

**SATIN RAVENHEART**  
Commander

10

Lifetap - **Once** Discard 1 ♠ Bleed: Heal Cmdr 1.  
(Attacks generate 1 ♠ Bleed.)

4 1

3 ♥ 10

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**SATIN RAVENHEART**  
Commander Evol (1)

10

Backstab - **Once** **Main** Discard 1 ♠ Bleed:  
Add +1 dmg & Piercing - (Attacks ignore 1 ♠ shield energy) to this attack.  
Lifetap - **Once** Discard 1 ♠ Bleed: Heal Cmdr 1.  
(Attacks generate 1 ♠ Bleed.)

4

3 1

3 ♥ 10

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**SATIN RAVENHEART**  
Commander Evol (2)

10

Backstab - **Once** **Main** Discard 1 ♠ Bleed:  
Add +2 dmg & Piercing - (Attacks ignore 1 ♠ shield energy) to this attack.  
Lifetap - **Once** Discard 1 ♠ Bleed: Heal Cmdr 1.  
(Attacks generate 1 ♠ Bleed.)

4

2 1

3 ♥ 15

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**SHADOW'S KISS**  
Vampyrion

2

1

1

Reserve - Weapon  
Comes into play Rested.  
Shadow Blade - Rest: Give +1 dmg (Discard 2 ♠ Bleed: +2 dmg) to any Unit or Cmdr.  
Shadow Wrath - **Main** Rest & Remove: Gain control and Ready target enemy Unit with cost 3 or less til the end of your turn.

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**BLOOD CLOAK**  
Vampyrion

1

1

1

Reserve - Armor  
Comes into play Rested.  
Blood Cloak - Rest and Discard 1 ♠ Bleed: Enemy attacking Unit must choose another target if available.  
Blood Wrath - Play before **Defend** Phase. Rest & Remove: Target attacking Unit with cost 3 or less deals no dmg.

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**BLOOD TEMPLE**  
Vampyrion

2

1

1

Reserve - Battlefield  
Comes into play Rested.  
Unit's with Thirst generate 2 ♠ Bleed.  
Boiling Blood - Rest: Draw 2 and Discard 2 cards. Discard 2 ♠ Bleed: Discard 1 instead if card Discarded is a Assassin's Guild Unit.

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**FALLEN ANGEL**  
Satin Ravenheart

8

1

1

Reserve - Feat - Spell  
Summon the Unit Blood Dragon from Discard or Deck to Battleground. Transfer 3 ♠ Bleed from Resource Deck and put under Blood Dragon. Remove card from the game.

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**BLOOD PACT**  
Satin Ravenheart

4

1

1

Reserve - Feat - Ability  
Ready all your ♠ energy cards.  
Can be played as an Ability. Remove card from the game.

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**UNSTABLE GOLEM CORE**  
Assassin's Guild - Satin Ravenclaw

1

2

0

Golem Core  
On Play to Energy - Swap a face down card with this core. Rest this core to get 1 ♠ energy.  
Unstable - **Main** Rest and Sacrifice: Add +2 dmg to a Assassin's Guild Unit or Cmdr for an attack.

2

2

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1

2

0

UNSTABLE GOLEM CORE  
Assassin's Guild - Satin Ravenclaw

Golem Core

On Play to Energy - Swap a face down card with this core.  
Rest this core to get 1 energy.

Unstable - **Main** Rest and Sacrifice: Add +2 dmg to a Assassin's Guild Unit or Cmdr for an attack.

2

2

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2

3

0

DARK GOLEM CORE  
Assassin's Guild - Satin Ravenclaw

Golem Core

On Play to Energy - Swap a face down card with this core.  
Rest this core to get 1 energy.

Leech - **Main** Discard 2 Bleed: Summon Golem to Battleground. Gain Haste (Can attack when summoned.)

2

3

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2

3

0

DARK GOLEM CORE  
Assassin's Guild - Satin Ravenclaw

Golem Core

On Play to Energy - Swap a face down card with this core.  
Rest this core to get 1 energy.

Leech - **Main** Discard 2 Bleed: Summon Golem to Battleground. Gain Haste (Can attack when summoned.)

2

3

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10

7

2

BLOOD DRAGON  
Mercenary - Assassin's Guild

Unit

Unkeep - Remove 2 Bleed from Blood Dragon.  
Taunt (This Unit must be attacked if Rested.)  
Resistance (Immune to abilities and spells.)  
Bounty Reward - **On** Discard "x" Bleed from Blood Dragon to prevent "x" dmg from any Unit or Cmdr.  
Health = Bleed under Blood Dragon.  
Satin may Discard this card and Draw a card.

0

\*

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1

2

0

KAZUKI  
Assassin's Guild

Unit

Toxin (When attacking, Discard 1 Bleed: Add +1 dmg to this attack.)  
Safe Fall - If your Cmdr is Satin, Discard 1 Bleed & this card from hand: Ready 1 energy & Draw 1 card.

1

2

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1

2

0

KAZUKI  
Assassin's Guild

Unit

Toxin (When attacking, Discard 1 Bleed: Add +1 dmg to this attack.)  
Safe Fall - If your Cmdr is Satin, Discard 1 Bleed & this card from hand: Ready 1 energy & Draw 1 card.

1

2

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1

2

0

KAZUKI  
Assassin's Guild

Unit

Toxin (When attacking, Discard 1 Bleed: Add +1 dmg to this attack.)  
Safe Fall - If your Cmdr is Satin, Discard 1 Bleed & this card from hand: Ready 1 energy & Draw 1 card.

1

2

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1

2

0

AZALEA  
Assassin's Guild

Unit

Stealth (This Unit ignores Defender and Taunt.)  
Toxin (When attacking, Discard 1 Bleed: Add +1 dmg to this attack.)  
Thirst (Attacks generate 1 Bleed.)

1

1

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1

2

0

AZALEA  
Assassin's Guild

Unit

Stealth (This Unit ignores Defender and Taunt.)  
Toxin (When attacking, Discard 1 Bleed: Add +1 dmg to this attack.)  
Thirst (Attacks generate 1 Bleed.)

1

1

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**1**

**2**

**0**

**1**

**1**

**RAZALEA**  
Assassin's Guild

Unit  
Stealth (This Unit ignores Defender and Taunt.)  
Toxin (When attacking, Discard 1 Blood: Add +1 dmg to this attack.)  
Thirst (Attacks generate 1 Blood.)

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**2**

**3**

**0**

**2**

**3**

**TOSHIRO**  
Assassin's Guild

Unit  
Toxin (When attacking, Discard 1 Blood: Add +1 dmg to this attack.)  
Thirst (Attacks generate 1 Blood.)

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**2**

**3**

**0**

**2**

**3**

**TOSHIRO**  
Assassin's Guild

Unit  
Toxin (When attacking, Discard 1 Blood: Add +1 dmg to this attack.)  
Thirst (Attacks generate 1 Blood.)

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**2**

**3**

**0**

**2**

**3**

**TOSHIRO**  
Assassin's Guild

Unit  
Toxin (When attacking, Discard 1 Blood: Add +1 dmg to this attack.)  
Thirst (Attacks generate 1 Blood.)

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**2**

**4**

**0**

**1**

**2**

**MIYUGI**  
Assassin's Guild

Unit  
Tactics - On Play If you have 4 or less cards in your hand Draw 1.  
Thirst (Attacks generate 1 Blood.)

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**2**

**4**

**0**

**1**

**2**

**MIYUGI**  
Assassin's Guild

Unit  
Tactics - On Play If you have 4 or less cards in your hand Draw 1.  
Thirst (Attacks generate 1 Blood.)

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**2**

**4**

**0**

**1**

**2**

**MIYUGI**  
Assassin's Guild

Unit  
Tactics - On Play If you have 4 or less cards in your hand Draw 1.  
Thirst (Attacks generate 1 Blood.)

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**3**

**4**

**1**

**0**

**3**

**KAITO**  
Assassin's Guild

Unit  
Initiative (Can attack Ready Units.)  
Haste (Can attack when summoned.)  
Molten Armor - Once Discard 1 Blood: Prevent 1 dmg from Kaito.

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**3**

**4**

**1**

**0**

**3**

**KAITO**  
Assassin's Guild

Unit  
Initiative (Can attack Ready Units.)  
Haste (Can attack when summoned.)  
Molten Armor - Once Discard 1 Blood: Prevent 1 dmg from Kaito.

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**DIATSU KAISEN**  
Assassin's Guild

Unit-Ability  
If Satin is your Cmdr, lower cost by 1.  
Upkeep - Transfer 1 ⚔️ Bleed: Add +1 attack.  
Blood Armor - Once Discard 1 ⚔️ Bleed from Kaisen:  
Prevent 1 dmg from Assassin's Guild Unit or Cmdr.  
"Satin's Backstab cost 1 less."  
Can be played as an Ability.

5 (cost)  
4\* (attack)  
1 (defense)  
0 (bleed)  
5 (health)

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**DIATSU KAISEN**  
Assassin's Guild

Unit-Ability  
If Satin is your Cmdr, lower cost by 1.  
Upkeep - Transfer 1 ⚔️ Bleed: Add +1 attack.  
Blood Armor - Once Discard 1 ⚔️ Bleed from Kaisen:  
Prevent 1 dmg from Assassin's Guild Unit or Cmdr.  
"Satin's Backstab cost 1 less."  
Can be played as an Ability.

5 (cost)  
4\* (attack)  
1 (defense)  
0 (bleed)  
5 (health)

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**SMOKE BOMB**  
Satin Ravenheart

Ability  
Prevent 3 dmg.  
Generate 1 ⚔️ Bleed.

1 (cost)  
1 (bleed)  
1 (health)

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**SMOKE BOMB**  
Satin Ravenheart

Ability  
Prevent 3 dmg.  
Generate 1 ⚔️ Bleed.

1 (cost)  
1 (bleed)  
1 (health)

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**SMOKE BOMB**  
Satin Ravenheart

Ability  
Prevent 3 dmg.  
Generate 1 ⚔️ Bleed.

1 (cost)  
1 (bleed)  
1 (health)

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**VENOM SLASH**  
Satin Ravenheart

Ability  
Choose 1 & Draw 1 card if enemy Unit is K.O:  
• Target receives +2 dmg for one attack.  
Discard 1 ⚔️ Bleed: For +1 dmg.  
• Target receives -2 dmg for one attack.  
Discard 1 ⚔️ Bleed: For -1 dmg.

2 (cost)  
1 (bleed)  
1 (health)

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**VENOM SLASH**  
Satin Ravenheart

Ability  
Choose 1 & Draw 1 card if enemy Unit is K.O:  
• Target receives +2 dmg for one attack.  
Discard 1 ⚔️ Bleed: For +1 dmg.  
• Target receives -2 dmg for one attack.  
Discard 1 ⚔️ Bleed: For -1 dmg.

2 (cost)  
1 (bleed)  
1 (health)

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**VENOM SLASH**  
Satin Ravenheart

Ability  
Choose 1 & Draw 1 card if enemy Unit is K.O:  
• Target receives +2 dmg for one attack.  
Discard 1 ⚔️ Bleed: For +1 dmg.  
• Target receives -2 dmg for one attack.  
Discard 1 ⚔️ Bleed: For -1 dmg.

2 (cost)  
1 (bleed)  
1 (health)

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**SHIV**  
Satin Ravenheart

Ability  
K.O. target Unit with cost of 1 or less.  
2 or less Discard 1 ⚔️ Bleed.  
3 or less Discard 2 ⚔️ Bleed.  
4 or less Discard 3 ⚔️ Bleed.  
5 or less Discard 4 ⚔️ Bleed.

2 (cost)  
1 (bleed)  
1 (health)

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