

Confidence

1



Illusion

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

Confidence

1



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Confidence

1



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

Confidence

1



Illusion

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

Decoy

0

Skill

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

Decoy

0

Skill

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

Decoy

0

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

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Decoy

0

Skill

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

Defend

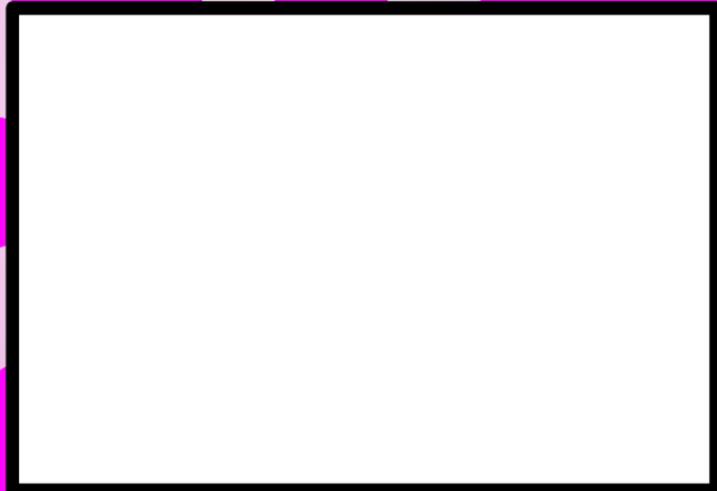
1

Skill

Gain 2 block.

Paranoia

0

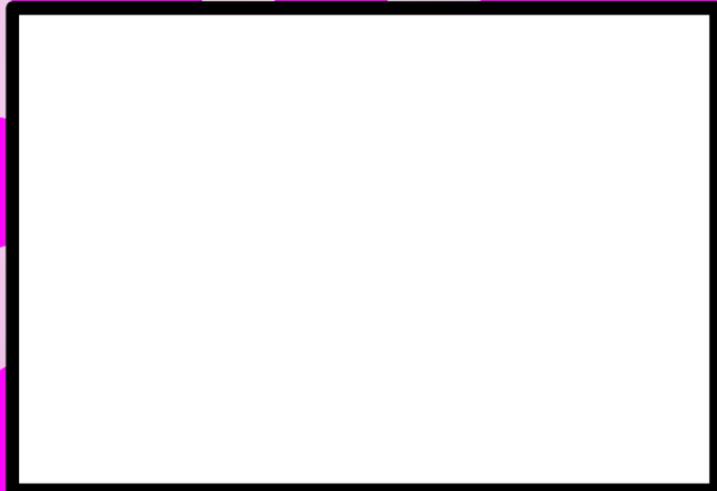


Illusion

Does nothing..

Paranoia

0



Illusion

Does nothing..

Paranoia

0



Illusion

Does nothing..

Paranoia

0



Illusion

Does nothing..

Paranoia

0



Illusion

Does nothing..

Paranoia

0

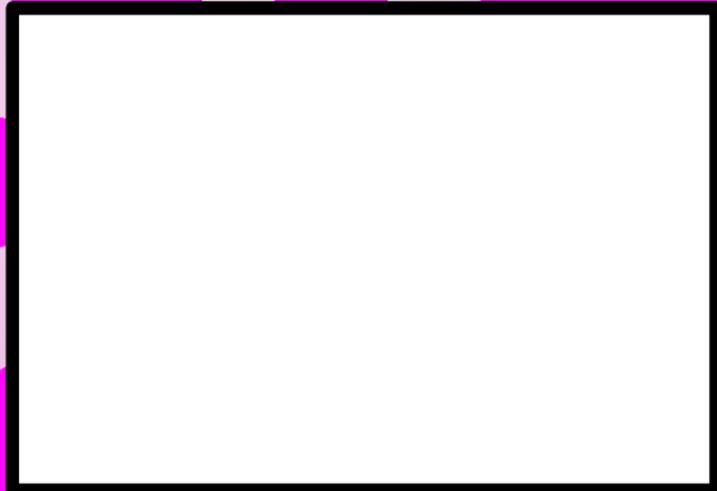


Illusion

Does nothing..

Paranoia

0

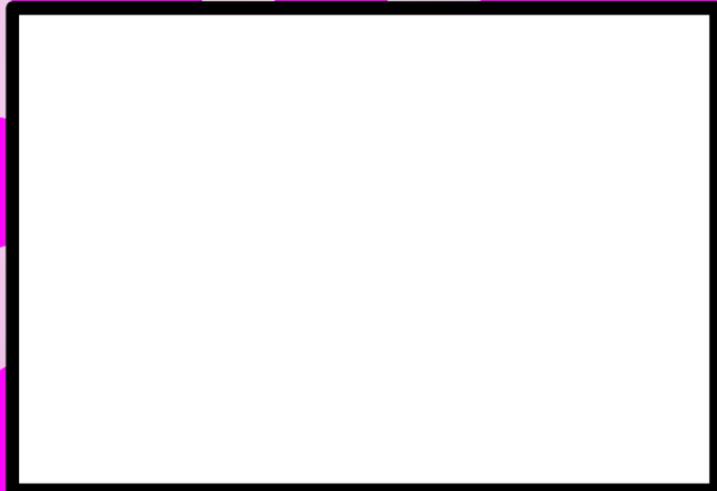


Illusion

Does nothing..

Paranoia

0



Illusion

Does nothing..

Chaos Storm

3

Skill

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

Chaos Storm

3

Skill

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

Strike

1



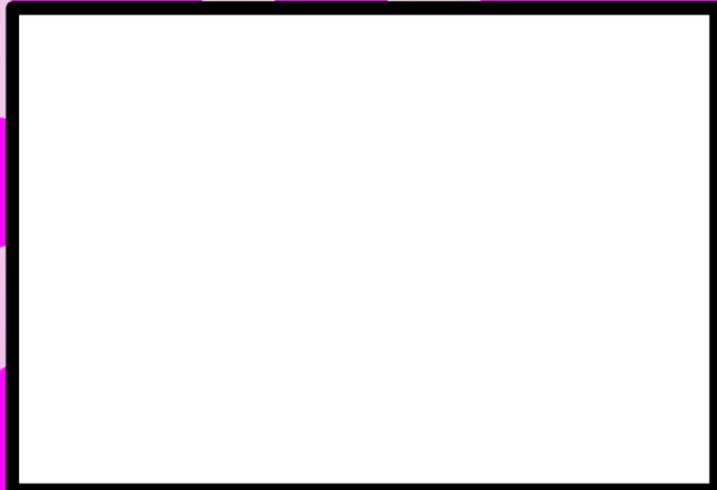
Attack



Deal 2 **damage**.

Strike

1



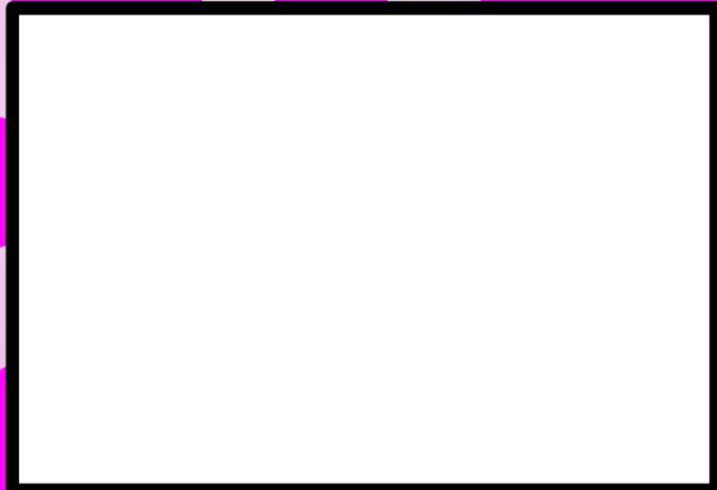
Attack



Deal 2 **damage**.

Strike

1



Attack



Deal 2 **damage**.

Strike

1



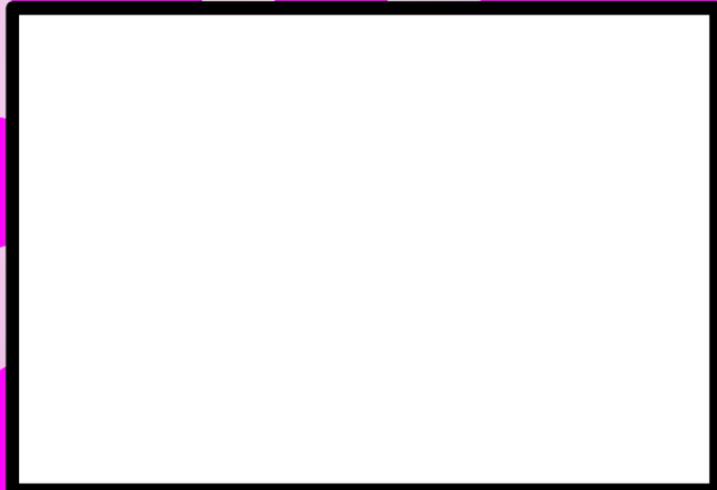
Attack



Deal 2 **damage**.

Strike

1



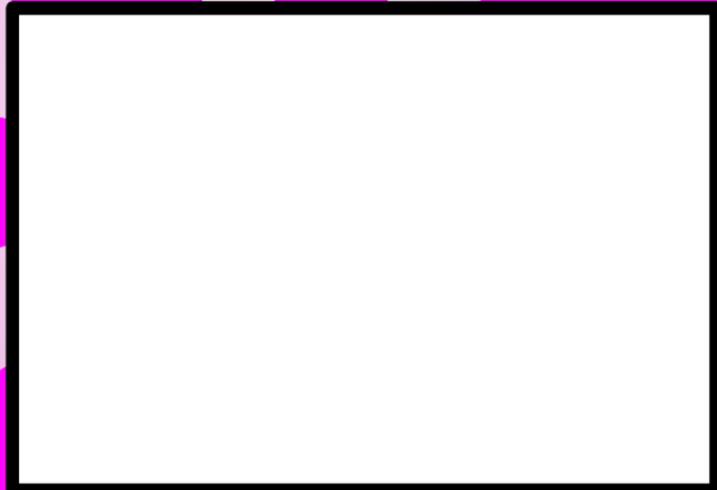
Attack



Deal 2 **damage**.

Strike

1



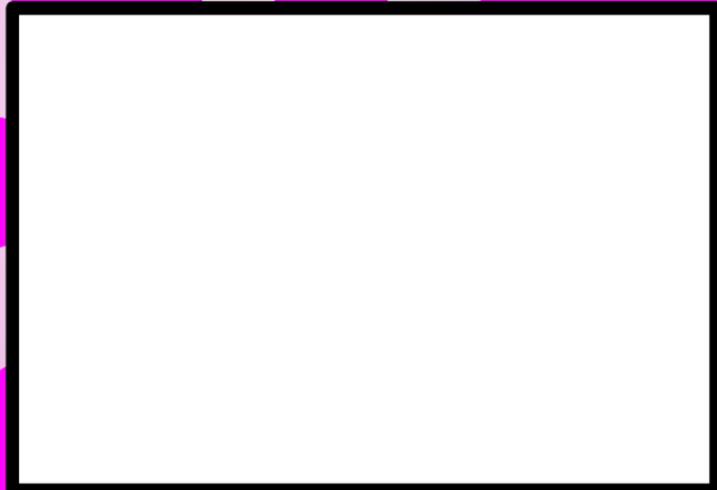
Attack



Deal 2 **damage**.

Strike

1



Attack



Deal 2 **damage**.

Strike

1



Attack



Deal 2 **damage**.

Illusionary Leap

0

Attack

Exhaust an Illusion on
you. Deal 2 **damage** and draw
a card.

Illusionary Leap

0

Attack

Exhaust an Illusion on
you. Deal 2 **damage** and draw
a card.

Illusionary Leap

0

Attack

Exhaust an Illusion on
you. Deal 2 **damage** and draw
a card.

Illusionary Leap

0

Attack

Exhaust an Illusion on
you. Deal 2 **damage** and draw
a card.

Temporal Curtain

1

Skill

Whenever you play an Attack, draw 1 card this turn.

Temporal Curtain

1

Skill

Whenever you play an Attack, draw 1 card this turn.

Evasive Strike

1



Attack

Deal 1 **damage**. Gain 1
block.

Evasive Strike

1



Attack

Deal 1 **damage**. Gain 1
block.

Evasive Strike

1



Attack

Deal 1 **damage**. Gain 1
block.

Evasive Strike

1



Attack

Deal 1 **damage**. Gain 1
block.

Evasive Strike

1



Attack

Deal 1 **damage**. Gain 1
block.

Evasive Strike

1

Attack

Deal 1 **damage**. Gain 1
block.

Evasive Strike

1

Attack

Deal 1 **damage**. Gain 1
block.

Evasive Strike

1

Attack

Deal 1 **damage**. Gain 1
block.

Blurred Frenzy

1

Attack

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

Blurred Frenzy

1

Attack

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

Blurred Frenzy

1

Attack

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

Blurred Frenzy

1

Attack

Deal 2 **damage** for each other Attack 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.

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.

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
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Mind Stab

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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

Discard all illusions on target. Heal 1 HP for each illusion discarded. Exhaust.

Ether Feast

1

Skill

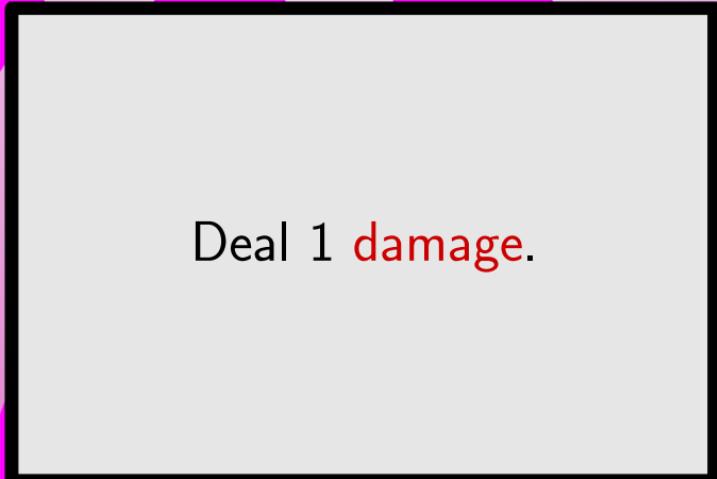
Discard all illusions on target. Heal 1 HP for each illusion discarded. Exhaust.

Surge

0



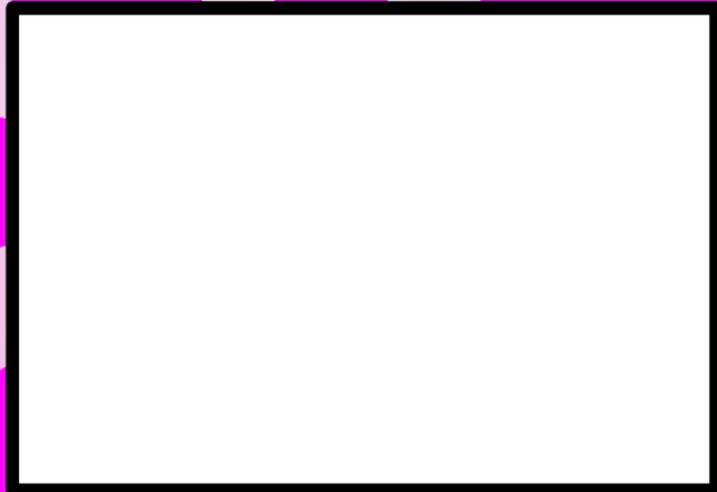
Attack



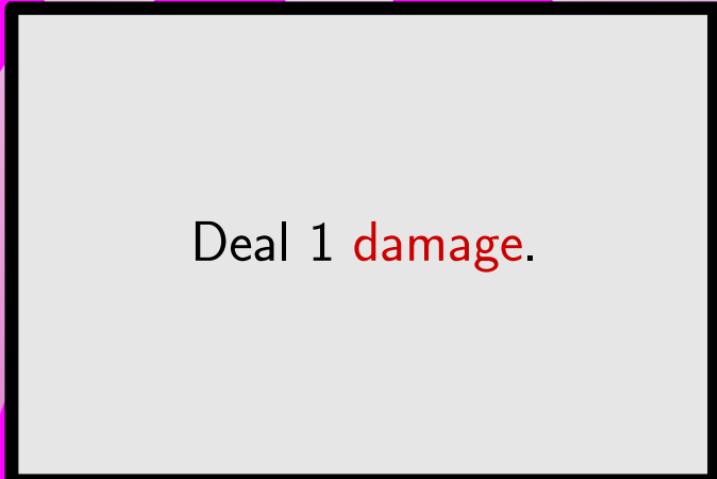
Deal 1 damage.

Surge

0



Attack



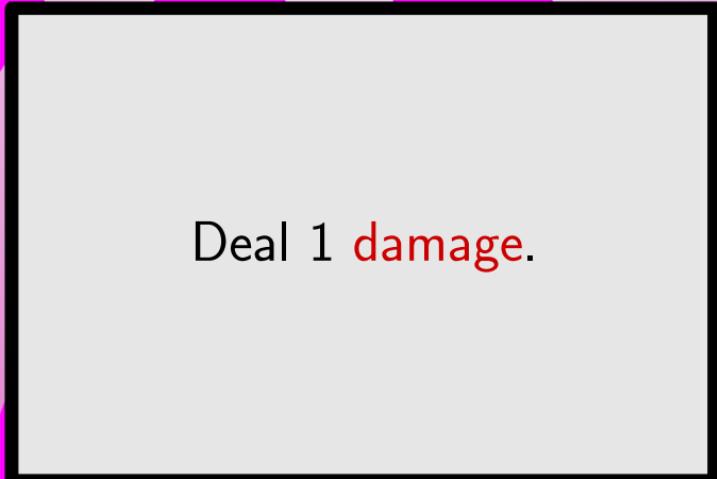
Deal 1 damage.

Surge

0



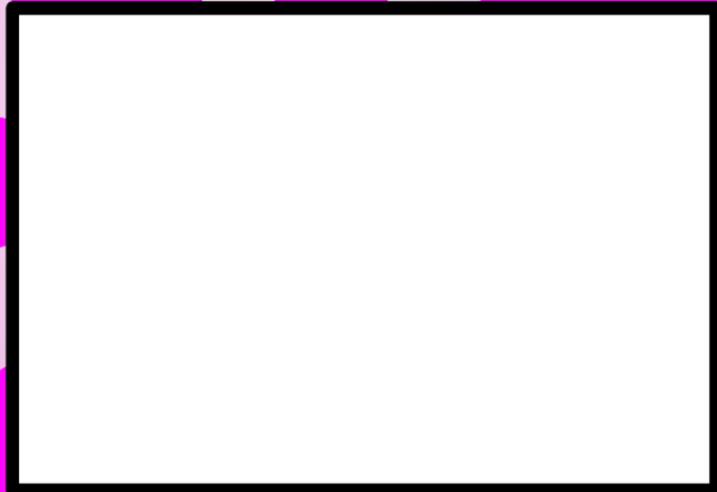
Attack



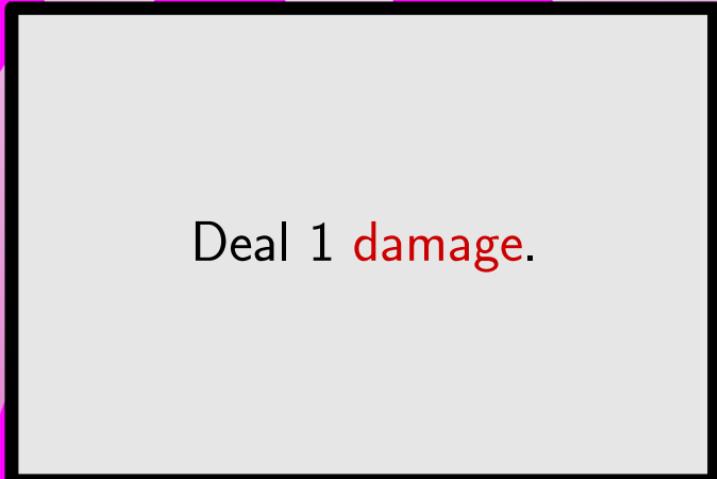
Deal 1 damage.

Surge

0



Attack



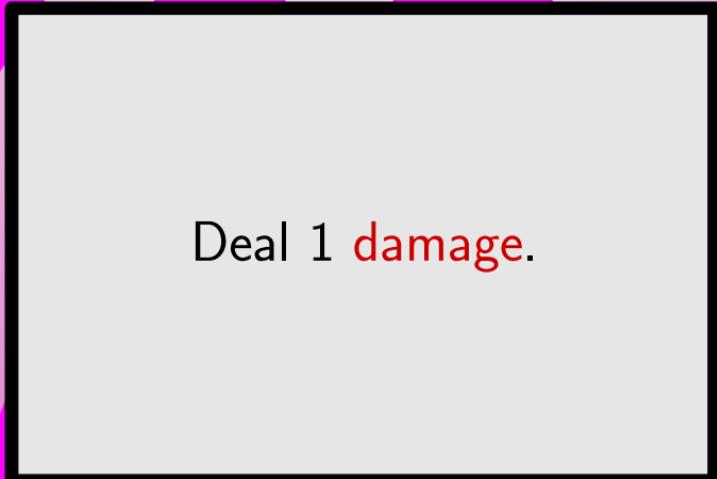
Deal 1 damage.

Surge

0



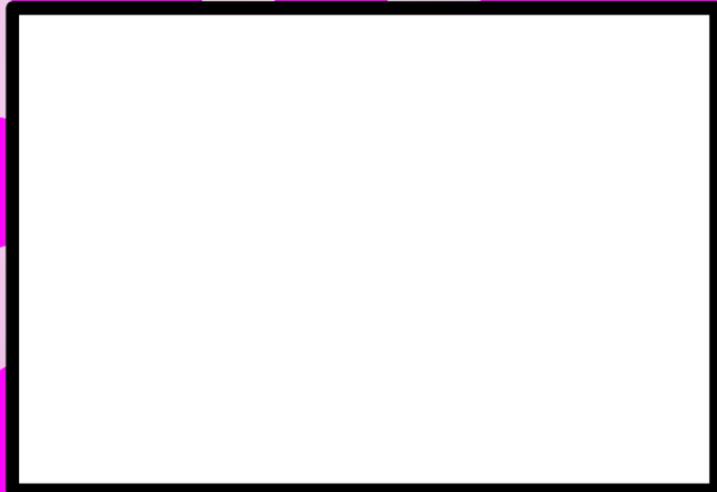
Attack



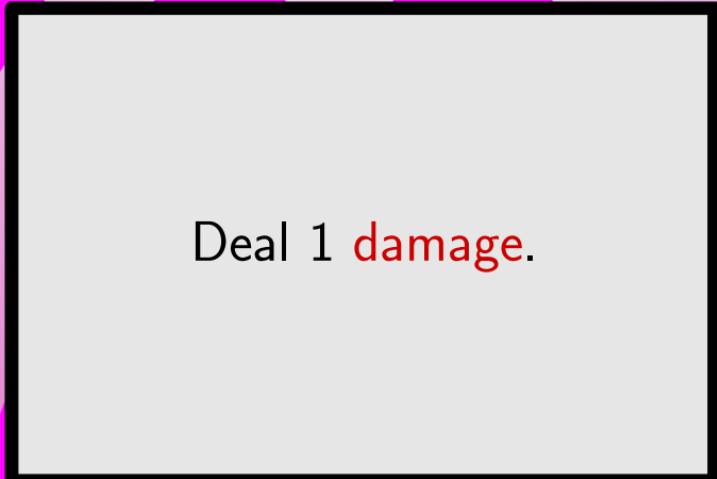
Deal 1 damage.

Surge

0



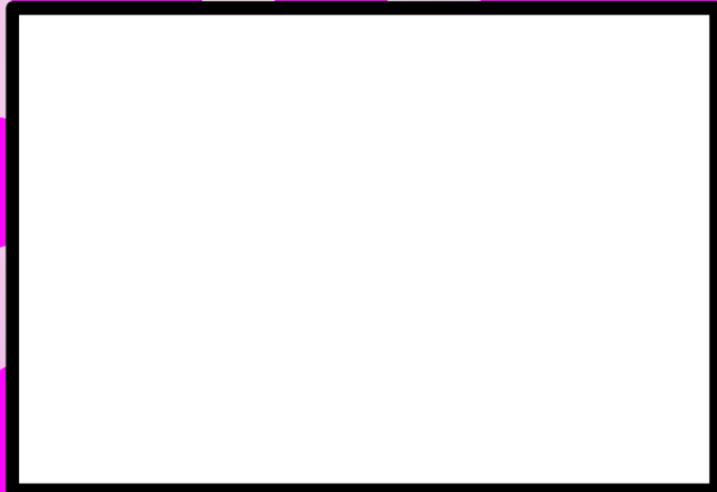
Attack



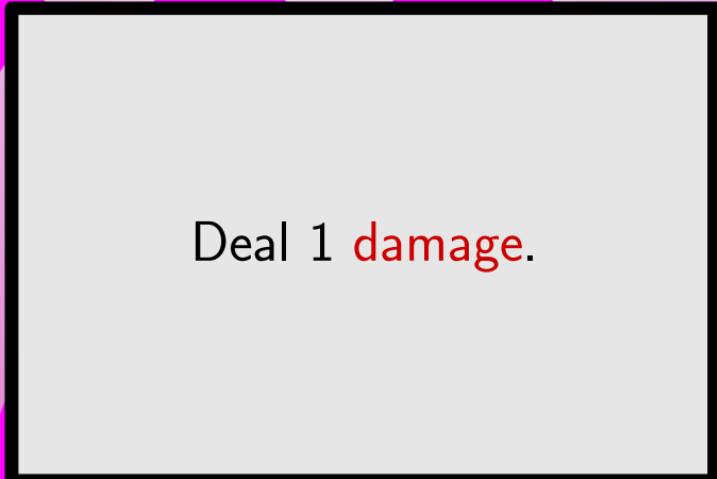
Deal 1 damage.

Surge

0



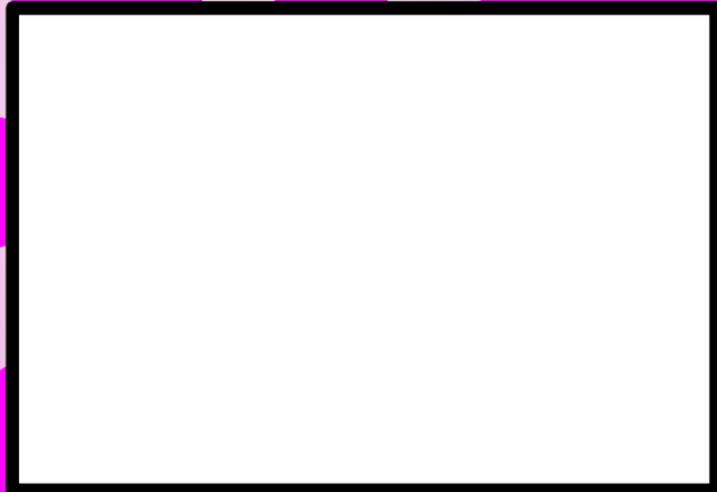
Attack



Deal 1 damage.

Surge

0



Attack

Deal 1 damage.

Foresight

0

Unknown

Foresight

0

Unknown

Foresight

0

Unknown

Foresight

0

Unknown

Lucidity

1

Illusion

Illusions applied to
target cost 1 less **energy**..

Lucidity

1

Illusion

Illusions applied to
target cost 1 less **energy**..

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.

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

Exhaust.

Blackout

0

Skill

Exhaust.

Shared Dreams

0

Skill

Move an illusion to a new
target Target gains 1 **block**

Shared Dreams

0

Skill

Move an illusion to a new
target Target gains 1 **block**

Shared Dreams

0

Skill

Move an illusion to a new
target Target gains 1 **block**

Shared Dreams

0

Skill

Move an illusion to a new
target Target gains 1 **block**

Shared Dreams

0

Skill

Move an illusion to a new
target Target gains 1 **block**

Shared Dreams

0

Skill

Move an illusion to a new
target Target gains 1 **block**

Shared Dreams

0

Skill

Move an illusion to a new
target Target gains 1 **block**

Shared Dreams

0

Skill

Move an illusion to a new
target Target gains 1 **block**

Mind Drain

1



Attack

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

Mind Drain

1

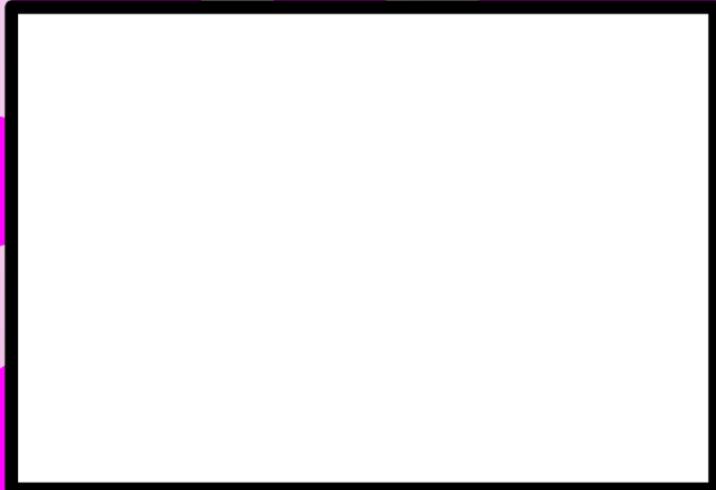


Attack

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

Mind Drain

1



Attack

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

Mind Drain

1



Attack

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

Shared Delusions

0

Skill

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

Shared Delusions

0

Skill

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

Shared Delusions

0

Skill

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

Shared Delusions

0

Skill

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

Shared Delusions

0

Skill

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

Shared Delusions

0

Skill

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

Shared Delusions

0

Skill

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

Shared Delusions

0

Skill

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

Distortion

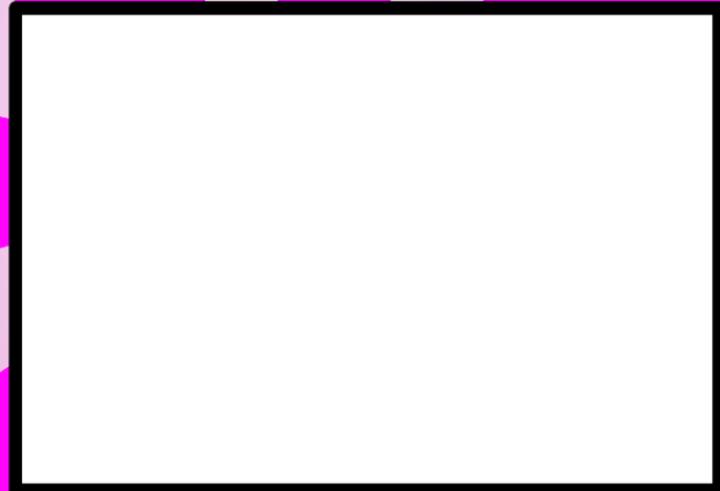
1

Illusion

Target gains 1 **block** at
start of turn

Distortion

1



Illusion

Target gains 1 **block** at
start of 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.

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.

Worry

1

Illusion

When applied, deal 1
damage to target.

Worry

1

Illusion

When applied, deal 1
damage to target.

Worry

1

Illusion

When applied, deal 1
damage to target.

Worry

1

Illusion

When applied, deal 1
damage to target.

Worry

1

Illusion

When applied, deal 1
damage to target.

Worry

1

Illusion

When applied, deal 1
damage to target.

Worry

1

Illusion

When applied, deal 1
damage to target.

Worry

1

Illusion

When applied, deal 1
damage to target.

Shatter Illusions

0

Skill

Discard all illusions on target. Deal 2 **damage** for each illusion discarded

Shatter Illusions

0

Skill

Discard all illusions on target. Deal 2 **damage** for each illusion discarded

Shatter Illusions

0

Skill

Discard all illusions on target. Deal 2 **damage** for each illusion discarded

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Skill

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Skill

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Shatter Illusions

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Skill

Discard all illusions on target. Deal 2 **damage** for each illusion discarded

Shatter Illusions

0

Skill

Discard all illusions on target. Deal 2 **damage** for each illusion discarded

Shatter Illusions

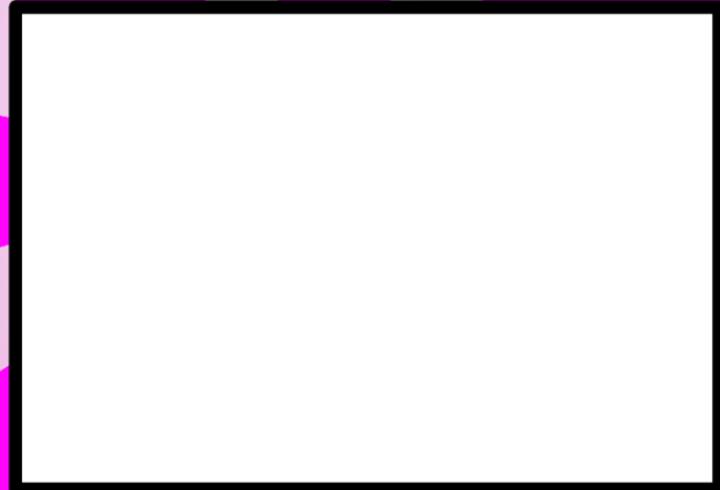
0

Skill

Discard all illusions on target. Deal 2 **damage** for each illusion discarded

Anguish

0

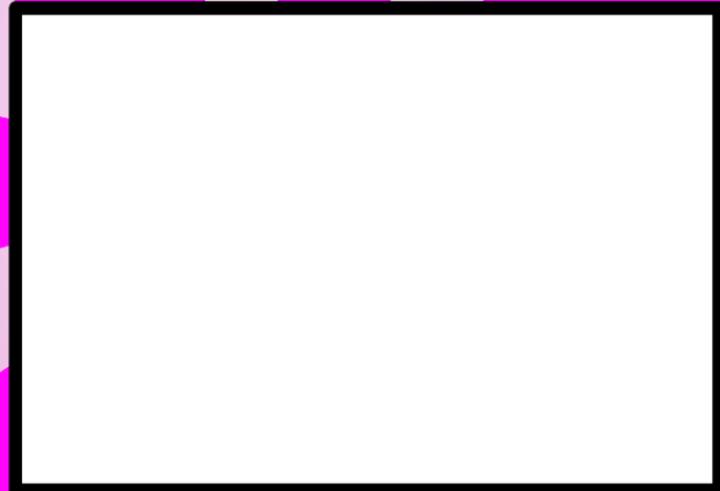


Illusion

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

Anguish

0



Illusion

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

Anguish

0



Illusion

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

Anguish

0



Illusion

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

Time Warp

0

Skill

Gain 1 **energy**. Draw 1 card. Draw 1 less card next turn

Time Warp

0

Skill

Gain 1 **energy**. Draw 1 card. Draw 1 less card next turn

Time Warp

0

Skill

Gain 1 **energy**. Draw 1 card. Draw 1 less card next turn

Time Warp

0

Skill

Gain 1 **energy**. Draw 1 card. Draw 1 less card next turn