

A detailed illustration of Emery Kreuz, an assassin and justicar. He is depicted in a dynamic, forward-leaning pose, wearing a dark blue hooded cloak and a matching hat. His right arm is adorned with ornate golden gauntlets, and he holds a long, curved blade. A thick, braided rope is coiled around his left arm and extends upwards. In the top left corner, there is a circular blue gemstone set in a golden frame, featuring a crown icon. The background is dark and atmospheric.

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





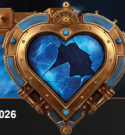
THALIE LA ROUGE

Marksman, Justicar



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

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







5

GREGORY BRANDMAYR

Warrior, Savage, Justicar

Collector I

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



4



6



8





5

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Warrior, Savage, Justicar

Collector I

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



4



6



8

ITA 2026 x/y

Dat Tuan Phan

Brightlance Kft. TM 2026





5

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4



6



8



3

JUSTICAR FENN

Marksman, Spellweaver, Justicar

 - I make a .

2

 3

4

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3

JUSTICAR FENN

Marksman, Spellweaver, Justicar

 - I make a .

2

 3

4

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3

JUSTICAR FENN

Marksman, Spellweaver, Justicar

 - I make a .

2

 3

4

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2

EXACTOR STEINER

Marksman, Justicar



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

2



1



3

3



2

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3

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3

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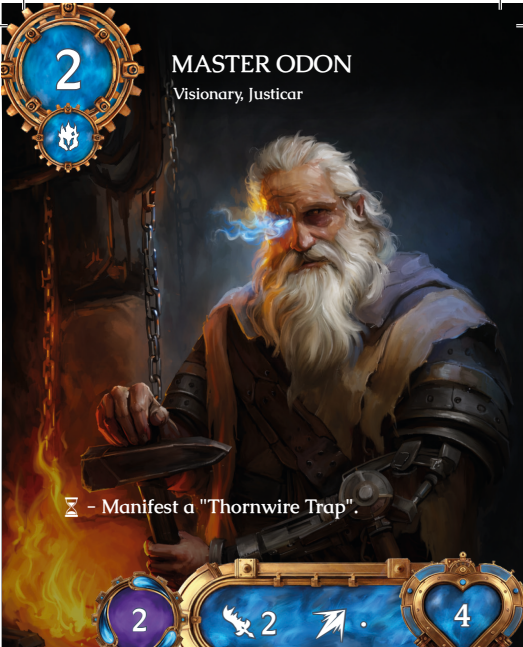




2

MASTER ODON

Visionary, Justicar



⌚ - Manifest a "Thornwire Trap".



2



4

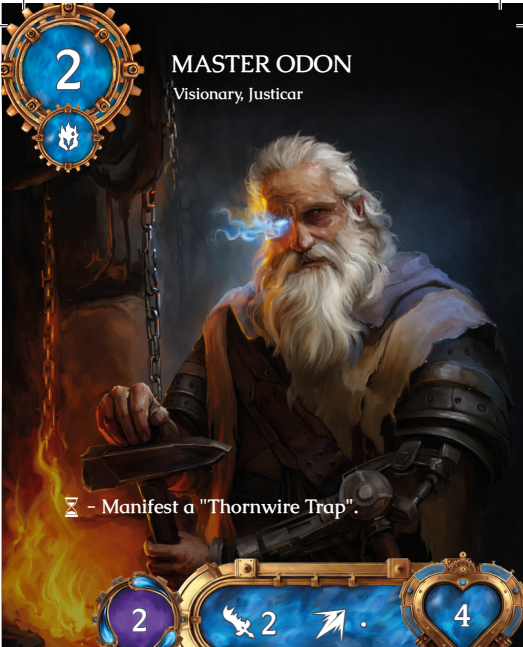




2

MASTER ODON

Visionary, Justicar



⌚ - Manifest a "Thornwire Trap".



2



4



The card features a central illustration of Master Odon, an elderly man with a long white beard and a blue and yellow glowing eye. He is wearing a purple robe and a mechanical arm. In the top left corner is a blue gear-shaped icon with the number 2 and a small flame symbol below it. At the bottom left is a purple gear-shaped icon with the number 2. The bottom center has a blue bar with a white flame icon, the number 2, and a white lightning bolt icon. The bottom right is a blue heart-shaped icon with the number 4. The background is dark with a vertical chain and a flame on the left.

2

MASTER ODON

Visionary, Justicar

⌚ - Manifest a "Thornwire Trap".

2



2



4



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**.

2



1

2

1



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2



1

2

1



2

JUSTICAR IKABOD

Marksman, Justicar

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

2

 3

3



2

JUSTICAR IKABOD

Marksman, Justicar

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

2

 3

3



2

JUSTICAR IKABOD

Marksman, Justicar

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2

 3

3



0

THORNWIRE TRAP

Trap, Token

0

At the end of Combat: Deal 2 Damage to the bound . Destroy this .



0

THORNWIRE TRAP

Trap, Token

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0

THORNWIRE TRAP

Trap, Token

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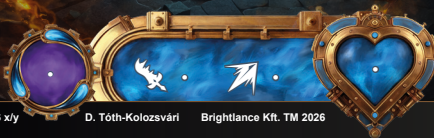
PORTAL TRAP

Trap



Ambush

After bound  is inflicted Wound:
You may move it. Destroy this .







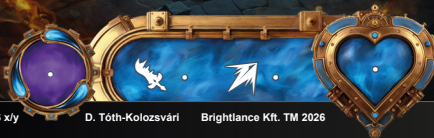
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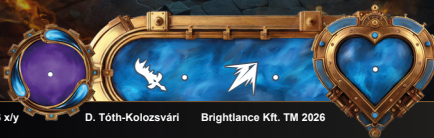
PORTAL TRAP

Trap



Ambush

After bound  is inflicted Wound:
You may move it. Destroy this .





2

STORMBURST TRAP

Trap

4

Ambush

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

[1 Assassin here, increase this Damage by +1.



2

STORMBURST TRAP

Trap

4

Ambush

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

[1 Assassin here, increase this Damage by +1.



2

STORMBURST TRAP

Trap

4

Ambush

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

[1 Assassin here, increase this Damage by +1.





SPECTRAL HOUND

Spell



⚡ - Deal 1 Damage to a / .

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





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MINDSHATTER FRAG

Technique



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

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





MINDSHATTER FRAG

Technique



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





MINDSHATTER FRAG

Technique



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

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





FALL BACK

Technique



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





FALL BACK

Technique



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FALL BACK

Technique



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FADING

Status



At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



FADING

Status

At the start of Harvest: I die.

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At the start of Harvest: I die.

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PREMONITION

Status

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





PREMONITION

Status

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





PREMONITION

Status

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



Harvest Bonus: Steal 2  from a .

Harvest Bonus: Steal 2  from a .

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

1

1



Harvest Bonus: Steal 2  from a .

Harvest Bonus: Steal 2  from a .

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

1

1



Harvest Bonus: Steal 2  from a .

Harvest Bonus: Steal 2  from a .

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

1

1



2

⚡ [1 ⚡] - Draw 1 🃏.

⚡ [2 ⚡] - Draw 1 🃏.

TREE OF THOUGHTS

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

3

3





☞ [1 ⚔, 1 ⚔] - Deal Damage to a ⚔ equal to half its
current ♥.

☞ [2 ⚔, 1 ⚔] - Deal Damage to a ⚔ equal to half its
current ♥.



THE MAW

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







At the start of Harvest: Choose only one allied    here.
to contribute its  here.

At the start of Harvest: Choose only one allied    here.
to contribute its  here.

SKYREACH PASSAGE

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







[[1]] - Gain 1.

[[1]] - Gain 1.



FORGOTTEN TEMPLE

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026





[2x] - Refresh 1 ♠.

[2x] - Refresh 1 ♠.



ECHO OF CREATION

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026





[[1 ∞ , 1 $\diamond$]] - Draw the top $\blacksquare$ of your Chronicle.



[[2 ∞ , 1 $\diamond$]] - Draw the top $\blacksquare$ of your Chronicle.



SUNKEN RUINS

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







2x2 - At the start of Harvest:
Double the of a here.

2x2 - At the start of Harvest:
Double the of a here.

CORONATION

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026





ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHÉ

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ITA 2026 x/y

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