

Confidence

0



Illusion

When applied, target gains
2 **block**.

Confidence

0



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0



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Confidence

0

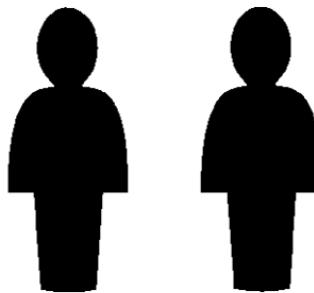


Illusion

When applied, target gains
2 **block**.

Decoy

0

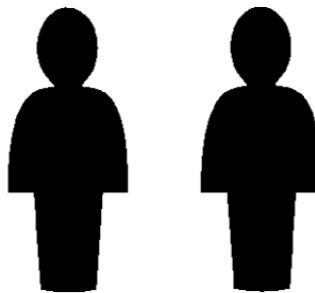


Skill

Discard all illusion on target. Gain 2 **block** for each illusion discarded.

Decoy

0

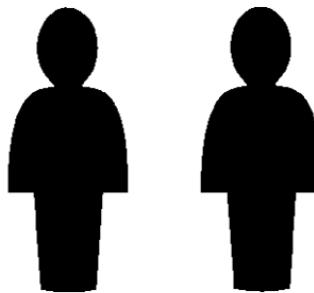


Skill

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Decoy

0

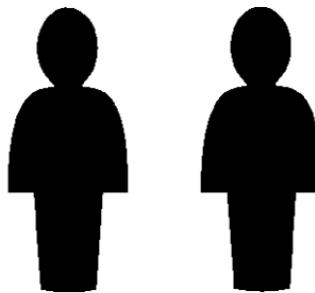


Skill

Discard all illusion on target. Gain 2 **block** for each illusion discarded.

Decoy

0



Skill

Discard all illusion on target. Gain 2 **block** for each illusion discarded.

Paranoia

0



Illusion

When applied, caster draws
1 card.

Paranoia

0



Illusion

When applied, caster draws
1 card.

Paranoia

0



Illusion

When applied, caster draws
1 card.

Paranoia

0



Illusion

When applied, caster draws
1 card.

Chaos Storm

1



Skill

Each illusion is moved to
a new target and deals 2
damage.

Illusionary Leap

0



Attack

Discard an illusion on you. If an Illusion is discarded, deal 2 **damage** and draw a card.

Illusionary Leap

0



Attack

Discard an illusion on you. If an Illusion is discarded, deal 2 **damage** and draw a card.

Impotence

2



Illusion

Illusions applied to target cost 1 less energy.

Imagination

1

Skill

Draw 5 cards. Apply illusions to target and exhaust all other cards.

Imagination

1

Skill

Draw 5 cards. Apply illusions to target and exhaust all other cards.

Imagination

1

Skill

Draw 5 cards. Apply illusions to target and exhaust all other cards.

Imagination

1

Skill

Draw 5 cards. Apply illusions to target and exhaust all other cards.

Blurred Frenzy

1



Attack

Deal 2 **damage** for each other Attack you have played this turn.

Blurred Frenzy

1



Attack

Deal 2 **damage** for each other Attack you have played this turn.

Humility

1



Illusion

Deal 1 **damage** at start of
target's turn.

Humility

1



Illusion

Deal 1 **damage** at start of
target's turn.

Clumsiness

1



Illusion

When applied, targets next attack also targets itself.

Prestige

1

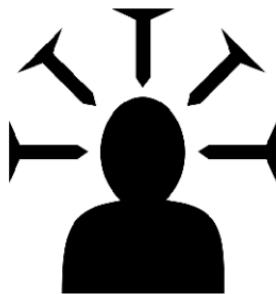


Attack

Deal 2 **damage**. Discard
your hand, then draw that
many cards.

Mind Stab

1

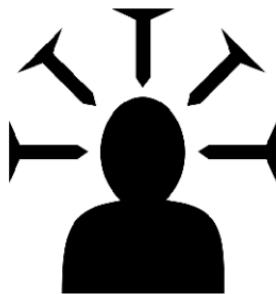


Attack

Deal 1 **damage** for each illusion on target.

Mind Stab

1

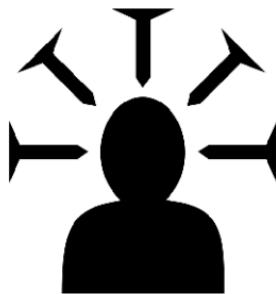


Attack

Deal 1 **damage** for each illusion on target.

Mind Stab

1

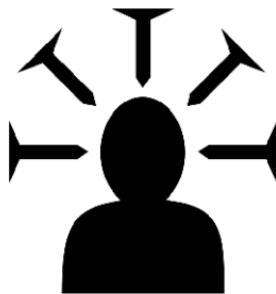


Attack

Deal 1 **damage** for each illusion on target.

Mind Stab

1

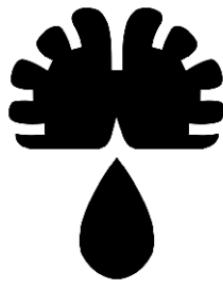


Attack

Deal 1 **damage** for each illusion on target.

Ether Feast

1



Skill

Remove all illusions. Gain
1 HP for each illusion
discarded. Exhaust.

Surge

0



Attack

Deal 1 **damage**.

Surge

0



Attack

Deal 1 **damage**.

Surge

0



Attack

Deal 1 **damage**.

Surge

0



Attack

Deal 1 **damage**.

Foresight

1



Skill

Remove all illusions. Draw
1 card for each illusion
discarded.

Foresight

1



Skill

Remove all illusions. Draw
1 card for each illusion
discarded.

Fear

1



Illusion

When applied, deal 1
damage for each other
illusion on target.

Fear

1



Illusion

When applied, deal 1
damage for each other
illusion on target.

Blackout

0



Skill

Draw 3 cards and gain 3 energy. Do not draw cards next turn. Exhaust.

Evasive Strikes

1

Attack

Each time you play a Strike this turn, gain 1 block.

Evasive Strikes

1

Attack

Each time you play a Strike this turn, gain 1 block.

Evasive Strikes

1

Attack

Each time you play a Strike this turn, gain 1 block.

Evasive Strikes

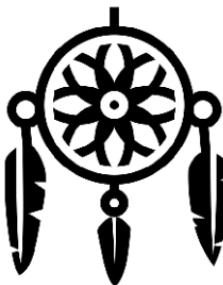
1

Attack

Each time you play a Strike this turn, gain 1 block.

Shared Dreams

0

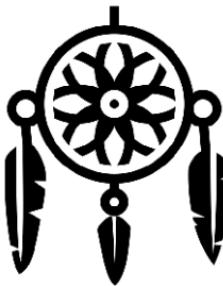


Skill

Move an illusion to a new target. New target gains 1 block.

Shared Dreams

0

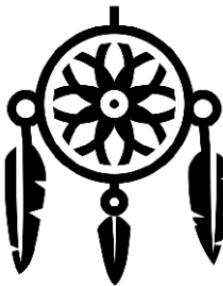


Skill

Move an illusion to a new target. New target gains 1 block.

Shared Dreams

0

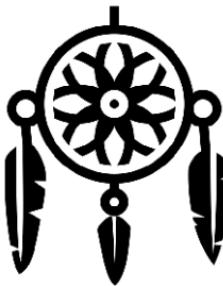


Skill

Move an illusion to a new target. New target gains 1 block.

Shared Dreams

0



Skill

Move an illusion to a new target. New target gains 1 block.

Mind Drain

1



Attack

Deal 2 **damage**. If no
Illusions are on you, no
energy is spent.

Mind Drain

1



Attack

Deal 2 **damage**. If no
Illusions are on you, no
energy is spent.

Shared Delusions

0



Skill

Move an illusion to a new target. Deal 1 **damage** to new target.

Shared Delusions

0



Skill

Move an illusion to a new target. Deal 1 **damage** to new target.

Shared Delusions

0



Skill

Move an illusion to a new target. Deal 1 **damage** to new target.

Shared Delusions

0



Skill

Move an illusion to a new target. Deal 1 **damage** to new target.

Distortion

1



Illusion

Gain 1 **block** at start of
target's turn.

Distortion

1

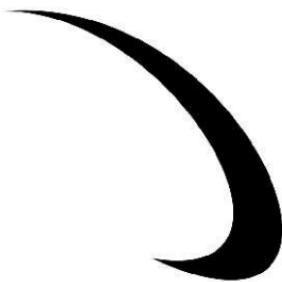


Illusion

Gain 1 **block** at start of
target's turn.

Mind Slash

1



Attack

Deal 2 **damage**. If no
Illusions are on the
target, no **energy** is spent.

Mind Slash

1



Attack

Deal 2 **damage**. If no
Illusions are on the
target, no **energy** is spent.

Time Warp

0



Skill

Gain 1 **energy** and draw 1 card. Next turn, draw 1 less card.

Time Warp

0

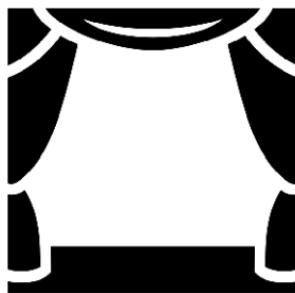


Skill

Gain 1 **energy** and draw 1 card. Next turn, draw 1 less card.

Temporal Veil

1



Skill

Whenever you play an Attack this turn, draw a card.

Shatter Illusions

0

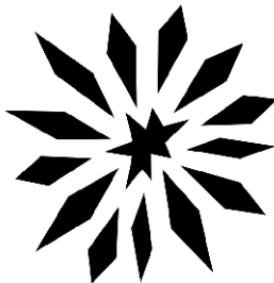


Skill

Exhaust all illusion on target. Deal 4 **damage** for each illusion discarded.

Shatter Illusions

0



Skill

Exhaust all illusion on target. Deal 4 **damage** for each illusion discarded.

Shatter Illusions

0

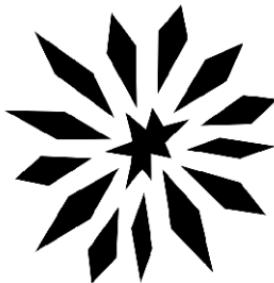


Skill

Exhaust all illusion on target. Deal 4 **damage** for each illusion discarded.

Shatter Illusions

0



Skill

Exhaust all illusion on target. Deal 4 **damage** for each illusion discarded.

Anguish

0



Illusion

Deal 1 **damage** whenever an
Illusion is applied

Anguish

0

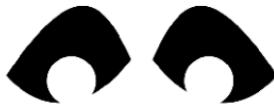


Illusion

Deal 1 **damage** whenever an
Illusion is applied

Worry

0

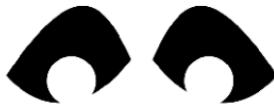


Illusion

When applied, deal 1
damage to target.

Worry

0



Illusion

When applied, deal 1
damage to target.

Worry

0



Illusion

When applied, deal 1
damage to target.

Worry

0



Illusion

When applied, deal 1
damage to target.