



EMERY KREUZ
Assassin, Justicar

At the start of Combat: Manifest a "Thornwire Trap".

☞ - Trigger the effect of an allied *Trap*. If it would be destroyed, you may prevent it by paying its ⚡ cost.

2 3 1

ITA 2026 x/y Dat Tuan Phan Brightlance Kft. TM 2026



THALIE LA ROUGE
Marksman, Justicar

When you amplify the Damage of a ⚡: It gains an additional +1.

☞ [1 ⚡] - When Damage is dealt: halve it.

1 5

ITA 2026 x/y Dat Tuan Phan Brightlance Kft. TM 2026



GREGORY BRANDMAYR
Warrior, Savage, Justicar

Collector I

☞ - When a ♡ on my Realm is destroyed: Ready me and I heal 1.

4 6 8

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JUSTICAR FENN
Marksman, Spellweaver, Justicar

☞ - I make a ⚡.

2 3 4

ITA 2026 x/y D. Toth-Kolozsvári Brightlance Kft. TM 2026



JUSTICAR FENN
Marksman, Spellweaver, Justicar

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2 3 4

ITA 2026 x/y D. Toth-Kolozsvári Brightlance Kft. TM 2026

2 EXACTOR STEINER
Marksman, Justicar

☠ - If I inflicted Wound to an enemy ♠/♣ this Turn, it must discard 1 ♠.

2 1 3 3

ITA 2026 x/y Gergely Nagy Brightlance Kft. TM 2026

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2 MASTER ODON
Visionary, Justicar

⚡ - Manifest a "Thornwire Trap".

2 2 . 4

ITA 2026 x/y D. Tóth-Kolozsvári Brightlance Kft. TM 2026

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ITA 2026 x/y D. Tóth-Kolozsvári Brightlance Kft. TM 2026

2 ARCANIST LYA
Spellweaver, Justicar

When I act: I gain **Premonition**.

⚡ - When an enemy ♠/♣ is dealt Damage, that Damage is increased by +1, or +2 if the enemy has a **Trap**.

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2

JUSTICAR IKABOD

Marksman, Justicar

When the Damage of my ⚔ is amplified, it gains an additional +1.

2

⚔ • ⚔ 3

3

ITA 2026 xly D. Tóth-Kolozsvári Brightlance Kft. TM 2026

2

STORMBURST TRAP

Trap

4

Ambush

At the end of Combat: Deal 5 Damage to the bound . Destroy this .

[1 ✖] - If you have an **Assassin** here, increase this Damage by +1.

-1
 -1

ITA 2026 x/y D. Toth-Kolozsvári Brightlance Kft. TM 2026

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SPECTRAL HOUND

Spell

1

- Deal 1 Damage to a /.

[1 ✖] - If you have a **Spellweaver**, increase this Damage by +1.

ITA 2026 x/y D. Toth-Kolozsvári Brightlance Kft. TM 2026

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ITA 2026 x/y D. Toth-Kolozsvári Brightlance Kft. TM 2026

1

MINDSHATTER FRAG

Technique

2

- Allied / makes a 2. If it kills the target, it must discard 1 .

[1 ✖] - If the allied / is a **Marksman**, give this +1.

ITA 2026 x/y D. Toth-Kolozsvári Brightlance Kft. TM 2026

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FALL BACK
Technique

3

[2[✱]] - When an allied is dealt Damage by a / : Move it to the Safe Zone and the Damage is fully blocked.

ITA 2026 x/y
 Gergely Nagy
 Brightlance Kft. TM 2026

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ITA 2026 x/y
 Gergely Nagy
 Brightlance Kft. TM 2026

FADING
Status

At the start of Harvest: I die.

ITA 2026 x/y
 Gergely Nagy
 Brightlance Kft. TM 2026

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ITA 2026 x/y
 Gergely Nagy
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At the start of Harvest: I die.

ITA 2026 x/y
 Gergely Nagy
 Brightlance Kft. TM 2026

PREMONITION
Status

When I would suffer Wound: Negate it, then remove this and every other **Premonition**.

ITA 2026 x/y
 Gergely Nagy
 Brightlance Kft. TM 2026

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