

NARRA, JOY OF HUNT
Marksman, Sil

My  gains **Reaping I**.

 - Move an enemy . Then you must move an allied  onto its Realm, if possible.

2  4 

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

NYLVEX
Savage, Assassin, Shadowhost

 - I may move, then perform a  3 with **Lethal**.

1  4 

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



SNYLSA
Visionary, Savage, Amberkin

While shielding: I may discard 1  to give another allied  +2  this Turn. (1/Turn)

 - When an enemy  enters my Realm during Combat: Draw 1 .

4  5  11

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

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

ARRAN, NATURE'S GRIT
Warrior, Silbone

 - I may move onto the Realm of an allied .

3  5  7

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2

ENRAGED ONRUSH

Technique

4

♠ - Ready an allied ♠/♣ that moved this Turn.

[1 ⚡] - If it is a **Savage**, deal 1 Damage to all ♠/♣ on it's Realm.

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

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

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FERAL LEAP

Technique

2

♠ - An allied ♠/♣ with a ♠ that moved this Turn makes a ♠2.

If it is a **Savage** and this ♠ wounds, inflict -1 ⚡ to the defender.

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

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

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SCENT OF PREY

Technique

2

♠ - Move an allied ♠/♣ onto a Realm of a wounded enemy ♠.

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

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SCENT OF PREY

Technique

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