



LORD KOROVIN

Warrior, Blood Knight



My  gains **Reaping II**

 - Heal 4 on a .





MARKADOR

Assassin, Nightshard

 - I make a / for each exhausted allied .

Declare all targets before resolving any /.

1



3

 2



4

LADY RAAHA

Spellweaver, Warrior, Blood Knight



- Inflict 2 Wound to me:

Deal 3 Damage to all enemy   on my Realm.For each  killed by this ability, steal 1 .

3



4



.

7



4

LADY RAAHA

Spellweaver, Warrior, Blood Knight



- Inflict 2 Wound to me:

Deal 3 Damage to all enemy   on my Realm.For each  killed by this ability, steal 1 .

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4



7



4

LADY RAAHA

Spellweaver, Warrior, Blood Knight



- Inflict 2 Wound to me:

Deal 3 Damage to all enemy   on my Realm.For each  killed by this ability, steal 1 .

3



4



7



The card features a central illustration of Lord Bastian, a warrior in ornate silver and red armor, holding a sword and a large shield. The background is a dark, smoky battlefield. The card is framed by decorative borders: a red circle with a flame icon at the top left, a purple circle with a flame icon at the bottom left, and a red heart at the bottom right. The top right contains the character's name and title. The bottom contains a horizontal bar with various icons and numbers.

4

LORD BASTIAN

Warrior, Blood Knight

I have +1♥ while I am exhausted.

⚡ - If I overheated this Turn, Ready me.

3



4



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7



The card features a central illustration of Lord Bastian, a warrior in ornate silver and red armor, holding a sword and a large shield. The background is a dark, smoky battlefield. The card is framed by decorative borders: a red circle with a flame icon in the top left, a purple circle with a flame icon in the bottom left, and a red heart in the bottom right. The top right contains the character's name and title. The bottom contains a horizontal bar with various icons and numbers.

4

LORD BASTIAN

Warrior, Blood Knight

I have +10 while I am exhausted.

⚡ - If I overheated this Turn, Ready me.

3



4



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7



The card features a central illustration of Lord Bastian, a warrior in ornate silver and red armor, holding a sword and a large shield. The background is a dark, smoky battlefield. The card is framed by decorative borders: a red circle with a flame icon in the top left, a purple circle with a flame icon in the bottom left, and a red heart in the bottom right. The top right contains the character's name and title. The bottom contains a horizontal bar with various icons and numbers.

4

LORD BASTIAN

Warrior, Blood Knight

I have +10 while I am exhausted.

⚡ - If I overheated this Turn, Ready me.

3



4



.

7





3

ZOTARELL

Warrior, Blood Knight

Healing on me is increased by +1.

2



4



.

6





3

ZOTARELL

Warrior, Blood Knight

Healing on me is increased by +1.

2



4



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6



3

ZOTARELL

Warrior, Blood Knight

Healing on me is increased by +1.

2



4



.

6



The card features a central illustration of Lady Amarak, a warrior with dark skin, blue eyes, and long dark hair with a blue streak. She is wearing dark armor with gold accents and a red cape, holding a sword. The background is dark with red energy streaks. The card has a red circular icon with a flame in the top left, a purple circular icon with the number 1 in the bottom left, a red heart icon with the number 4 in the bottom right, and a red bar with icons and the number 3 in the bottom center.

2

LADY AMARAK

Warrior, Blood Knight

⚡ - If I overhealed this Turn, I make a 🔥.

1



3



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4



The card features a central illustration of Lady Amarak, a warrior with dark skin, long dark hair, and a red cape. She is wearing ornate black and gold armor and is depicted in a dynamic, battle-ready pose with her mouth open in a shout. The background is dark with red energy streaks and glowing embers. The card is framed by a dark border with decorative elements.

2

LADY AMARAK

Warrior, Blood Knight

⚡ - If I overhealed this Turn, I make a 🦋.

1



3



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4



The card features a central illustration of Lady Amarak, a warrior with dark skin, long dark hair with a blue streak, and a red cape. She is wearing dark armor with gold accents and is in a dynamic, attacking pose with a sword. The background is dark with red energy streaks and sparks. The card has a decorative border with a red and blue color scheme.

2

LADY AMARAK

Warrior, Blood Knight

⚡ - If I overhealed this Turn, I make a 🦋.

1



3



.

4



3

KARVAY

Assassin, Marksman, Nightshard

**Cheat Death**

⌚ - I make a ⚡4. If this ⚡ kills the defender, it must discard 1 ♣.

1



1



1

3



3

KARVAY

Assassin, Marksman, Nightshard

**Cheat Death**

⌚ - I make a ⚡4. If this ⚡ kills the defender, it must discard 1 ♣.

1



1



1

3



3

KARVAY

Assassin, Marksman, Nightshard

**Cheat Death**

⌚ - I make a ⚡4. If this ⚡ kills the defender, it must discard 1 ♣.

1



1



1

3



3

VELVET

Assassin, Spellweaver, Nightshard

**Cheat Death**

⌚ - I make a ⚡2. If this ⚡ wounds the defender, move it to my Realm.

2



1



1

3



3

VELVET

Assassin, Spellweaver, Nightshard



Cheat Death

⌚ - I make a ⚡2. If this ⚡ wounds the defender, move it to my Realm.

2



1



1

3



3

VELVET

Assassin, Spellweaver, Nightshard



Cheat Death

⌚ - I make a ⚡2. If this ⚡ wounds the defender, move it to my Realm.

2



1



1

3



1

FLESHMETAL BLADE

2

Armament, Fleshmetal



After bound  makes a : Heal 1 on it.



+2



.

+1



1

FLESHMETAL BLADE

2

Armament, Fleshmetal



After bound  makes a : Heal 1 on it.



+2



.

+1



1

FLESHMETAL BLADE

2

Armament, Fleshmetal



After bound  makes a : Heal 1 on it.



+2



.

+1





0



TAKE A SIP

Technique

1

⚡ - Heal 1 on a 🔥.

[1☞] - If you have a **Warrior**, increase this healing by +1.





0



TAKE A SIP

Technique

1

⚡ - Heal 1 on a 🔥.

[1☞] - If you have a **Warrior**, increase this healing by +1.





0



TAKE A SIP

Technique

1

⚡ - Heal 1 on a 🔥.

[1☞] - If you have a **Warrior**, increase this healing by +1.



2

CRIMSON STRIKE

Technique

4



⌚ - An allied / makes a 4.

If it is a **Warrior** or **Assassin**, you may inflict 2 Wound to it to give this +2.



2

CRIMSON STRIKE

Technique

4



⌚ - An allied / makes a 4.

If it is a **Warrior** or **Assassin**, you may inflict 2 Wound to it to give this +2.



2

CRIMSON STRIKE

Technique

4



⌚ - An allied / makes a 4.

If it is a **Warrior** or **Assassin**, you may inflict 2 Wound to it to give this +2.



3



DEVASTATION

Technique

5

⌚ - An allied / makes a 6.
If it is a **Warrior** or **Assassin**, this gains +1.



3



DEVASTATION

Technique

5

⌚ - An allied / makes a 6.
If it is a **Warrior** or **Assassin**, this gains +1.





3

DEVASTATION

Technique

5

⌚ - An allied / makes a  6.
If it is a **Warrior** or **Assassin**, this  gains +1.





2



CORPUS GATE

Technique

4

⌚ - Move an allied / and heal 1 on it in any order.

[2~~✖~~] - If it is a **Warrior**, increase this healing by +2.





2



CORPUS GATE

Technique

4

⌚ - Move an allied / and heal 1 on it in any order.

[2~~✖~~] - If it is a **Warrior**, increase this healing by +2.





2



CORPUS GATE

Technique

4

⌚ - Move an allied / and heal 1 on it in any order.

[2[✖]] - If it is a **Warrior**, increase this healing by +2.



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.

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





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





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





2

⚡ [1 ⚡] - Draw 1 🃏.

⚡ [2 ⚡] - Draw 1 🃏.

TREE OF THOUGHTS

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

3

3





[2x] - Refresh 1 ♠.

[2x] - Refresh 1 ♠.



ECHO OF CREATION

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







Σ[1❖] - Deal 1 Damage to all enemy  on a Realm

Σ[1❖] - Deal 1 Damage to all enemy  on a Realm



TUNNELS OF KORGA

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







 [2^{or}] - When a  would die:
It remains alive on 1[♥].

 [2^{or}] - When a  would die:
It remains alive on 1[♥].



BASTION'S BANNER

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026





8

Σ[1♠] - Move an allied ♗/♘.

Σ[1♠] - Move an allied ♗/♘.

SOLOMON KEEP

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

3

3



8

[1⚡] - Heal 1 on a Wounded ♀.

[1⚡] - Heal 1 on a Wounded ♀.

ETERNAL GARDEN

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

3

3



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

Resource

ITA 2026 x/y

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