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

5
GREGORY BRANDMAYR
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
GREGORY BRANDMAYR
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
GREGORY BRANDMAYR
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

3
JUSTICAR FENN
Marksman, Spellweaver, Justicar
⌛ - I make a ↗.
2
3
4
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026

3
JUSTICAR FENN
Marksman, Spellweaver, Justicar
⌛ - I make a ↗.
2
3
4
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026

3
JUSTICAR FENN
Marksman, Spellweaver, Justicar
⌛ - I make a ↗.
2
3
4
ITA 2026 x/y
D. Tóth-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

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

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

2
MASTER ODON
Visionary, Justicar
- Manifest a "Thornwire Trap".
2 2 · 4
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026

2
MASTER ODON
Visionary, Justicar
- Manifest a "Thornwire Trap".
2 2 · 4
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026

2
MASTER ODON
Visionary, Justicar
- Manifest a "Thornwire Trap".
2 2 · 4
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.
2 1 2 1
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.
2 1 2 1
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.
2 1 2 1
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026

2

JUSTICAR IKABOD

Marksman, Justicar

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

2 · 3 3

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

2

JUSTICAR IKABOD

Marksman, Justicar

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

2 · 3 3

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

2

JUSTICAR IKABOD

Marksman, Justicar

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

2 · 3 3

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

0

THORNWIRE TRAP

0

Trap, Token

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

· -1 -1 ·

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

0

THORNWIRE TRAP

0

Trap, Token

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

· -1 -1 ·

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

0

THORNWIRE TRAP

0

Trap, Token

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

· -1 -1 ·

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

0

PORTAL TRAP

1

Trap

Ambush

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

· · ·

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

0

PORTAL TRAP

1

Trap

Ambush

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

· · ·

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

0

PORTAL TRAP

1

Trap

Ambush

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

· · ·

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

2 STORMBURST TRAP 4
Trap

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. Tóth-Kolozsvári Brightlance Kft. TM 2026

2 STORMBURST TRAP 4
Trap

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. Tóth-Kolozsvári Brightlance Kft. TM 2026

2 STORMBURST TRAP 4
Trap

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. Tóth-Kolozsvári Brightlance Kft. TM 2026

0 SPECTRAL HOUND 1
Spell

- Deal 1 Damage to a / .

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

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

0 SPECTRAL HOUND 1
Spell

- Deal 1 Damage to a / .

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

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

0 SPECTRAL HOUND 1
Spell

- Deal 1 Damage to a / .

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

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

1 MINDSHATTER FRAG 2
Technique

- 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. Tóth-Kolozsvári Brightlance Kft. TM 2026

1 MINDSHATTER FRAG 2
Technique

- 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. Tóth-Kolozsvári Brightlance Kft. TM 2026

1 MINDSHATTER FRAG 2
Technique

- 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. Tóth-Kolozsvári Brightlance Kft. TM 2026

2
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

2
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

2
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

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**.
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

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

1
STATUE WITHOUT NAME
Gergely Nagy
ITA 2026 x/y
Brightlance Kft. TM 2026
1
Harvest Bonus: Steal 2 from a .
Harvest Bonus: Steal 2 from a .

1
STATUE WITHOUT NAME
Gergely Nagy
ITA 2026 x/y
Brightlance Kft. TM 2026
1
Harvest Bonus: Steal 2 from a .
Harvest Bonus: Steal 2 from a .

1
STATUE WITHOUT NAME
Gergely Nagy
ITA 2026 x/y
Brightlance Kft. TM 2026
1
Harvest Bonus: Steal 2 from a .
Harvest Bonus: Steal 2 from a .

1
STATUE WITHOUT NAME
Gergely Nagy
ITA 2026 x/y
Brightlance Kft. TM 2026
1
Harvest Bonus: Steal 2 from a .
Harvest Bonus: Steal 2 from a .

2
3
TREE OF THOUGHTS
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
3
[1] – Draw 1 .
[2] – Draw 1 .

2
4
THE MAW
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
4
[1 , 1] – Deal Damage to a equal to half its current .
[2 , 1] – Deal Damage to a equal to half its current .

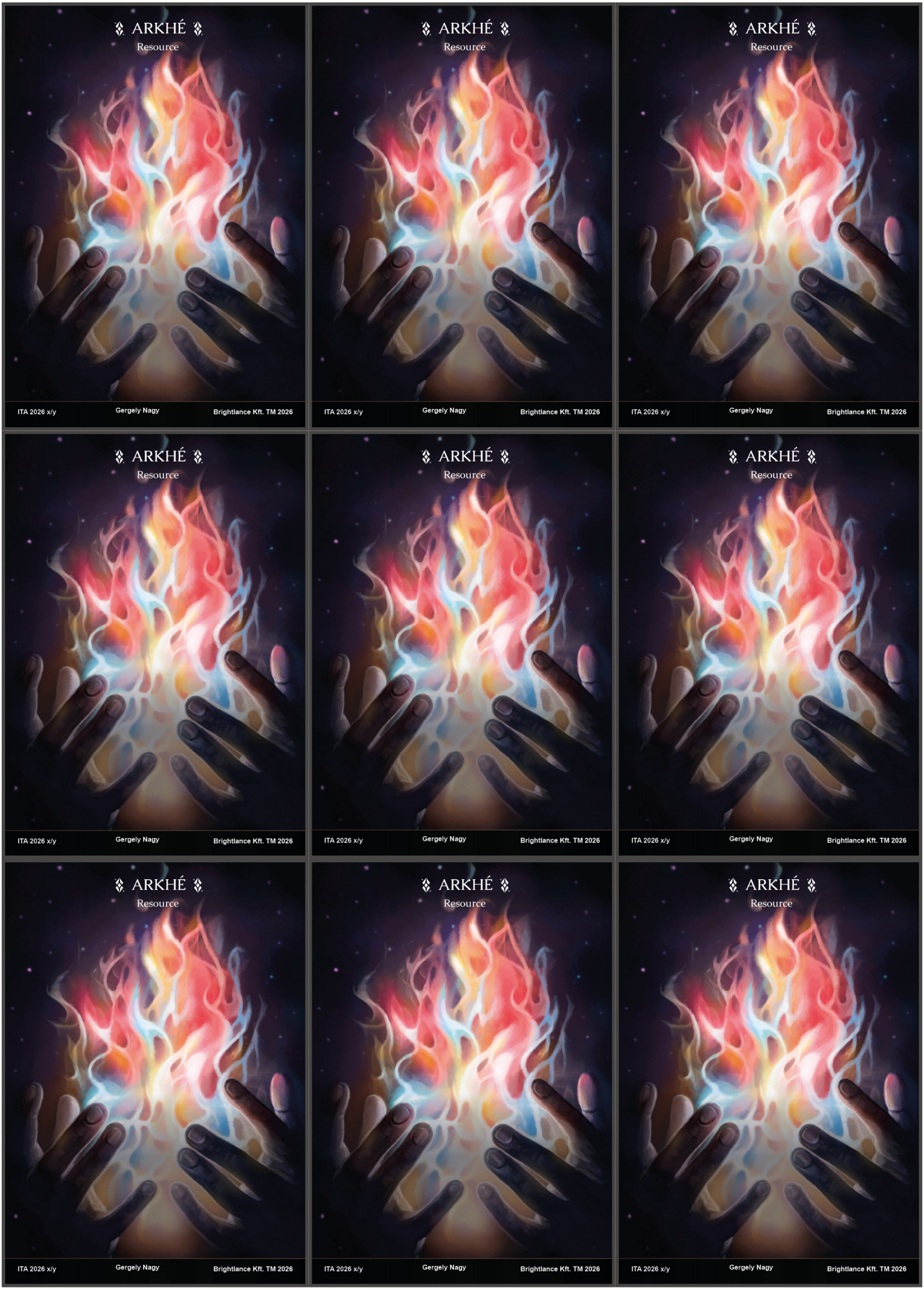
6
3
SKYREACH PASSAGE
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
3
At the start of Harvest: Choose only one allied / to contribute its here.
At the start of Harvest: Choose only one allied / to contribute its here.

9
4
FORGOTTEN TEMPLE
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
4
[1] – Gain 1 .
[1] – Gain 1 .

1
4
ECHO OF CREATION
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
4
[2] – Refresh 1 .
[2] – Refresh 1 .

3
[1, 1] – Draw the top of your Chronicle.
[2, 1] – Draw the top of your Chronicle.
SUNKEN RUINS
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
3
3

7
[2] – At the start of Harvest: Double the of a here.
[2] – At the start of Harvest: Double the of a here.
CORONATION
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
4
4


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