Hired Blade

2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast

Hired Blade
2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast

Hired Blade
2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast

Hired Blade
2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast

Hired Blade
2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast

Hired Blade
2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast

Hired Blade
2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast

Hired Blade
2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast

Hired Blade
2 ⓑ



Creature — Human Assassin

Flash *(You may cast this spell any time you could cast an instant.)*

Once the Assassins gained a foothold in the West Indies, they made sure there were no safe places left for Templars.

3/2

C 0299
ACR • EN
Illus. Elizabeth Peiró

© Ubisoft
™ & © 2024 Wizards of the Coast