Royal Assassin 1BB



Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB



Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB



Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB



Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350

Royal Assassin 1BB

Creature — Human Assassin

T: Destroy target tapped creature.

Trained in the arts of stealth, royal assassins choose their victims carefully, relying on timing and precision rather than brute force.

Mark Zug

1/1

™ & © 1993–2005 Wizards of the Coast, Inc. 159/350