

Confidence

0



Illusion

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

Confidence

0



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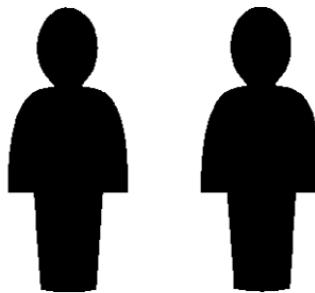


Illusion

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

Decoy

0

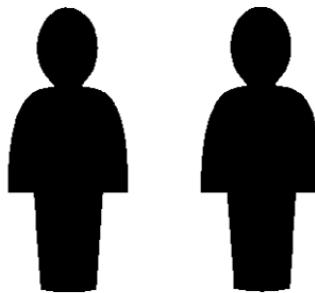


Skill

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

Decoy

0

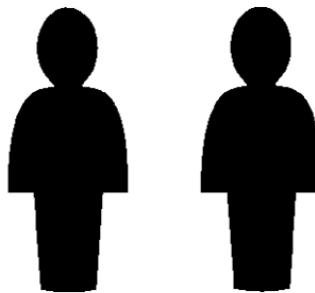


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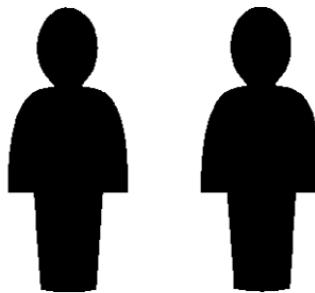


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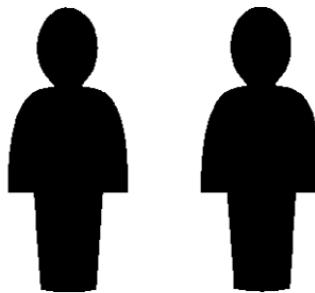


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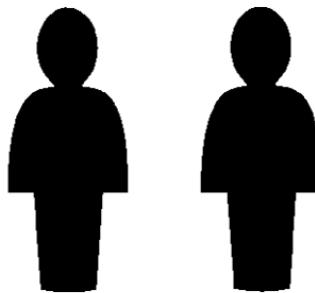


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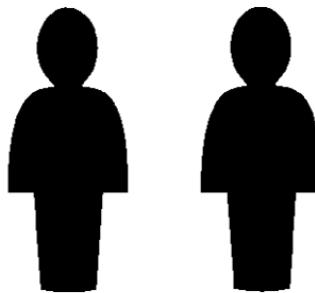


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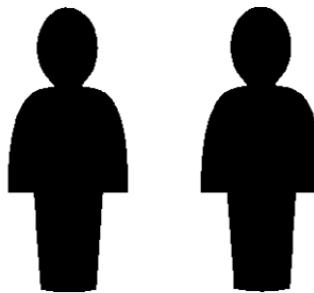


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Decoy

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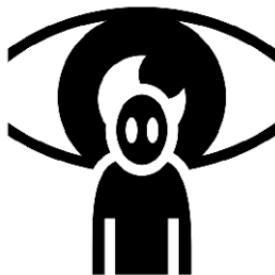


Skill

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

# 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

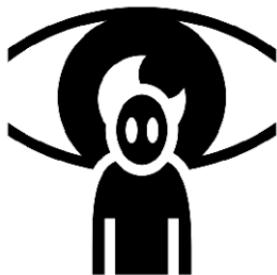


Illusion

Does nothing.

# Paranoia

0

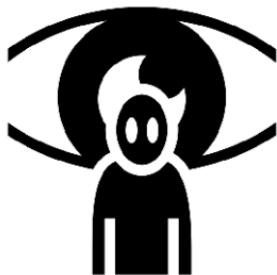


Illusion

Does nothing.

# Paranoia

0



Illusion

Does nothing.

# Chaos Storm

3



Skill

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

# Chaos Storm

3



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



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

# Illusionary Leap

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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

3



Illusion

Illusions applied to target cost 1 less energy.

# Impotence

3



Illusion

Illusions applied to target cost 1 less energy.

# Evasive Strike

1



Attack

Deal 1 **damage** and gain 1  
**block**.

# Evasive Strike

1



Attack

Deal 1 **damage** and gain 1  
**block**.

# Evasive Strike

1



Attack

Deal 1 **damage** and gain 1  
**block**.

# Evasive Strike

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# Evasive Strike

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Deal 1 **damage** and gain 1  
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# Evasive Strike

1



Attack

Deal 1 **damage** and 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.

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

2



## Illusion

When applied, targets next attack also targets itself.

# Clumsiness

2



## 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

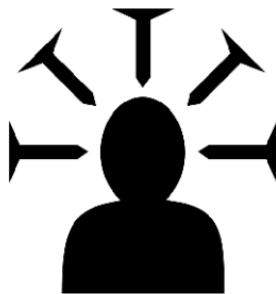


Attack

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

# Mind Stab

1

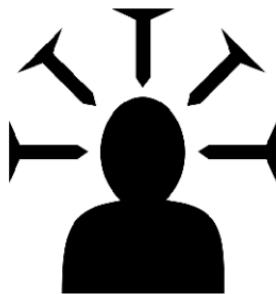


Attack

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

# Mind Stab

1

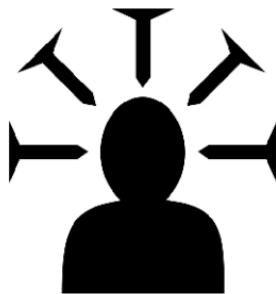


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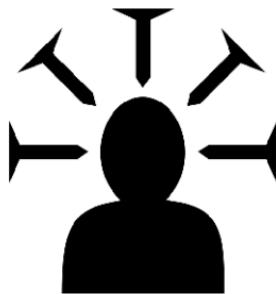


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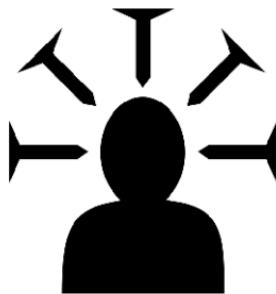


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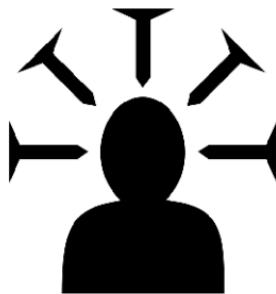


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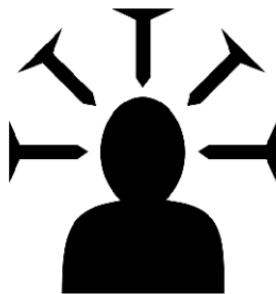


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# Mind Stab

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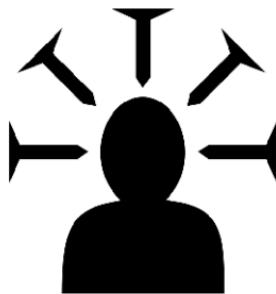


Attack

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

# Mind Stab

1



Attack

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

# Ether Feast

1



Skill

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

# 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**.

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.

# 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.

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.

# Blackout

0

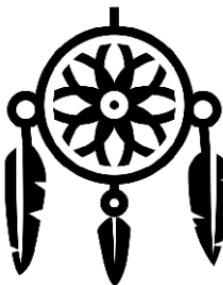


## Skill

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

## Shared Dreams

0

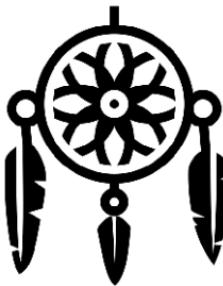


### Skill

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

## Shared Dreams

0

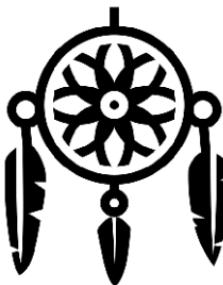


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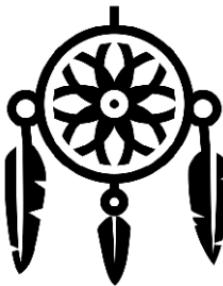


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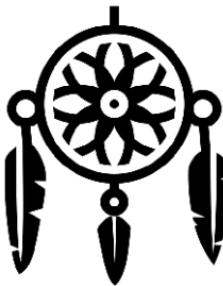


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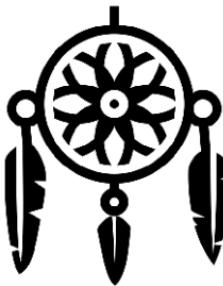


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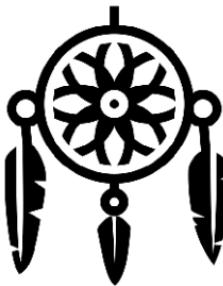


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## Shared Dreams

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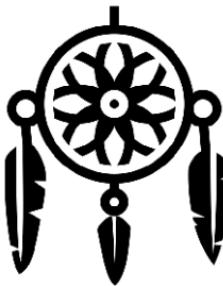


### Skill

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.

# Mind Drain

1



Attack

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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.

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## Skill

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# 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

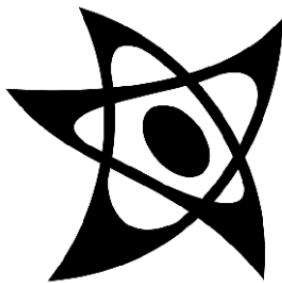


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# Distortion

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# Distortion

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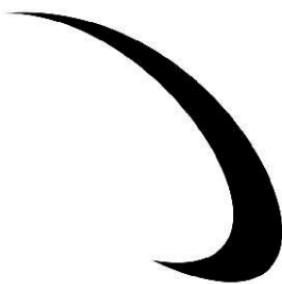


Illusion

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

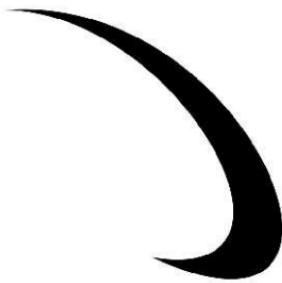


Attack

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

# 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.

# 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.

# Temporal Veil

1



## Skill

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

# Shatter Illusions

0



## Skill

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

# Shatter Illusions

0



## Skill

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

# Shatter Illusions

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## Skill

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# Shatter Illusions

0



## Skill

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

Anguish

1



Illusion

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

Anguish

1



Illusion

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

Anguish

1



Illusion

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

Anguish

1

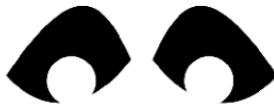


Illusion

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

Worry

0

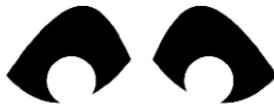


Illusion

When applied, deal 1  
**damage** to target.

Worry

0

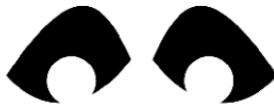


Illusion

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Worry

0

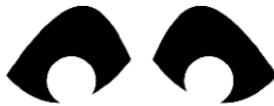


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Worry

0

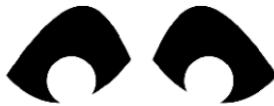


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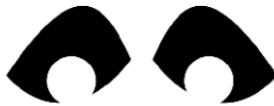


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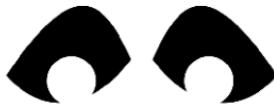


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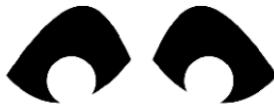


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