

Backstab

Move



On reveal: If your opponent revealed an attack move this turn, return me to your hand without playing me unless you pay ☐ ☐.

attack 4

Cloak of the Trickster

Item



Equip: Charge me.

At the end of each turn, if it is not a secret turn, remove a charge from me. If you do, after this turn ends but before the next turn begins, you get a secret turn. Your opponent and their cards do not participate in this turn. (*You cannot hit them with attacks.*)



Concealed Dagger

Starter Move

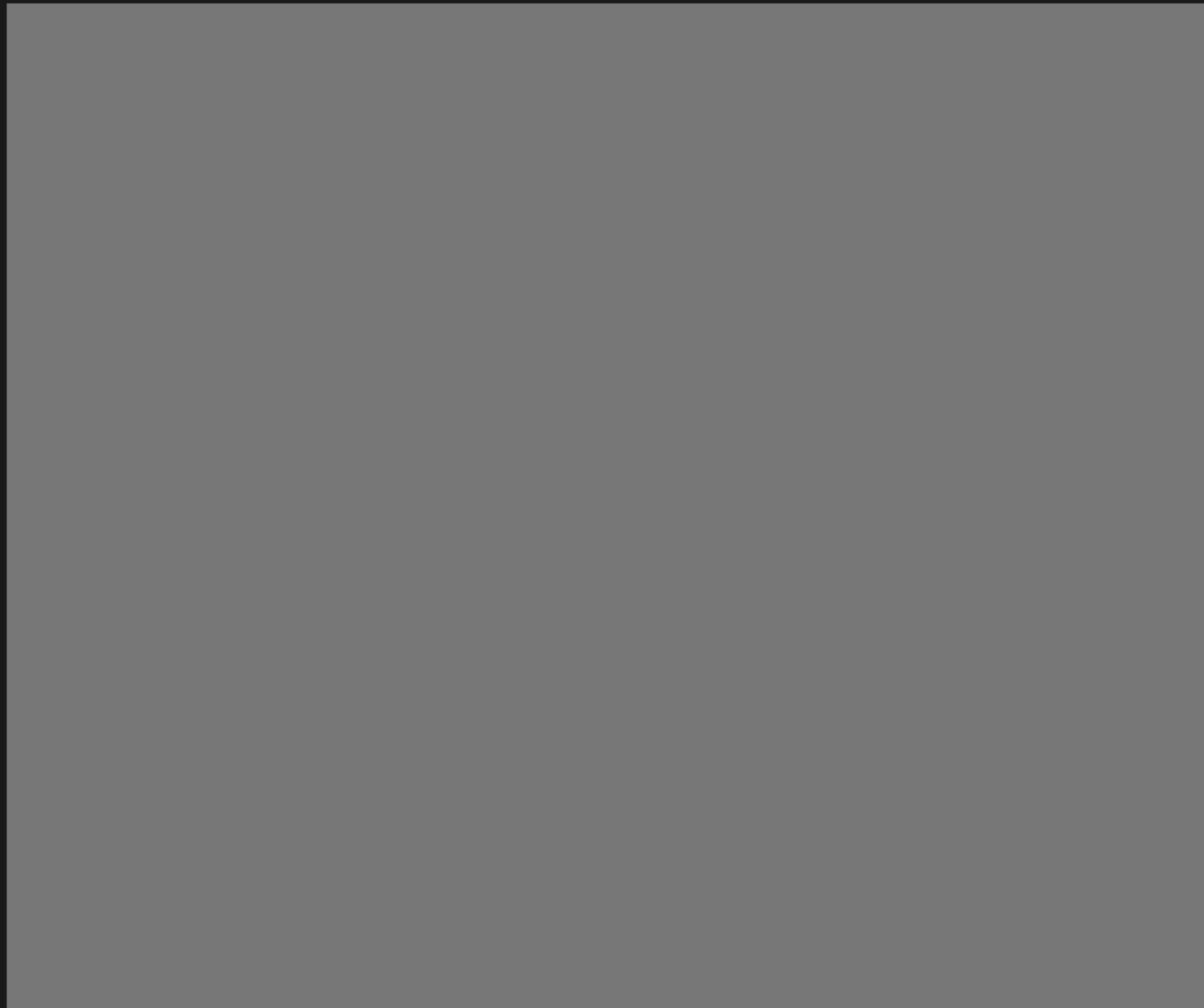


attack 2

I cost ☐ to block.

Feign Defeat

Conjured Move



Conjured - I appear when another card conjures me and disappear when I leave play.

You can't play me as an action. When you are attacking, if your opponent has more points than you, you may play me from your hand.

Your attacks can't be blocked this turn.

Infiltration Scheme

Starter Move - Sequence



1. Gain an inspiration. Name a card.
2. Your opponent can't play the named card this turn.

Know Your Enemies

Starter Inspiration



Equip: Equip me and any number of other cards from your hand face-down as inspiration.

Poisoned Dagger

Conjured Move - Permanent



Conjured - I appear when another card conjures me and disappear when I leave play.

You can't play me as an action. When you hit with an attack, you may play me from your hand.

At the start of each turn, score one point.

Shadow Ascension

Conjured Move - Ascension



Conjured - I appear when another card conjures me and disappear when I leave play.

On reveal: Gain one inspiration, then play up to three other moves alongside me.

Shroud in Darkness

Starter Move



If your opponent is attacking:
block

If they are not attacking, **invoke**.

Signature: The Shadow

Signature Move



You can only claim me if you are on the Path of the Disciple, and only after losing half your hearts.

Equip: Equip one of your starter moves. I become an upgraded copy of that card.

Concealed Dagger – I cost an additional ☐ ☐ to block.

Shroud In Darkness – The second time you play me this match, conjure your ascension to hand.

Infiltration Scheme – Name an additional card.

Smoke Shroud

Conjured Move



Conjured - I appear when another card conjures me and disappear when I leave play.

You can't play me as an action. When your opponent is attacking, if they didn't attack last turn, you may play me from your hand.

Your opponent can't score points for the rest of the turn.

Trap Setting

Move



Secretly choose a trap you haven't yet chosen this match and conjure it to your hand. You can't play that card this turn. (*Conceal the other trap cards to avoid giving away your choice.*)