Domain*



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

**Swift** (*Blocking me costs* )

