

Basic Light

*This is where art would go if there was any*

(!) Rearrange all cards in the row.

DARK  
(0)

LIGHT  
(1)

Injury

*This is where art would go if there was any*

As soon as you draw this card, discard it.

DARK  
(-2)

LIGHT  
(-2)

Quick Buy

*This is where art would go if there was any*

(!) Buy a card.

DARK  
(0)

LIGHT  
(0)

Basic Light

*This is where art would go if there was any*

(!) Rearrange all cards in the row.

DARK  
(0)

LIGHT  
(1)

Basic Light

*This is where art would go if there was any*

(!) Rearrange all cards in the row.

DARK  
(0)

LIGHT  
(1)

Basic Dark

*This is where art would go if there was any*

(!) Mulligan the row (set the row to the side, draw 5 new cards from the world deck and put them into the row, then shuffle the set aside cards into the world deck)

DARK  
(1)

LIGHT  
(0)

Basic Dark

*This is where art would go if there was any*

(!) Mulligan the row (set the row to the side, draw 5 new cards from the world deck and put them into the row, then shuffle the set aside cards into the world deck)

DARK  
(1)

LIGHT  
(0)

Basic Dark

*This is where art would go if there was any*

(!) Mulligan the row (set the row to the side, draw 5 new cards from the world deck and put them into the row, then shuffle the set aside cards into the world deck)

DARK  
(1)

LIGHT  
(0)

Dark Discount

*This is where art would go if there was any*

(...) The dark cost to buy cards is reduced by 1.

DARK  
(1)

LIGHT  
(0)

Inverted Dark

*This is where art would go if there was any*

(...) Once per turn, you may buy a card as if its cost were inverted (pay dark instead of light and vice-versa)

DARK  
(1)

LIGHT  
(0)

Stall Light

*This is where art would go if there was any*

(!) Pick a card from the void and place it on the bottom of the world deck. Flow 1.

DARK  
(0)

LIGHT  
(1)

Mini Recover

*This is where art would go if there was any*

(!) Pick up 1 card.

DARK  
(0)

LIGHT  
(1)

Refresh Dark

*This is where art would go if there was any*

(...) Once per turn, you may discard 1 card from your play area to draw 1.

DARK  
(2)

LIGHT  
(0)

Darkness Enveloping

*This is where art would go if there was any*

(...) You may use cards in your play area to buy (discard them when used as you would when buying with cards from hand).

DARK  
(2)

LIGHT  
(0)

Light Draw

*This is where art would go if there was any*

(!) Draw 3, but flow 1.

DARK  
(0)

LIGHT  
(2)

Recover

*This is where art would go if there was any*

(!) Pick up up to 2 other cards. Flow 1.

DARK  
(0)

LIGHT  
(2)

Light and Dark

*This is where art would go if there was any*

(!) Add this card to the void. Add a card from the void to your discard.

DARK  
(1)

LIGHT  
(1)

Deep Dark

*This is where art would go if there was any*

(...) When you meditate, draw 1 additional card.

DARK  
(3)

LIGHT  
(0)

Light in Darkness

*This is where art would go if there was any*

(...) Once per turn, buy as a free action.

DARK  
(2)

LIGHT  
(1)

Shining Light

*This is where art would go if there was any*

(!) Pick up any number of other cards.

DARK  
(0)

LIGHT  
(3)

Dark in Light

*This is where art would go if there was any*

(!) Gain 2 actions.

DARK  
(1)

LIGHT  
(2)

Glow

*This is where art would go if there was any*

(!) Add a card from the row to your discard.

DARK  
(1)

LIGHT  
(3)

Dim

*This is where art would go if there was any*

(...) You have 1 additional action per turn.

DARK  
(3)

LIGHT  
(1)

Void Stopper

*This is where art would go if there was any*

(...) All flow is reduced by 1.

DARK  
(2)

LIGHT  
(1)

Balance

*This is where art would go if there was any*

(...) When you buy, it goes directly to your hand.

DARK  
(2)

LIGHT  
(2)

Lighting the Void

*This is where art would go if there was any*

(!) Add 1 card from the void to your discard.

DARK  
(0)

LIGHT  
(4)

Voidstone

*This is where art would go if there was any*

This card cannot leave the void.

DARK  
(4)

LIGHT  
(4)