

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.

Starter

Payment Up Front

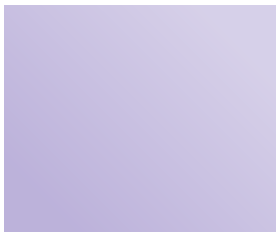
Starter




Flawless Execution



Payment Up Front

Domain



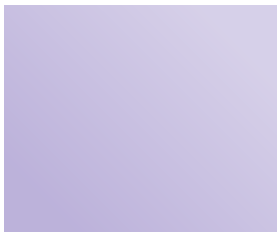
Gain an amount of  equal to your reputation. Then you may pay  . If you do, you get an additional action next turn.




Flawless Execution



Domain



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

Swift (*Blocking me costs* )

