

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

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NYLVEX

Savage, Assassin, Shadowhost

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

1

⚔ 4

⚡ .



5

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



5

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11



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4

 5 .

11





4

ARRAN, NATURE'S GRIT

Warrior, Silbone



- I may move onto the Realm of an allied




3

5

7

7





4

ARRAN, NATURE'S GRIT

Warrior, Silbone



- I may move onto the Realm of an allied



3

5




7

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4

ARRAN, NATURE'S GRIT

Warrior, Silbone



- I may move onto the Realm of an allied




3

5

7

7



3

STONEVEIL

Savage, Amberkin

While there are more enemy   than allied   on my Realm, I have +1 .

3

 4 .

5



3

STONEVEIL

Savage, Amberkin

While there are more enemy   than allied   on my Realm, I have +1 .

3

 4 .

5



3

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Savage, Amberkin

While there are more enemy   than allied   on my Realm, I have +1 .

3

 4 .

5



2

CAERVESTI

Visionary, Shadowhost

☞ - When a ♠/♠ enters my Realm during Combat:

If it is an ally, Seek 3 for 1♣.

If it is an enemy, target allied ♠/♠ gains **Premonition**.

3



1



1

4



2

CAERVESTI

Visionary, Shadowhost

☞ - When a ♠/♠ enters my Realm during Combat:

If it is an ally, Seek 3 for 1 ♠.

If it is an enemy, target allied ♠/♠ gains **Premonition**.

3



1



1

4



2

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If it is an enemy, target allied ♠/♠ gains **Premonition**.

3



1



1

4



2

AMBERBLOOD

Savage, Amberkin

☞ - When an allied / enters my Realm during Combat: I make a /.

2

 3 .

3



2

AMBERBLOOD

Savage, Amberkin

☞ - When an allied / enters my Realm during Combat: I make a /.

2

 3 .

3



2

AMBERBLOOD

Savage, Amberkin

☞ - When an allied / enters my Realm during Combat: I make a /.

2

 3 .

3



1

MEOWLKA

Assassin, Shadowhost



⚡ – Move a ♔/♚ that I wounded this Turn.

1

2



2



1

MEOWLKA

Assassin, Shadowhost



⚡ – Move a ♔/♚ that I wounded this Turn.

1

♚ 2

⚡ .

2



1

MEOWLKA

Assassin, Shadowhost



⚡ – Move a ♔/♚ that I wounded this Turn.

1

♚ 2

⚡ .

2



0

MONSTROUS CLAWS

1

Armament

Bound  is a *Savage*.

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0

MONSTROUS CLAWS

1

Armament

Bound  is a *Savage*.

ITA 2026 x/y

Gergely Nagy

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0

MONSTROUS CLAWS

1

Armament

Bound  is a *Savage*.



+2



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3

LANDSIDE

Spell

5

 - Deal 3 Damage to all / on a target Realm.

You may move a / wounded by this ability.





3

LANDSIDE

Spell

5

 - Deal 3 Damage to all / on a target Realm.

You may move a / wounded by this ability.





3

LANDSIDE

Spell

5

⌚ - Deal 3 Damage to all   on a target Realm.
You may move a   wounded by this ability.



2

ENRAGED ONRUSH

4

Technique

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

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





2

ENRAGED ONRUSH

4

Technique

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





2

ENRAGED ONRUSH

Technique

4

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



1

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.



1

FERAL LEAP

Technique

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FERAL LEAP

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1

SCENT OF PREY

Technique

2

⌚ - Move an allied   onto a Realm of a wounded enemy .



1

SCENT OF PREY

Technique

2

⌚ - Move an allied   onto a Realm of a wounded enemy .



1

SCENT OF PREY

Technique

2



- Move an allied   onto a Realm of a wounded enemy .



FADING

Status

At the start of Harvest: I die.

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FADING

Status

At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

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FADING

Status

At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

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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

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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

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8

Σ[1♠] - Move an allied ♗/♘.

Σ[1♠] - Move an allied ♗/♘.

SOLOMON KEEP

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3

3





[[1]] - Gain 1.

[[1]] - Gain 1.



FORGOTTEN TEMPLE

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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

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2

⚡ [1 ⚡] - Draw 1 ⚡.

⚡ [2 ⚡] - Draw 1 ⚡.

TREE OF THOUGHTS

D. Tóth-Kolozsvári

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3

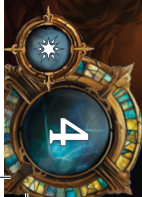
3





[2x] - Refresh 1 ⚡.

[2x] - Refresh 1 ⚡.



ECHO OF CREATION

D. Tóth-Kolozsvári

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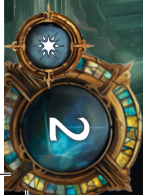






Σ[1✖, 1♠] - Move an enemy ♜/♞.

Σ[1✖, 1♠] - Move an enemy ♜/♞.



OBLIVION'S MAZE

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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

Gergely Nagy

Brightlance Kft. TM 2026



ARKHÉ

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ITA 2026 x/y

Gergely Nagy

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ARKHÉ

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ITA 2026 x/y

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ARKHÉ

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ARKHÉ
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