

Assassin's Focus

Conjured Move - Permanent

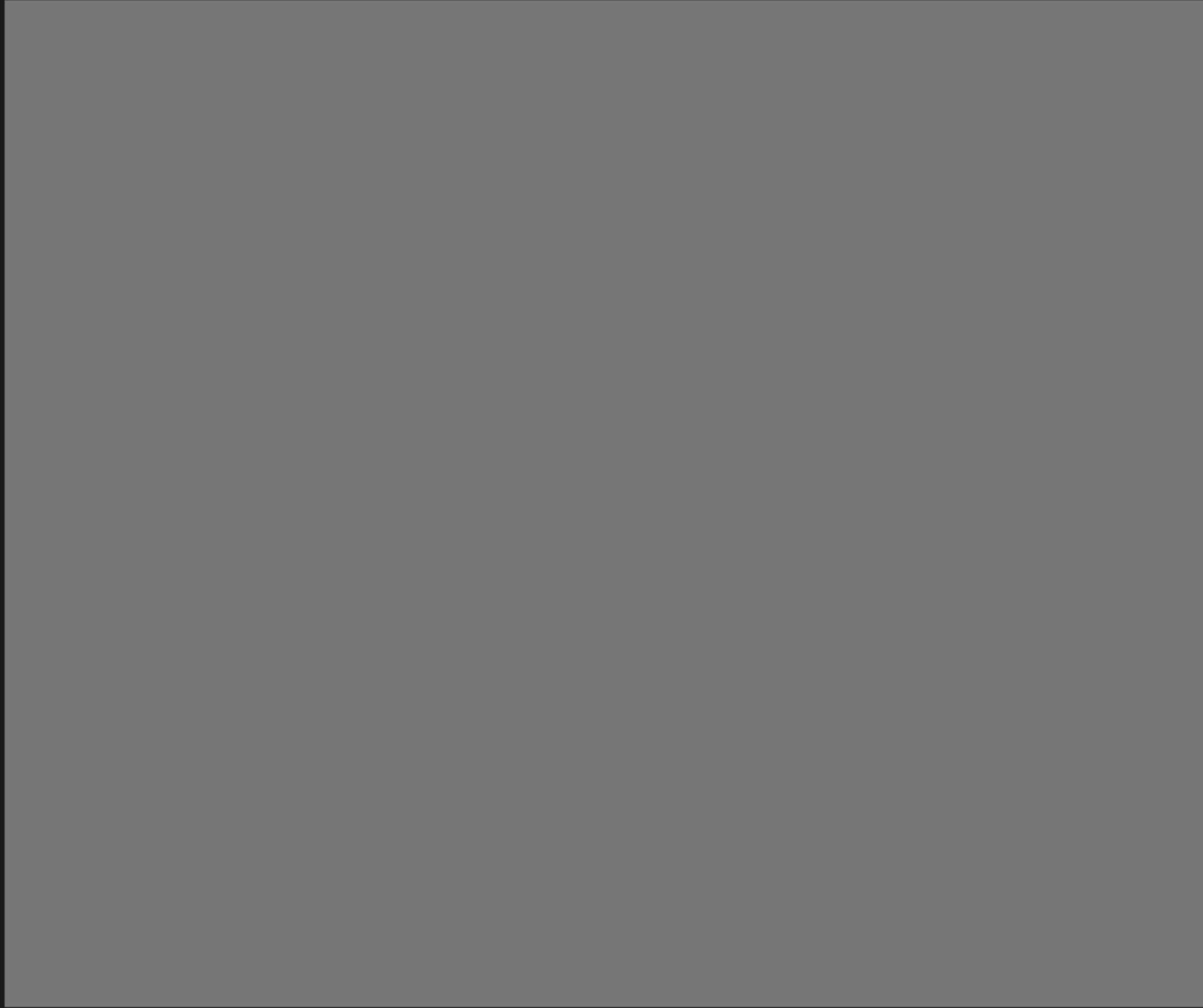


Conjured - I appear when another card conjures me and disappear when I leave play.

When I see you attacking, banish me to give an attack +2 attack power.

Charge

Conjured Augment



Augment - I appear when I am attached to a card in play, and disappear if I am not.

Orange numbers on the augmented item get +1. **Blue** numbers on the augmented item get -1.

Chronotech Augment

Conjured Augment

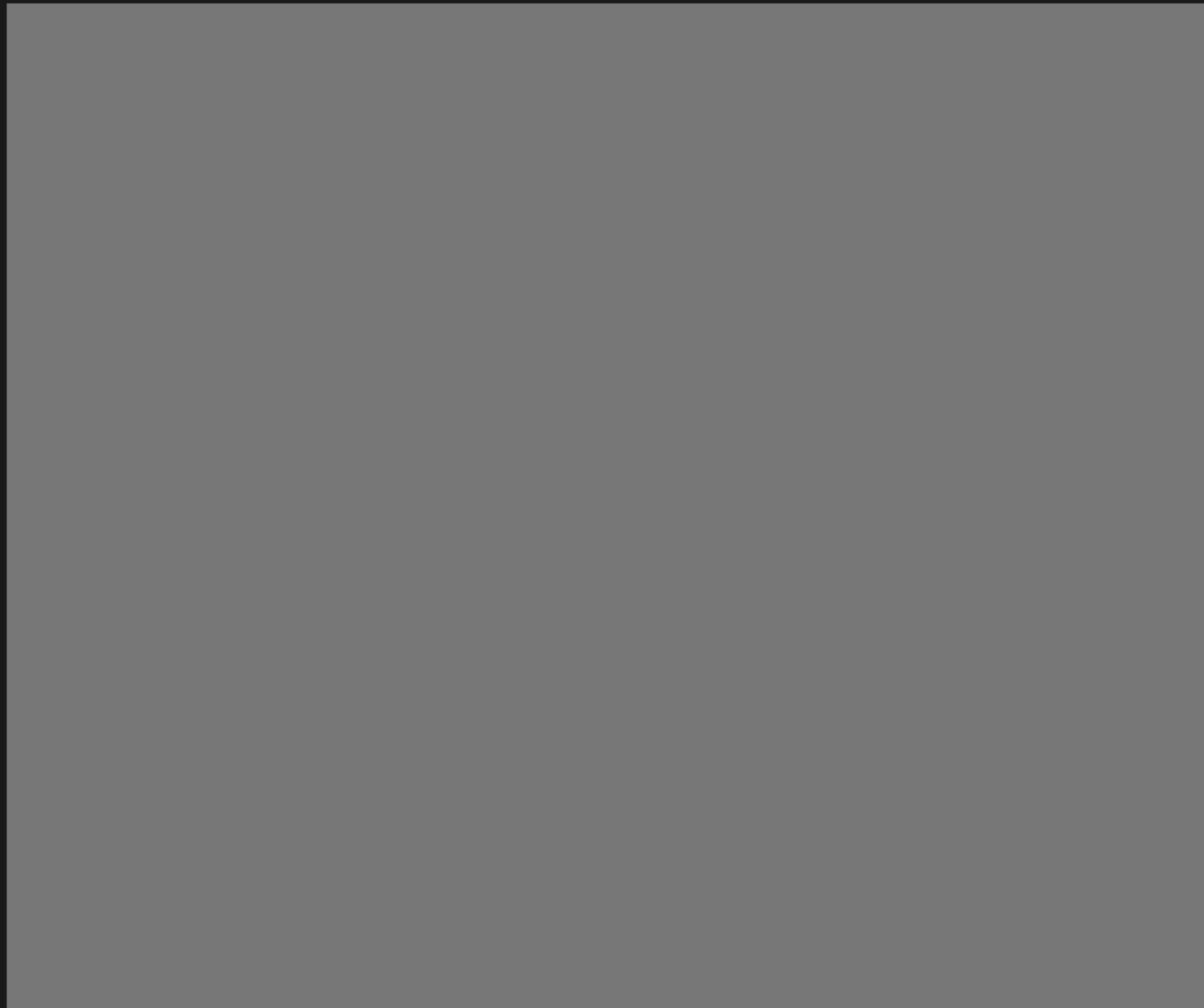


Augment - I appear when I am attached to a card in play, and disappear if I am not.

If the augmented sequence would leave play because all stages are complete, instead remove me to repeat the final stage next turn.

Glimmer of Hope

Conjured Move - Permanent



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

End step: If your opponent scored points this turn, banish me.

At the end of the match, if I am in play, score one point.

Inspiration

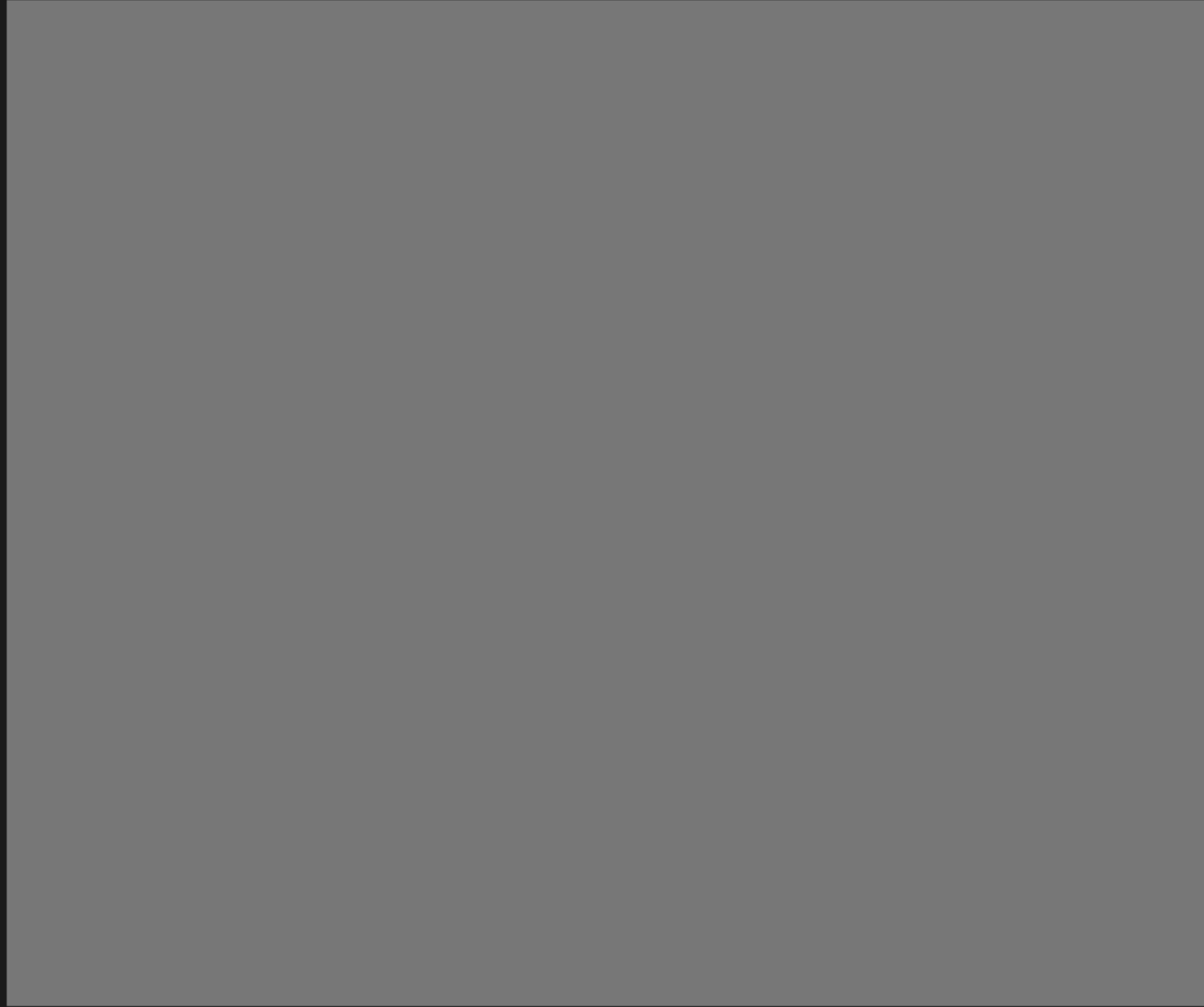
Conjured Inspiration



I appear when you gain inspiration
exceeding your starting inspiration.

Skeletal Minion

Conjured Move - Sequence



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

1. No effect
2. attack 1