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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

0
THORNWIRE TRAP
Trap, Token
0
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

ARKHTIDE

0
THORNWIRE TRAP
Trap, Token
0
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

ARKHTIDE

0
THORNWIRE TRAP
Trap, Token
0
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

ARKHTIDE

0
PORTAL TRAP
Trap
1
Ambush
After bound is inflicted Wound:
You may move it. Destroy this .
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026

ARKHTIDE

0
PORTAL TRAP
Trap
1
Ambush
After bound is inflicted Wound:
You may move it. Destroy this .
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026

ARKHTIDE

0
PORTAL TRAP
Trap
1
Ambush
After bound is inflicted Wound:
You may move it. Destroy this .
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026

ARKHTIDE

2

STORMBURST TRAP

Trap

4

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

ARKHTIDE

2

STORMBURST TRAP

Trap

4

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

ARKHTIDE

2

STORMBURST TRAP

Trap

4

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

ARKHTIDE

0

SPECTRAL HOUND

Spell

1

– 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

ARKHTIDE

0

SPECTRAL HOUND

Spell

1

– 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

ARKHTIDE

0

SPECTRAL HOUND

Spell

1

– 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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

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

ARKHTIDE

2

FALL BACK

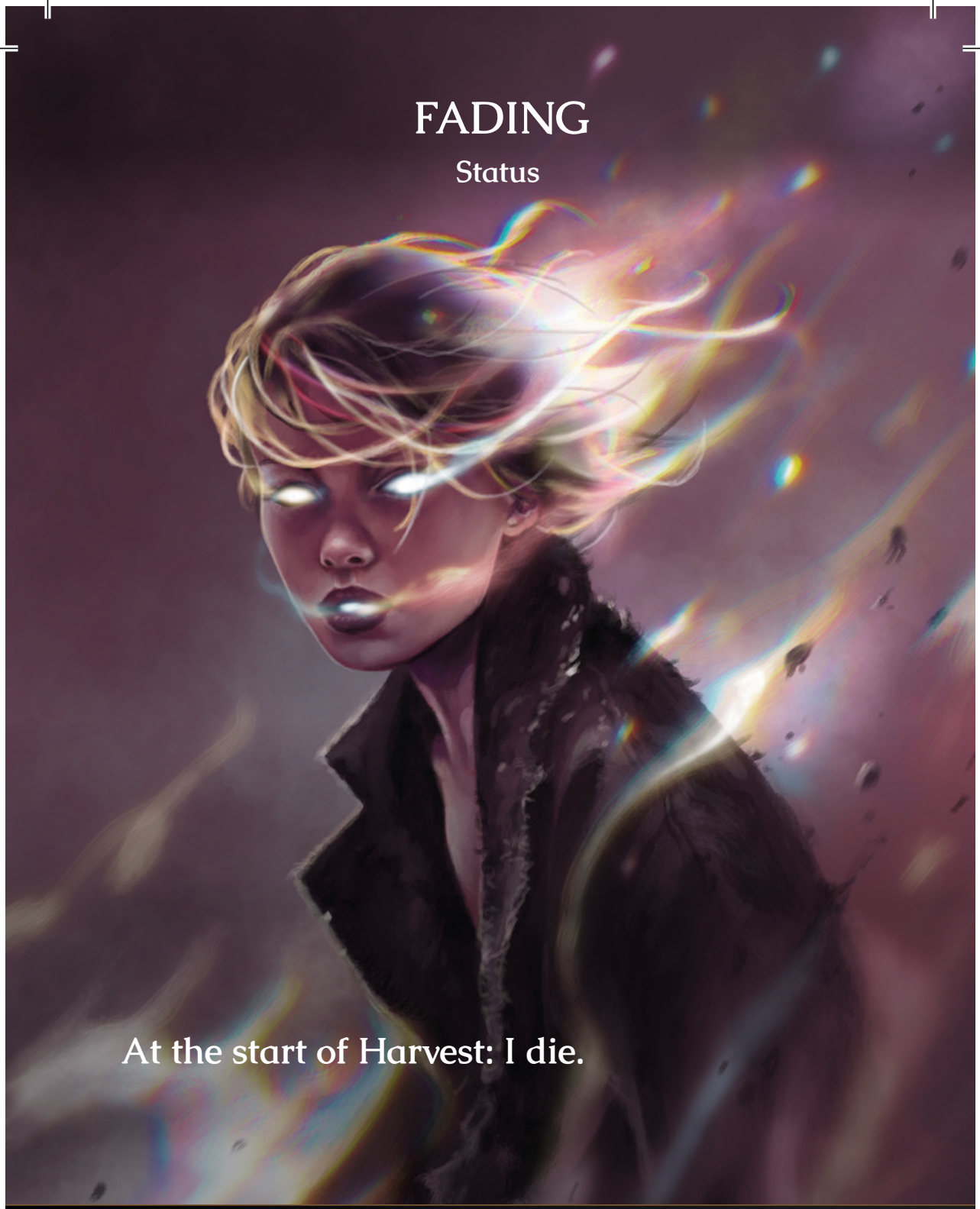
Technique

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

ARKHTIDE

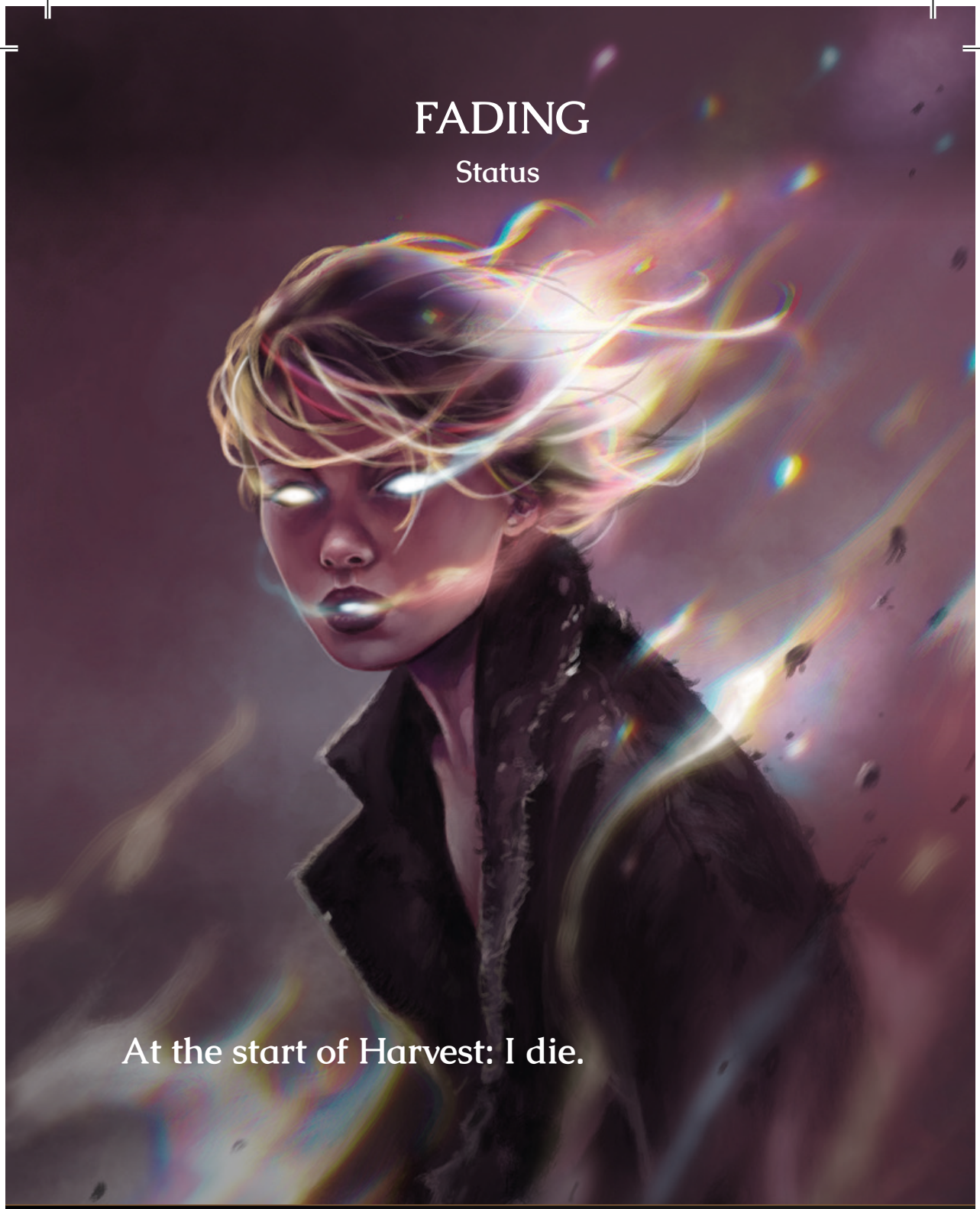


ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

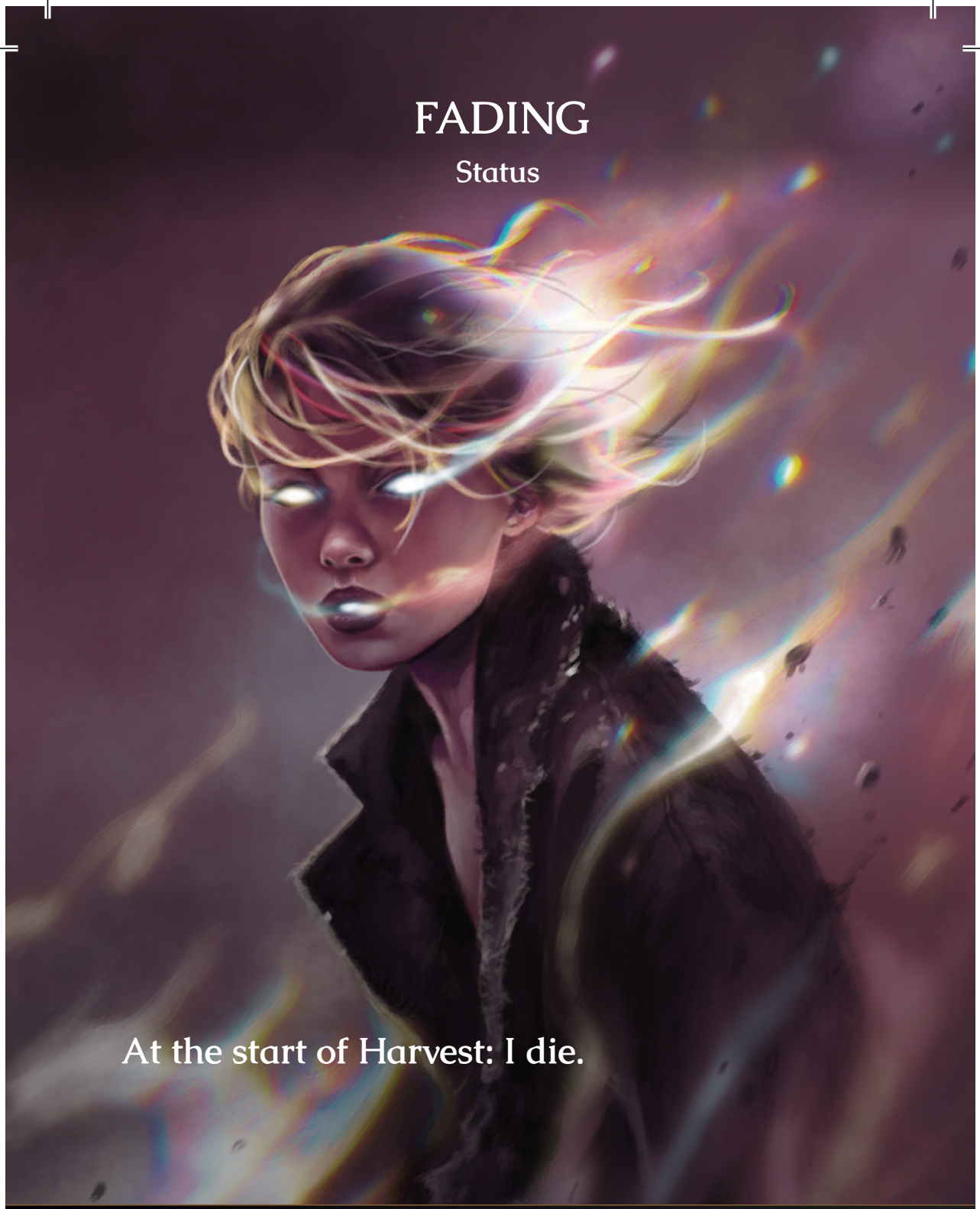


ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

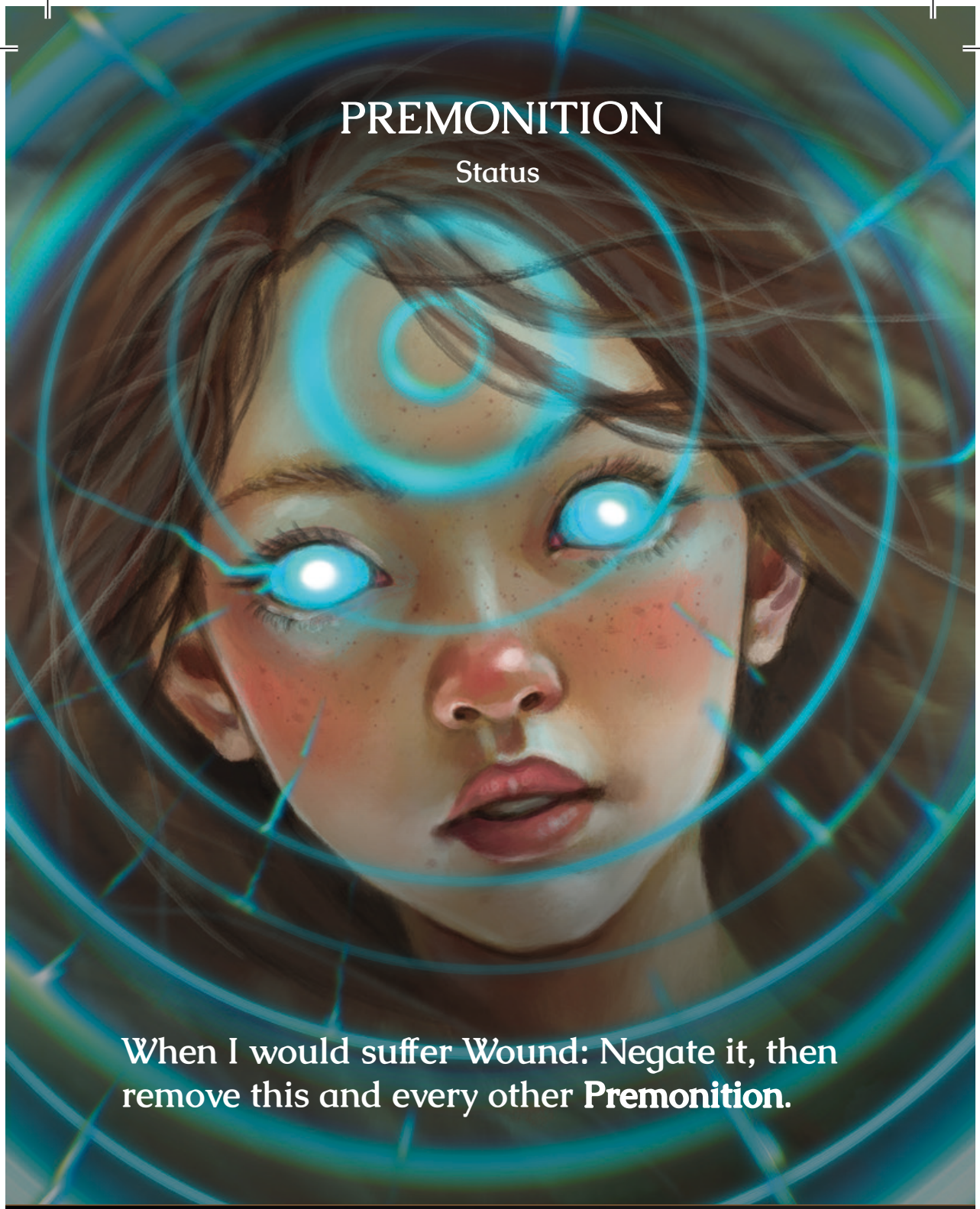


ITA 2026 x/y

Gergely Nagy

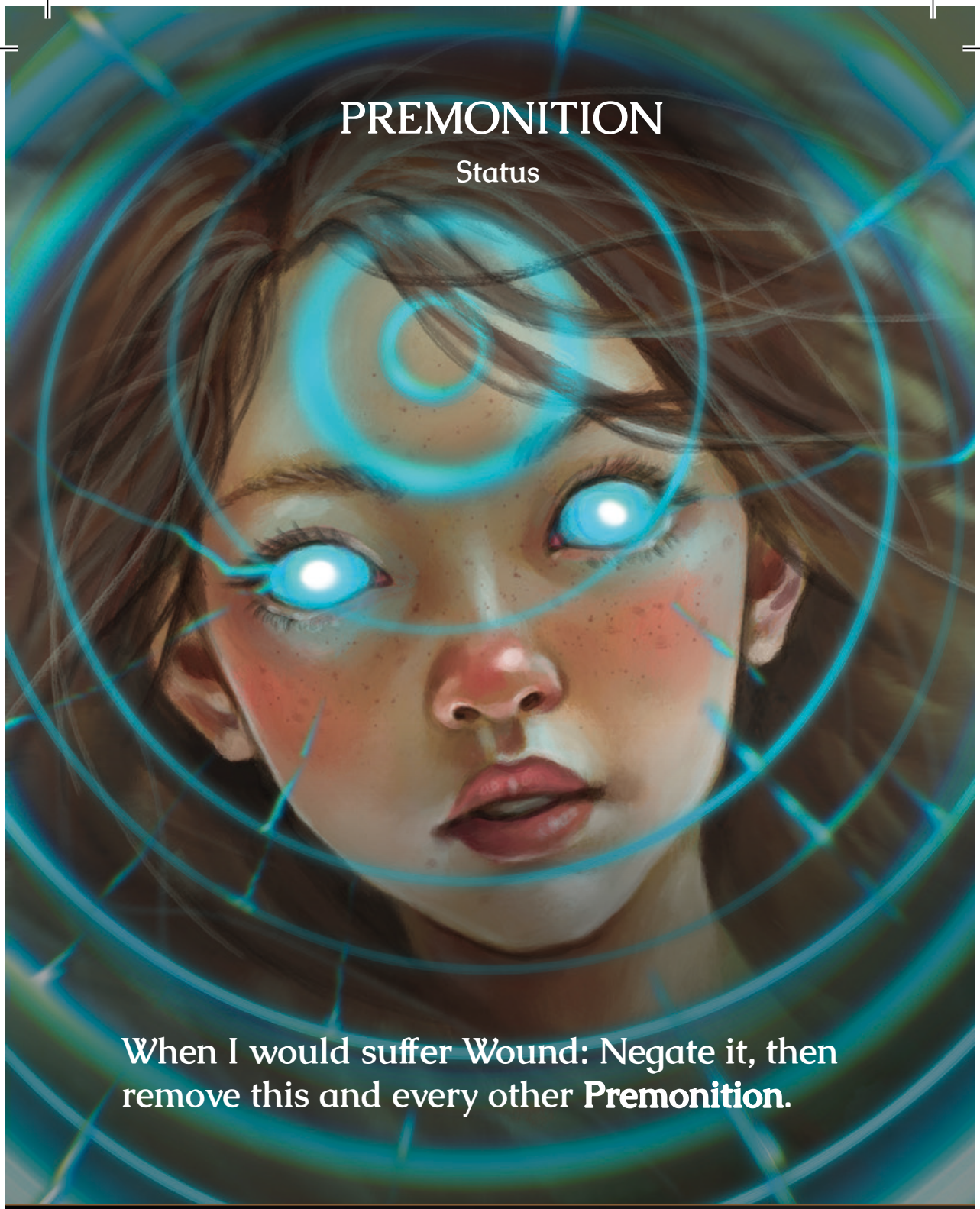
Brightlance Kft. TM 2026

ARKHTIDE



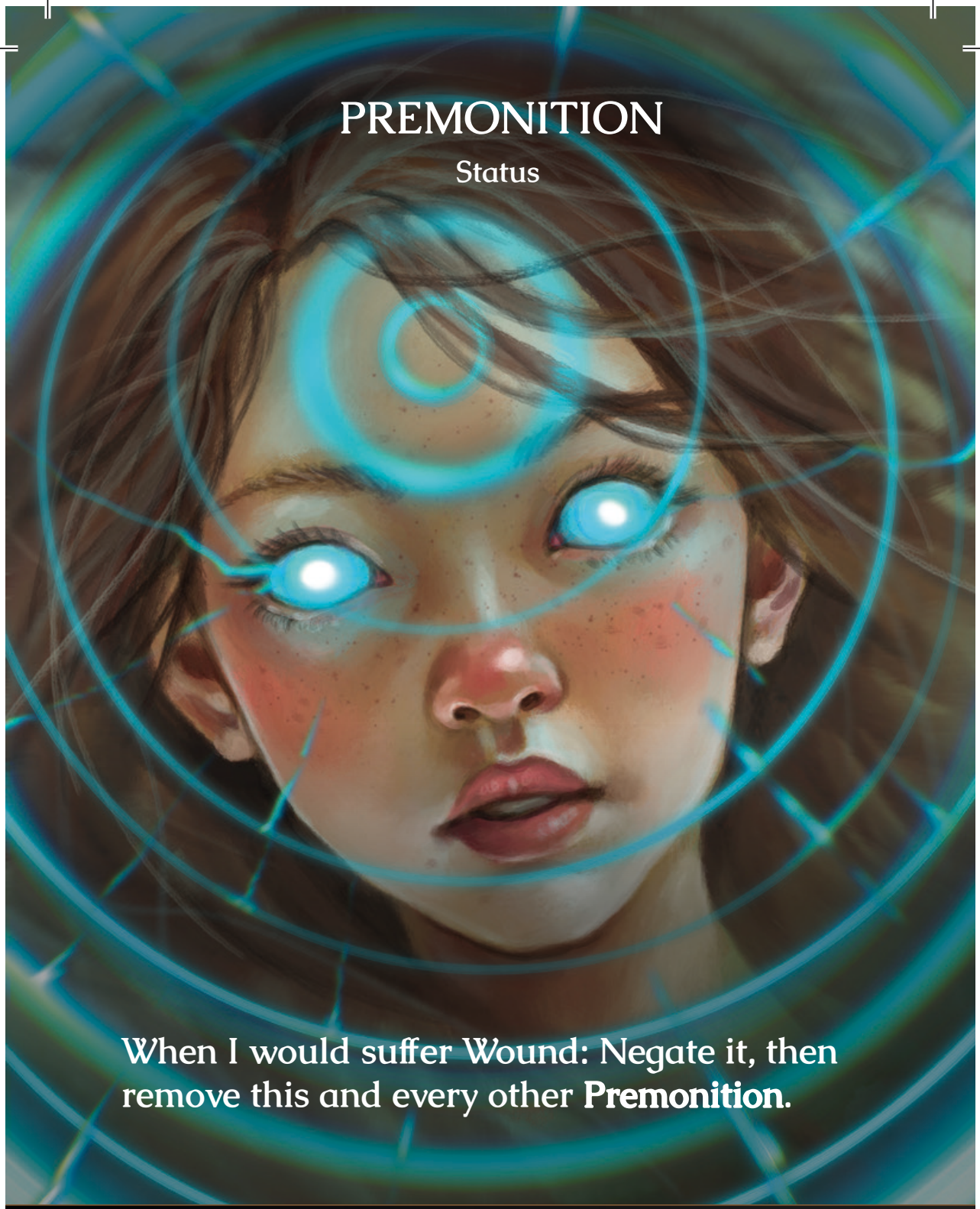
ITA 2026 x/y Gergely Nagy Brightlance Kft. TM 2026

ARKHTIDE



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

ARKHTIDE



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

ARKHTIDE

Harvest Bonus: Steal 2☿ from a ♛.

Harvest Bonus: Steal 2☿ from a ♛.

1

1

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

ARKHTIDE

Harvest Bonus: Steal 2☿ from a ♛.

Harvest Bonus: Steal 2☿ from a ♛.

1

1

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

ARKHTIDE

Harvest Bonus: Steal 2☿ from a ♛.

Harvest Bonus: Steal 2☿ from a ♛.

1

1

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

ARKHTIDE

2

[1] – Draw 1.

[2] – Draw 1.

TREE OF THOUGHTS

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

3

3

ARKHTIDE

2

[2, 1] – Deal Damage to a equal to half its current .

[1, 1] – Deal Damage to a equal to half its current .

4

THE MAW

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

4

ARKHTIDE

6

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.

3

SKYREACH PASSAGE

D. Tóth-Kolozsvári

ITA 2026 x/y Brightlance Kft. TM 2026

3

ARKHTIDE

9

[1] – Gain 1.

[1] – Gain 1.

FORGOTTEN TEMPLE

D. Tóth-Kolozsvári

4

4

ITA 2026 x/y Brightlance Kft. TM 2026

ARKHTIDE

1

[2] – Refresh 1.

[2] – Refresh 1.

ECHO OF CREATION

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

4

4

ARKHTIDE

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

ARKHTIDE

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
4
4
ITA 2026 x/y
Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE

ARKHÉ

Resource

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026

ARKHTIDE