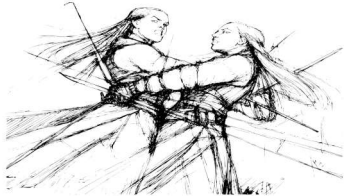


Stomach Knife



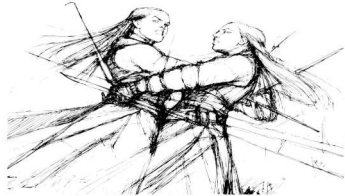
B001

Constitutional.

Must be in your deck.

1 Attack 1

Stomach Knife



B001

Constitutional.

Must be in your deck.

1 Attack 1

Duo Fractaled



B002

Constitutional.

Must be in your deck.

2 Attack 2

Duo Fractaled



B002

Constitutional.

Must be in your deck.

2 Attack 2

Ole Reliable



B003

Constitutional.

Must be in your deck.

3 Attack 3

Ole Reliable



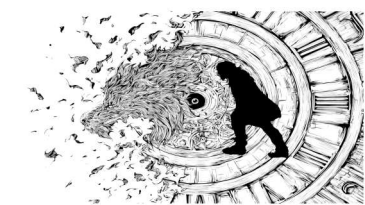
B003

Constitutional.

Must be in your deck.

3 Attack 3

Chronogale Embers



B004

Constitutional.

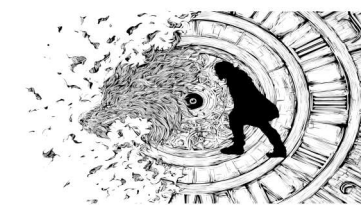
Must be in your deck.

4

Attack

4

Chronogale Embers



B004

Constitutional.

Must be in your deck.

4

Attack

4

Gravity and Mass



B005

Constitutional.

Must be in your deck.

5

Attack

5

Gravity and Mass



B005

Constitutional.

Must be in your deck.

5

Attack

5

Time Trap



B006

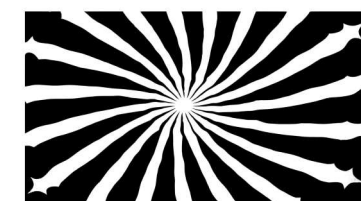
Anchor - Result after an opponent's card is placed on top of this card.

2

S-Attack

3

Pressure Trigger



B007

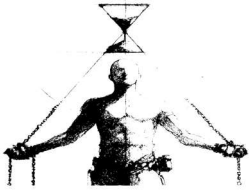
Anchor - Result after an opponent's card is placed on top of this card.

1

S-Attack

2

Time Tether



B008

Time Slip 2 - Each Time Slip adds one to Time Tether's damage.

1

S-Attack

0

Warped Tether



B009

Time Slip 3 - Each Time Slip adds one to Warped Tether's damage.

*Place up a fold instead of History
X times.*

2

S-Attack

0

Fractured Tether



B010

Time Slip 3 - Each Time Slip adds one to Fractured Tether's damage.

*Place up a fold instead of History
X times.*

6

S-Attack

1

Amplify



B011

Double this card's result if it's on a branch.

2

S-Attack

2

Auxed Amplify



B012

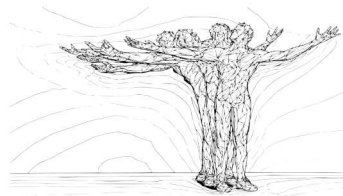
Double this card's result if it's on a branch.

4

S-Attack

3

Ultra Amplify



B013

Double this card's result if it's on a branch.

6

S-Attack

4

Past Blast



Look at the top card on each of your piles then put one in your hand. Shuffle and split.

Shuffle then make two piles of equal size.

1 S-Attack 1

Sidestep



Constitutional.

Must be in your deck.

1 Defense -2

Sidestep



Constitutional.

Must be in your deck.

1 Defense -2

Preparation



Constitutional.

Must be in your deck.

2 Defense -3

Preparation

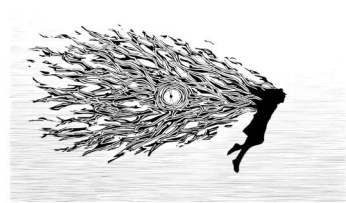


Constitutional.

Must be in your deck.

2 Defense -3

Blink Away



Constitutional.

3 Defense -4

Blink Away



B017

Constitutional.

3

Defense

-4

Tortoise



B018

Constitutional.

4

Defense

-5

Tortoise



B018

Constitutional.

Must be in your deck.

4

Defense

-5

Foresight



B019

Constitutional.

Must be in your deck.

5

Defense

-6

Foresight



B019

Constitutional.

Must be in your deck.

5

Defense

-6

Feedback



B020

Time Slip 2 - Each Time Slip lowers Feedback's damage by 1.

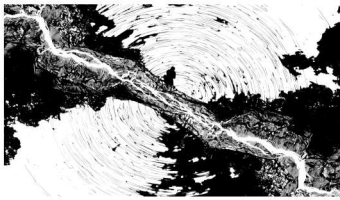
Place up a fold instead of History X times.

1

S-Defense

0

Charged Feedback



B021

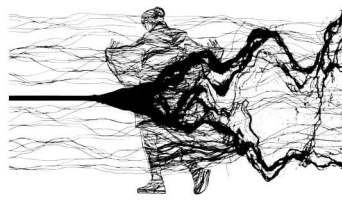
Time Slip 3 - Each Time Slip lowers Charged Feedback's damage by 1.

2

S-Defense

-1

Anarchic Feedback



B022

Time Slip 4 - Each Time Slip lowers Anarchic Feedback's damage by 1.

*Place up a fold instead of History
X times.*

3

S-Defense

-2

Anchored



B059

Anchor - Result after a martyr card is acted.

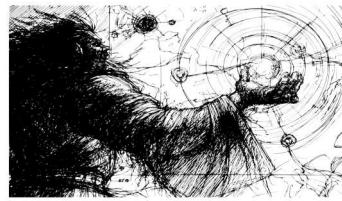
*Anchor doesn't move, results
only after a condition is met.*

1

S-Defense

-3

Payback



B023

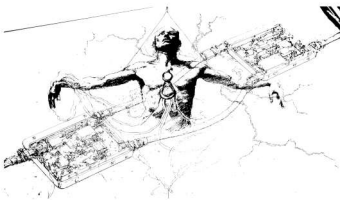
If you lost no life by the end of this turn, a player puts a random card from their hand into History.

2

S-Defense

-2

Draining Payback



B024

If you lost no life by the end of this turn, a player puts a random card from their hand into History.

3

S-Defense

-3

Idle Payback



B025

If you lost no life by the end of this turn, a player puts a random card from their hand into History.

5

S-Defense

-5

Duality



B026

Look at the top of each of your piles then put one in your hand. Shuffle and split.

Shuffle then make two piles of equal size.

2 Effect

Duality



B026

Look at the top of each of your piles then put one in your hand. Shuffle and split.

Shuffle then make two piles of equal size.

2 Effect

Merge with the Codex



B027

Move one of your Defense cards from another fold under this card.

No S-rank.

1 Effect

Merge with the Codex



B027

Move one of your Defense cards from another fold under this card.

No S-rank.

1 Effect

Amplight



B028

A player puts two cards from their hand on top of their piles.

4 Effect

Amplight

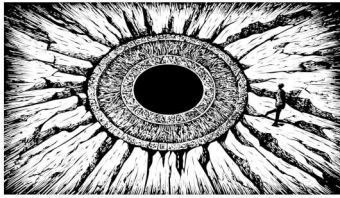


B028

A player puts two cards from their hand on top of their piles.

4 Effect

Singularity Inverted



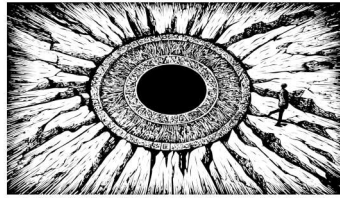
B029

You may act this on fold 3 or 4 or 5. Put that many cards from a pile into History.

X

Effect

Singularity Inverted



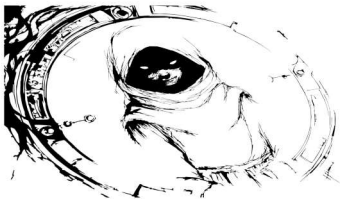
B029

You may act this on fold 3 or 4 or 5. Put that many cards from a pile into History.

X

Effect

Obscure the Truth



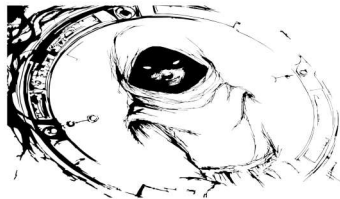
B030

Your cards remain face down until they move to the active fold. You may look at them at any time. Persistent.

2

Effect

Obscure the Truth



B030

Your cards remain face down until they move to the active fold. You may look at them at any time. Persistent.

2

Effect

Years of Strength



B031

Results from your next Attack card below this card are doubled.

5

Effect

Years of Strength



B031

Results from your next Attack card below this card are doubled.

5

Effect

Exhaustion



B032

Each time a player acts their last card in hand, they take 2 damage. Global. Persistent.

3

Effect

Exhaustion



B032

Each time a player acts their last card in hand, they take 2 damage. Global. Persistent.

3

Effect

Gale



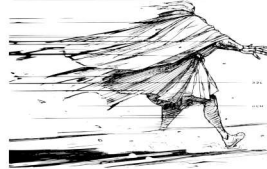
B033

Combine a player's piles into one.

4

Effect

Gale



B033

Combine a player's piles into one.

4

Effect

Hardened Mirror



B034

Anchor - Results after an S-rank card is acted. S-rank cards do 1 damage when acted. Global. Persistent.

6

Effect

Hardened Mirror



B034

Anchor - Results after an S-rank card is acted. S-rank cards do 1 damage when acted. Global. Persistent.

6

Effect

Ether Shred



B035

Time Slip 2 - A player puts a random card from their hand into History.

*Place up a fold instead of History
X times.*

2

Effect

Ether Shred



B035

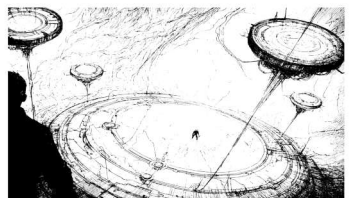
Time Slip 2 - A player puts a random card from their hand into History.

*Place up a fold instead of History
X times.*

2

Effect

Haunted by the Past



B036

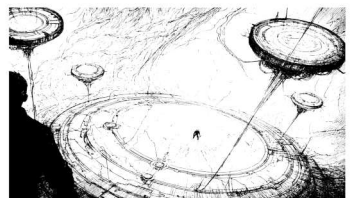
Folds move up at the end of this turn.

6-cost cards remain stationary.

3

Splinter

Haunted by the Past



B036

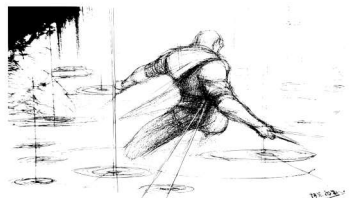
Folds move up at the end of this turn.

6-cost cards remain stationary.

3

Splinter

Wade Through Possibility



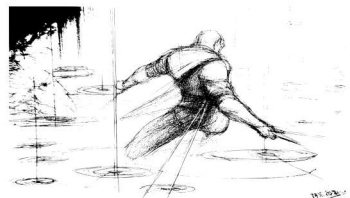
B037

Pile into History until you reveal an Attack. Add it to your hand.

2

Effect

Wade Through Possibility



B037

Pile into History until you reveal an Attack. Add it to your hand.

2

Effect

Finale



B038

Place any other fold on top of the active fold.

6

S-Splinter

Alpha Splice



B039

Create a new branch - you may act a card on fold 1 or 2 on the new branch.

4

S-Splinter

Temporal Splice



B040

Create a new branch.

3

Splinter

Temporal Splice



B040

Create a new branch.

3

Splinter

Through the Window



B041

Result fold three. Do not move cards there to History.

3

Splinter

Through the Window



B041

Result fold three. Do not move cards there to History.

3

Splinter

Deja vu



B042

A branch of your choosing becomes the trunk.

1

Splinter

Deja vu



B042

A branch of your choosing becomes the trunk.

1

Splinter

Regrettable Deal



B043

Combine your piles.

3

3 ♥ S-Martyr

3

Divine Sculpting



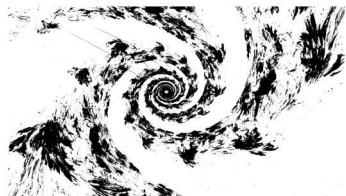
B044

Reorder this fold.

5

5 ♥ S-Martyr

Stopgap



B045

Choose a fold. Move all cards there to History.

6

6 ♥ S-Martyr

Reclaim the Past



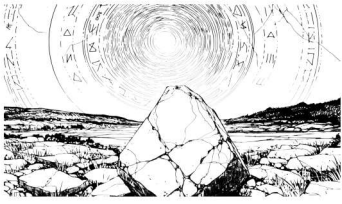
B046

Put an attack card from History into your hand.

2

2 ♥ Martyr

Reclaim the Past



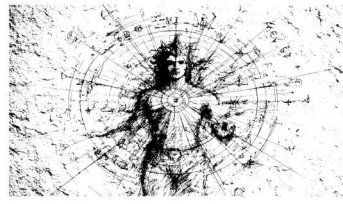
B046

Put an attack card from History into your hand.

2 ♥

Martyr

Slipstart Zero



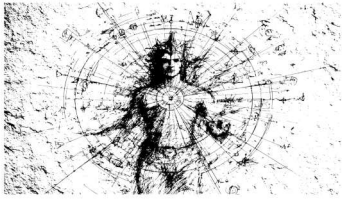
B047

Result fold four. Resulted cards are sent to History.

3 ♥

Martyr

Slipstart Zero



B047

Result fold four. Resulted cards are sent to History.

3 ♥

Martyr

Black Hole



B048

Collapse any trunk or branch. Take 1 damage for each card going into History.

0 ♥

Martyr

Black Hole



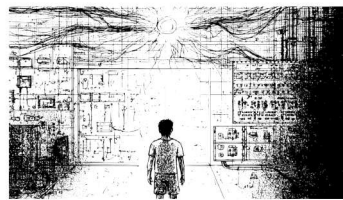
B048

Collapse any trunk or branch. Take 1 damage for each card going into History.

0 ♥

Martyr

The Great Reset



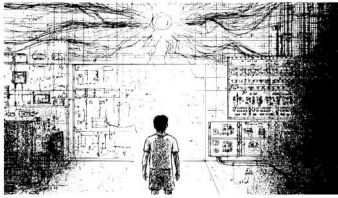
B049

Move all cards with 'Persistent' in folds and in History to their owner's piles. All players shuffle and split even.

2 ♥

Martyr

The Great Reset



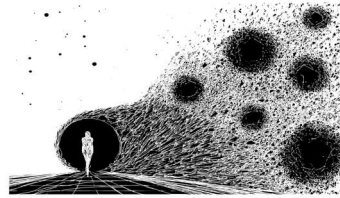
B049

Move all cards with 'Persistent' in folds and in History to their owner's piles. All players shuffle and split even.

2 ♥

Martyr

Duplicated



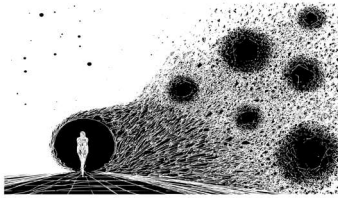
B050

You may act another card. If you do, shuffle your piles and split even.

3 ♥

Martyr

Duplicated



B050

You may act another card. If you do, shuffle your piles and split even.

3 ♥

Martyr

Peek Ahead



B051

Draw a card.

1 ♥

Martyr

1

Peek Ahead



B051

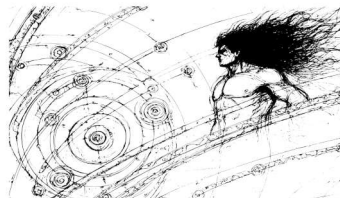
Draw a card.

1 ♥

Martyr

1

Revershift



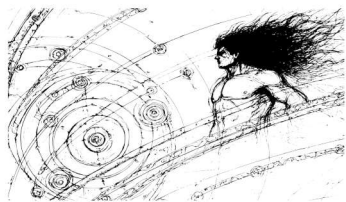
B052

Remove a card from fold 4 or 5 or 6 and place it in History.

3 ♥

Martyr

Revershift



B052

Remove a card from fold 4 or 5 or 6 and place it in History.

3 ♥

Martyr

Patient Imposter



B053

Swap the positions of two folds on this timeline.

3 ♥

Martyr

Patient Imposter



B053

Swap the positions of two folds on this timeline.

3 ♥

Martyr

Slipstart



B054

Result fold three. Resulted cards are sent to History.

3 ♥

Martyr

Slipstart



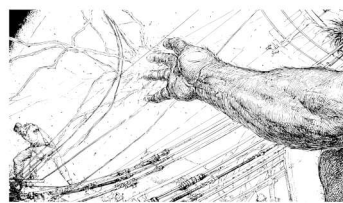
B054

Result fold three. Resulted cards are sent to History.

3 ♥

Martyr

Iterative Charge



B055

Move a card up

1 ♥

Martyr

Iterative Charge



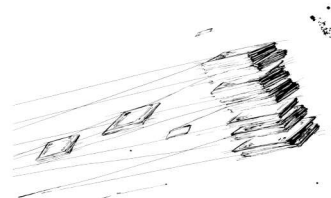
B055

Move a card up

1 ♥

Martyr

Return



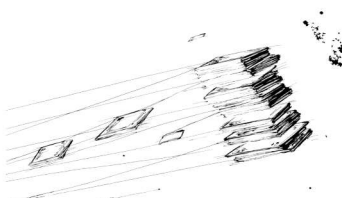
B056

Return a card to its owner's hand.

2 ♥

Martyr

Return



B056

Return a card to its owner's hand.

2 ♥

Martyr

Spooky Action



B057

Move every fold up one number.

3 ♥

Martyr

Spooky Action



B057

Move every fold up one number.

3 ♥

Martyr

At a Distance



B058

Move every fold down one number.

4 ♥

S-Martyr

Draw two cards

1

Act one, draw one.

2

Act two cards

3

Act an S-rank

4