

An 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 black hat. His right arm is adorned with ornate golden armor, and he holds a long, curved blade. In the upper left corner, a circular golden device with a blue gemstone and a crown icon is shown. 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.

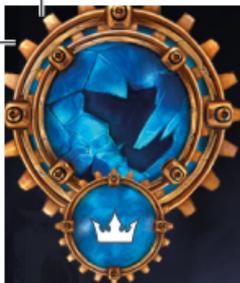
A horizontal golden bar with a blue background. From left to right: a purple circle with the number 2, a white bird icon, the number 3, a white lightning bolt icon, and the number 1. The bar is flanked by decorative golden elements with blue gemstones.

2

3

1





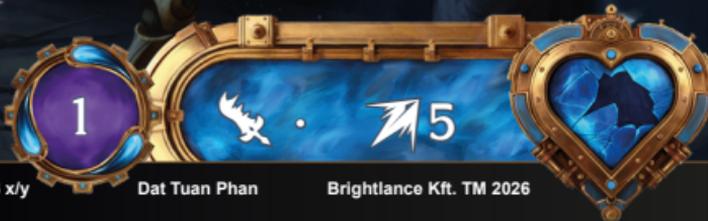
# THALIE LA ROUGE

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

GREGORY BRANDMAYR

Warrior, Savage, Justicar



Collector I

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



4



6



.



8





5

GREGORY BRANDMAYR

Warrior, Savage, Justicar



Collector I

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



4



6



.



8



ARKHTIDE



3

# JUSTICAR FENN

Marksman, Spellweaver, Justicar



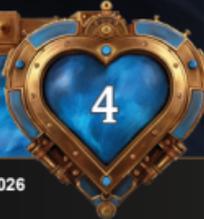
⌚ - I make a ⚡.



2



3



4



ARKHTIDE



3

# JUSTICAR FENN

Marksman, Spellweaver, Justicar



⌚ - I make a ⚡.



2



3



4





3

# JUSTICAR FENN

Marksman, Spellweaver, Justicar



⌚ - I make a ⚡.



2

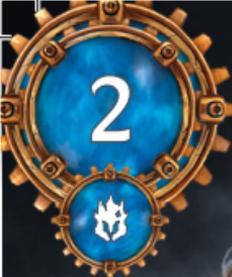


3



4

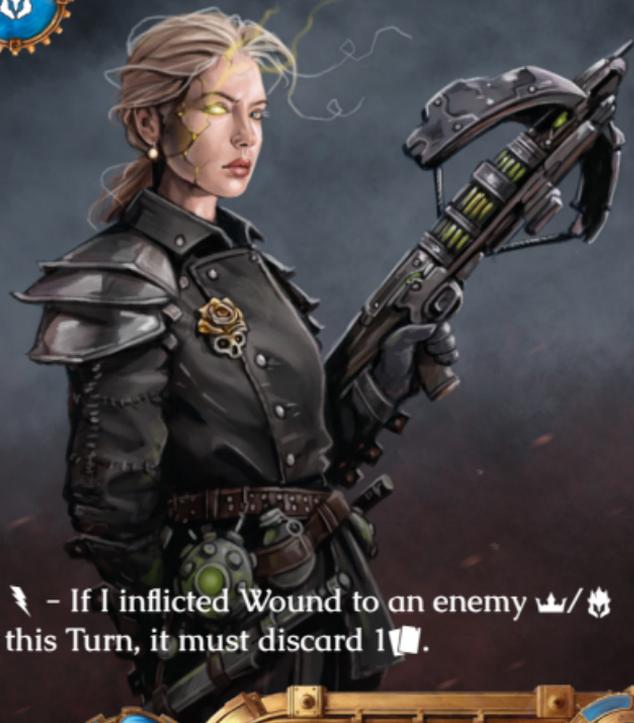




2

## EXACTOR STEINER

Marksman, Justicar



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



2



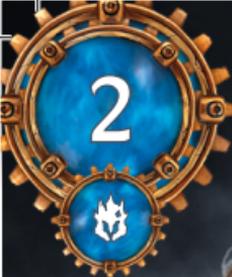
 1

 3



3

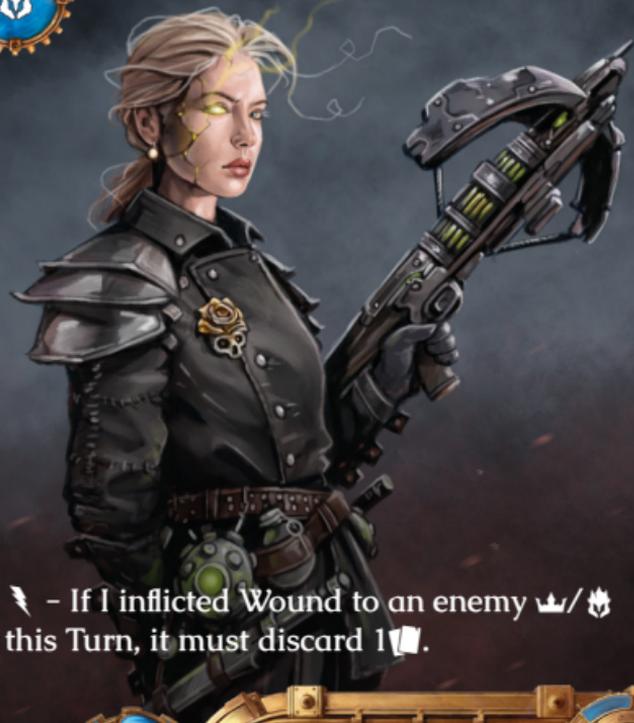




2

## EXACTOR STEINER

Marksman, Justicar



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



2



 1

 3



3



ARKHTIDE



2

# EXACTOR STEINER

Marksman, Justicar



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



2



⚡ 1 ⚡

⚡ 3



3

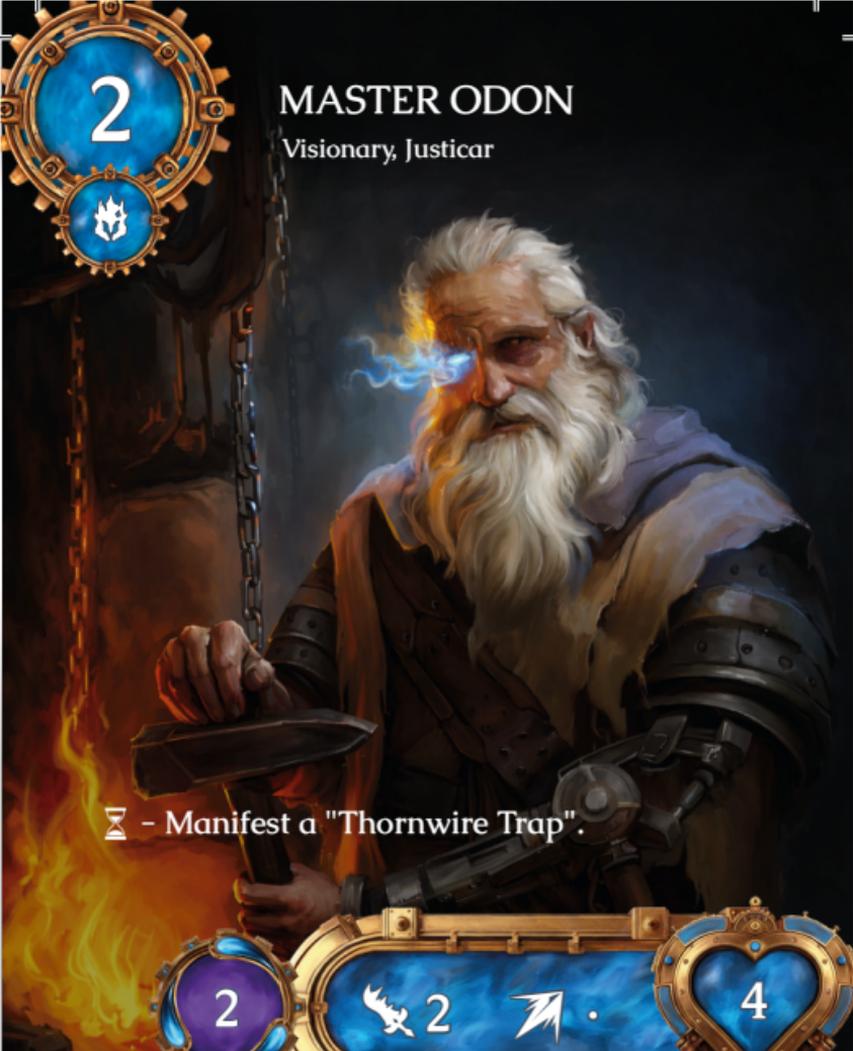




2

# MASTER ODON

Visionary, Justicar



⌚ - Manifest a "Thornwire Trap".



2



2



.

4



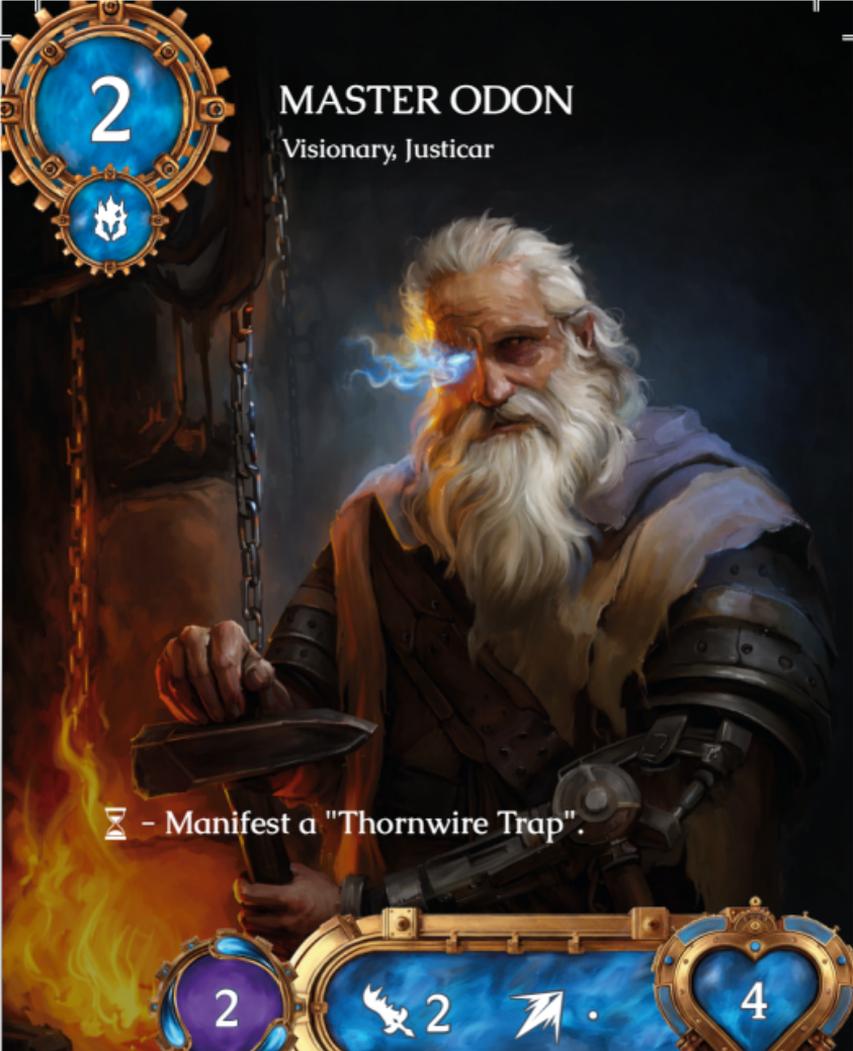
ARKHTIDE



2

# MASTER ODON

Visionary, Justicar



⌚ - Manifest a "Thornwire Trap".



2



2



.

4

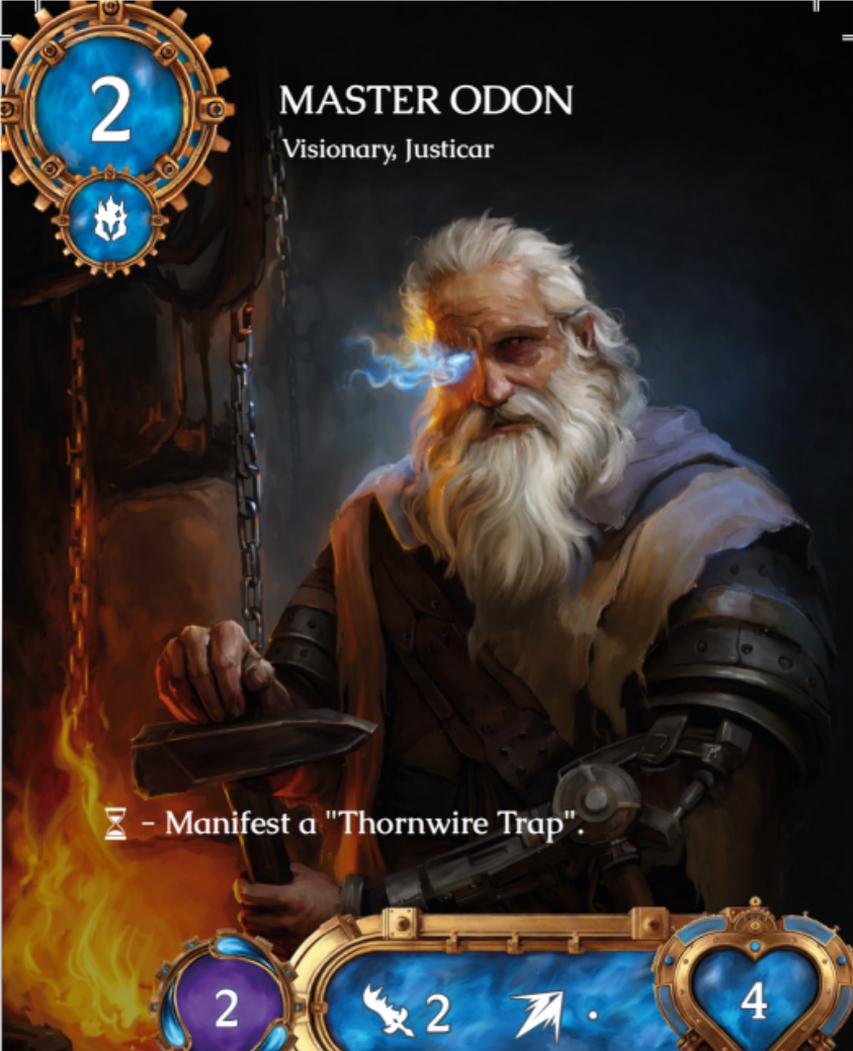




2

# 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

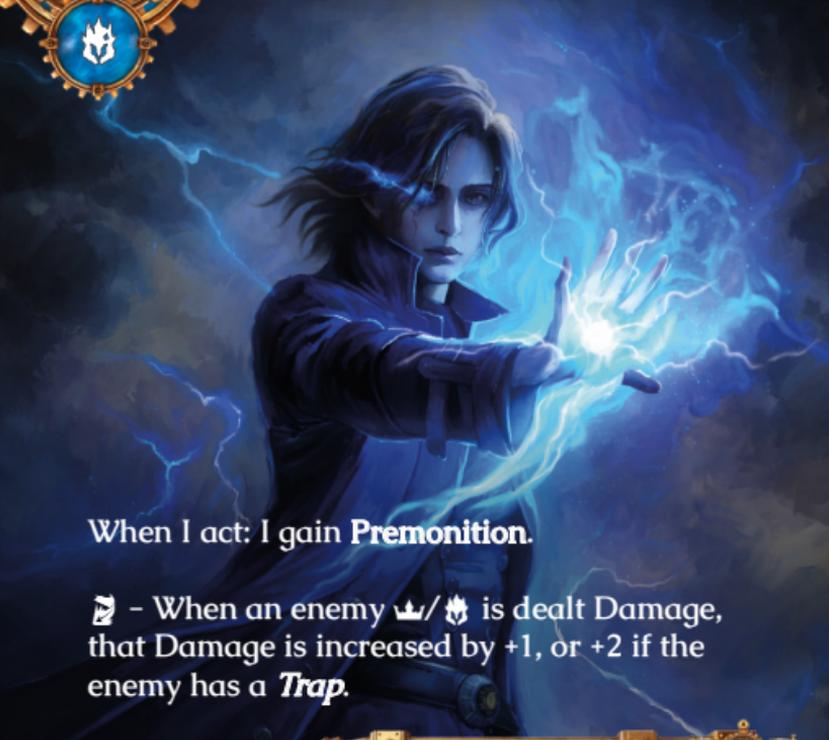




2

## 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





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



ARKHTIDE



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



ARKHTIDE



2

# JUSTICAR IKABOD

Marksman, Justicar



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



2



3



3





0

# THORNWIRE TRAP

Trap, Token



0



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

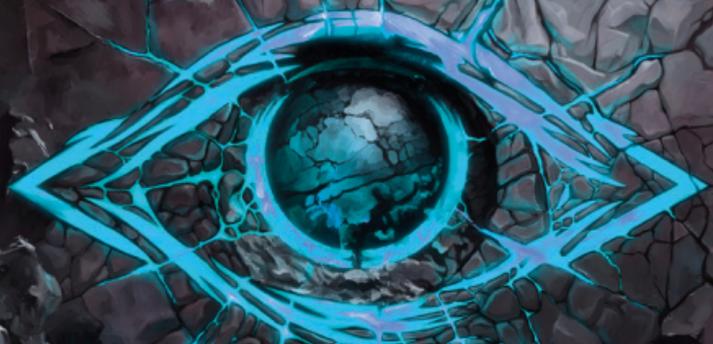


ITA 2026 x/y

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 .

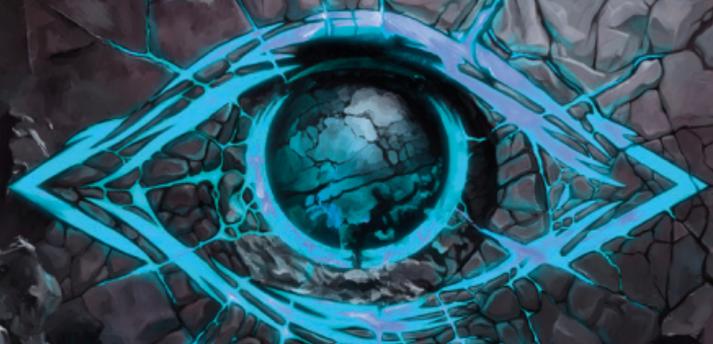


ITA 2026 x/y

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 .



ITA 2026 x/y

Gergely Nagy



Brightlance Kft. TM 2026



ARKHTIDE





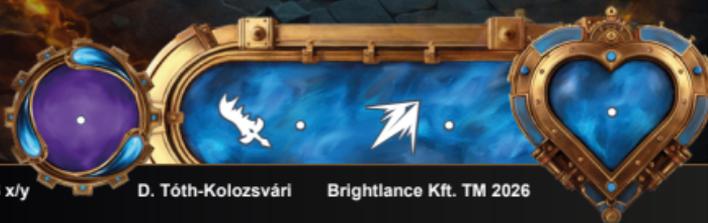
# PORTAL TRAP

Trap



## Ambush

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







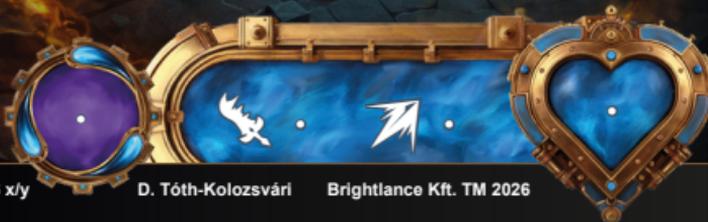
# PORTAL TRAP

Trap



## Ambush

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





ARKHTIDE



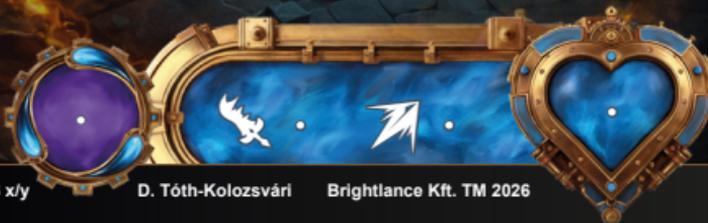
# PORTAL TRAP

Trap



## Ambush

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





ARKHTIDE



## STORMBURST TRAP

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.







## STORMBURST TRAP

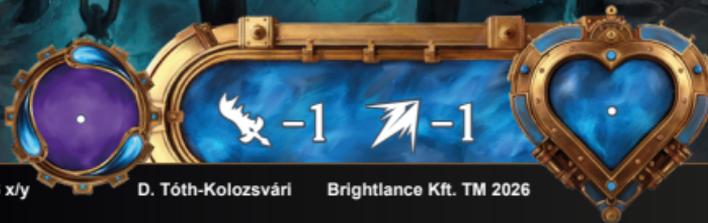
Trap



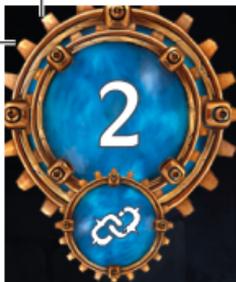
### Ambush

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.







## STORMBURST TRAP

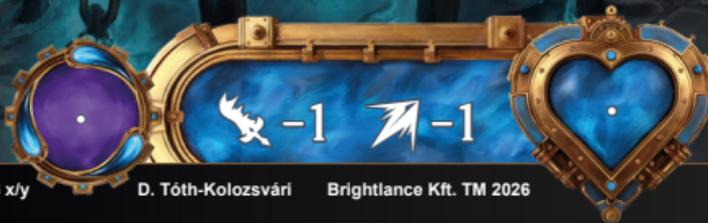
Trap



### 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.







# SPECTRAL HOUND

Spell



 - Deal 1 Damage to a /.

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



ARKHTIDE



## SPECTRAL HOUND

Spell



 - Deal 1 Damage to a /.

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



ARKHTIDE



# SPECTRAL HOUND

Spell



 - Deal 1 Damage to a /.

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



ARKHTIDE



# 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



 - 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



- 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.



ARKHTIDE



## 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



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



A woman with short, light-colored hair is shown in profile, looking towards the left. Her eyes and hair are glowing with vibrant, multi-colored light trails in shades of yellow, orange, and blue. She is wearing a dark, textured jacket. The background is a dark, purple-hued space filled with faint, colorful light trails and small, dark specks, suggesting a cosmic or ethereal environment.

# FADING

Status

At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



A woman with short, light-colored hair is shown in profile, looking towards the left. Her eyes and hair are glowing with vibrant, multi-colored light trails in shades of yellow, orange, and blue. She is wearing a dark, textured jacket. The background is a dark, purple-hued space filled with small, distant stars and larger, colorful light streaks, creating a dreamlike and ethereal atmosphere.

# FADING

Status

At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



A woman with short, light-colored hair is shown in profile, looking slightly to the left. Her eyes and hair are glowing with vibrant, multi-colored light trails in shades of yellow, orange, and blue. She is wearing a dark, textured jacket. The background is a dark, purple-hued space filled with faint, glowing particles and light trails, creating a dreamlike and ethereal atmosphere.

# FADING

Status

At the start of Harvest: I die.

ITA 2026 x/y

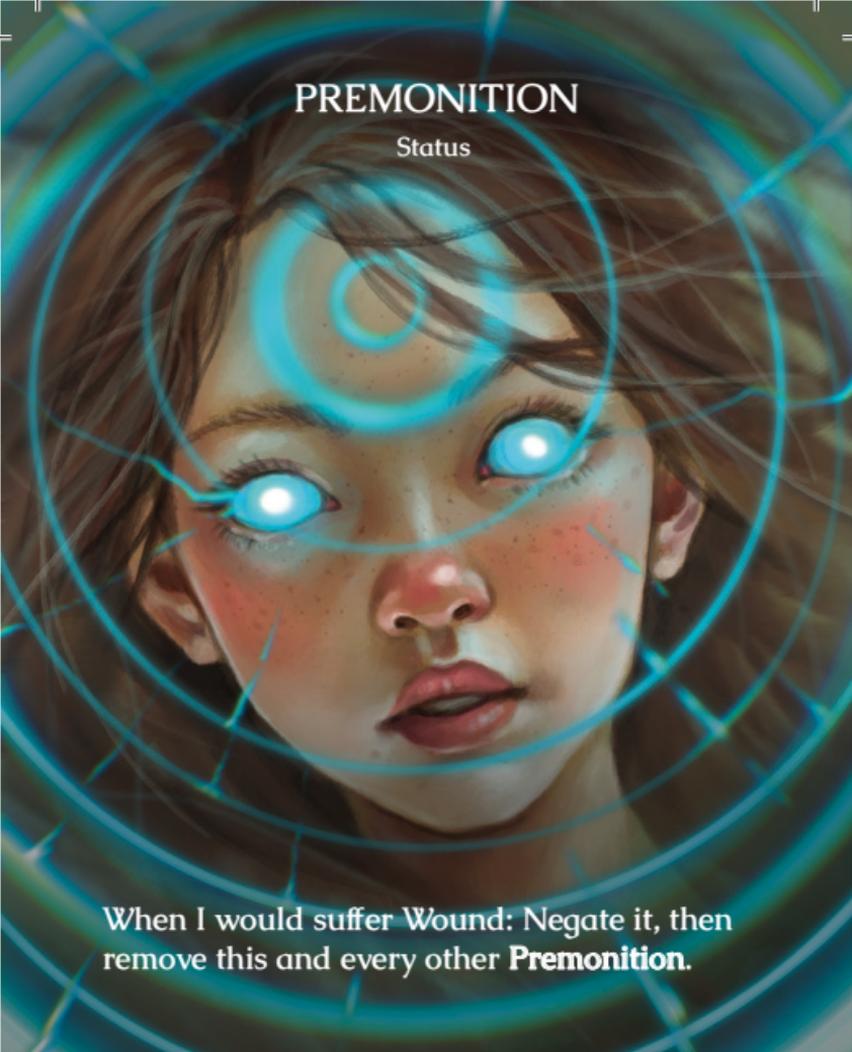
Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE

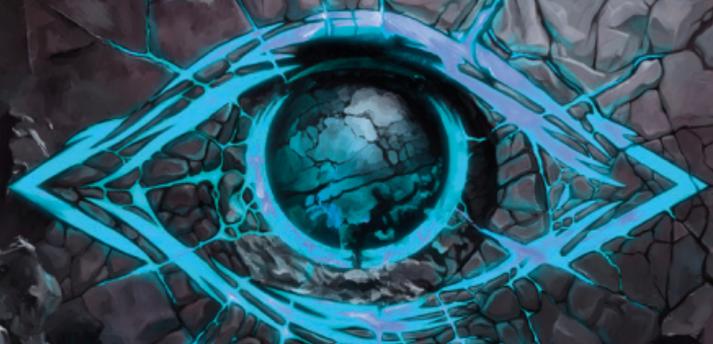




# PREMONITION

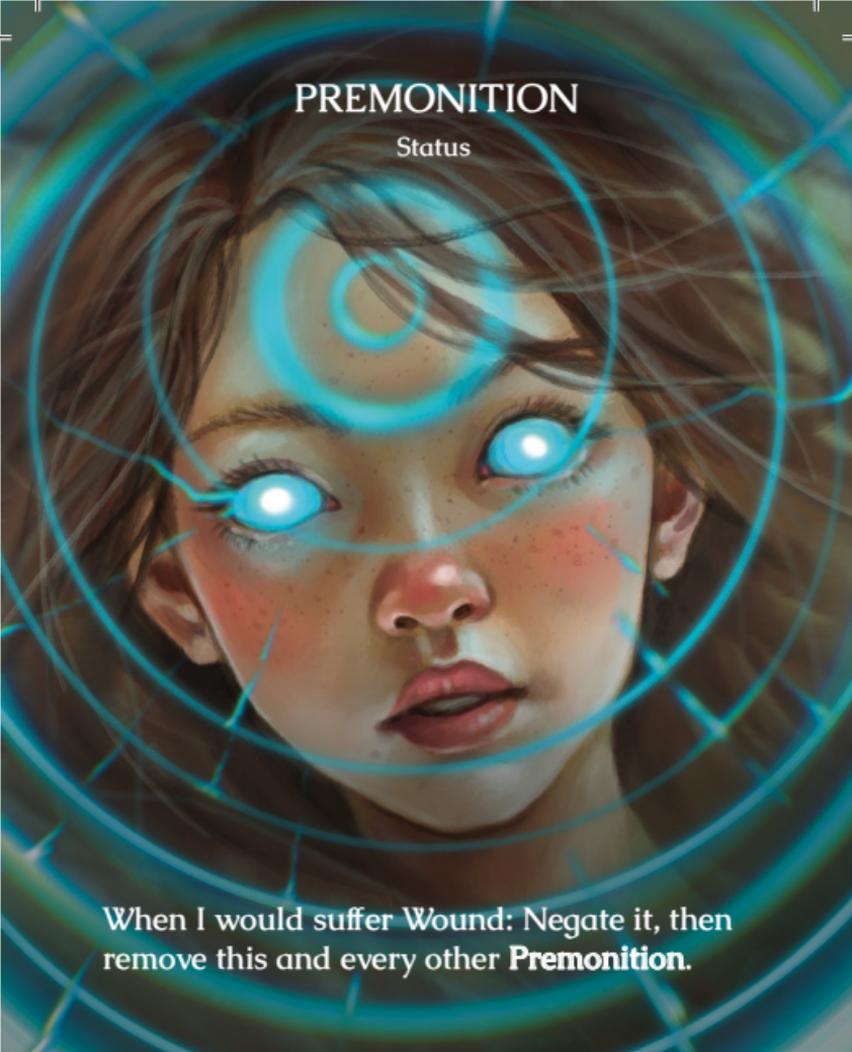
Status

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



ARKHTIDE

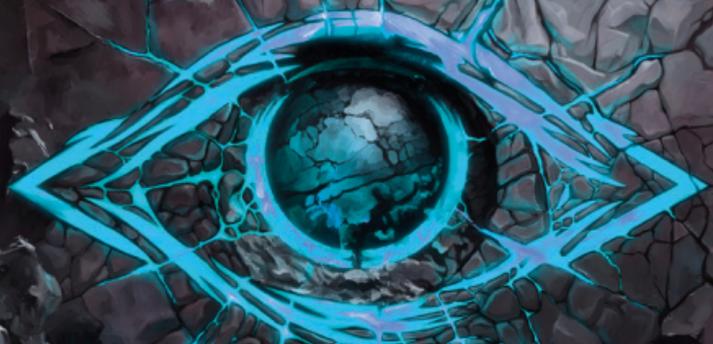




# PREMONITION

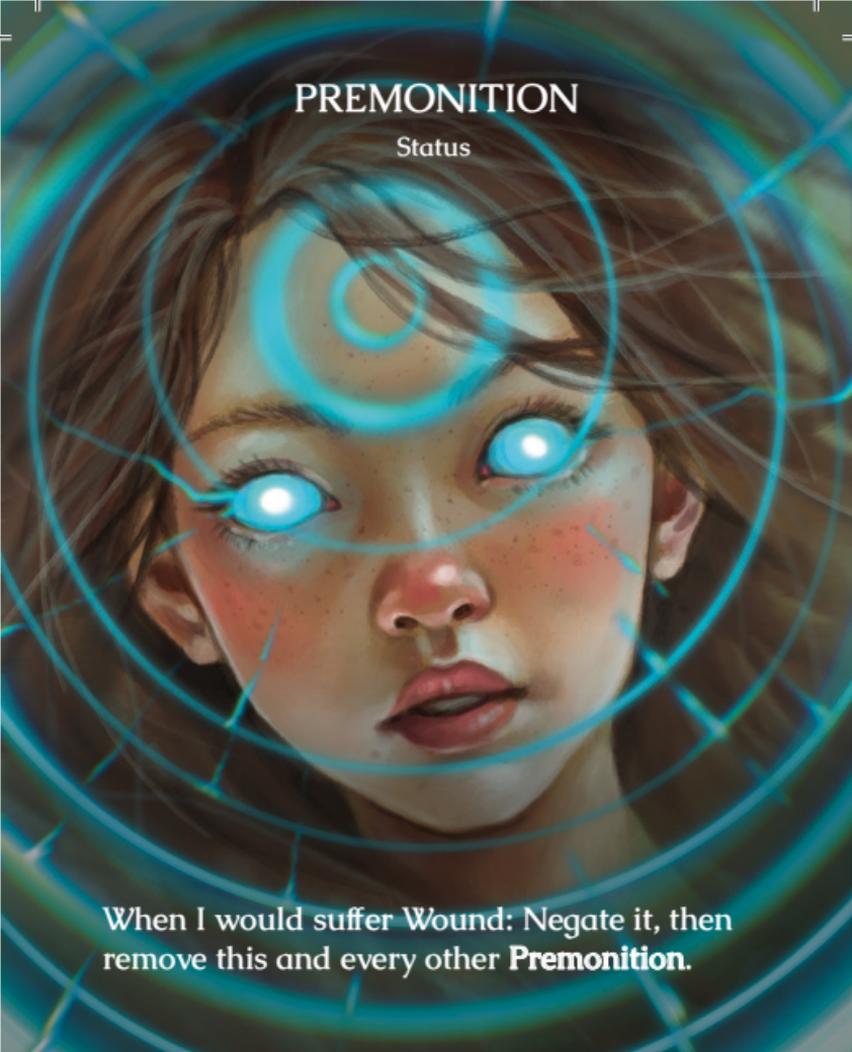
Status

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



ARKHTIDE





# PREMONITION

Status

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



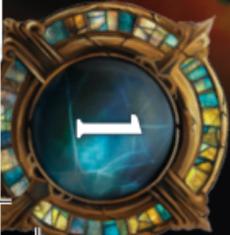
ARKHTIDE





Harvest Bonus: Steal 2<sup>xx</sup> from a .

Harvest Bonus: Steal 2<sup>xx</sup> from a .

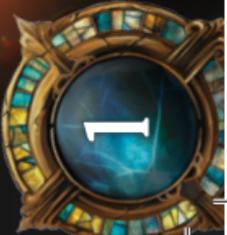


STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

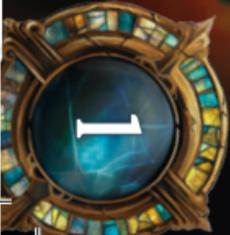






Harvest Bonus: Steal 2<sup>xx</sup> from a .

Harvest Bonus: Steal 2<sup>xx</sup> from a .

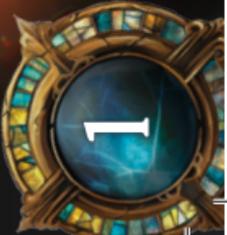


STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

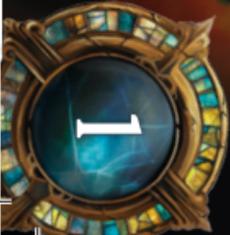






Harvest Bonus: Steal 2<sup>xx</sup> from a .

Harvest Bonus: Steal 2<sup>xx</sup> from a .

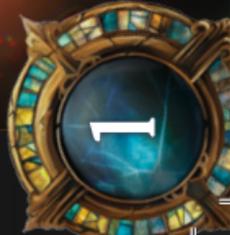


STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026





ARKHTIDE

2

⚡ [1 ⚡] - Draw 1 ⚡.

⚡ [2 ⚡] - Draw 1 ⚡.

3

# TREE OF THOUGHTS

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

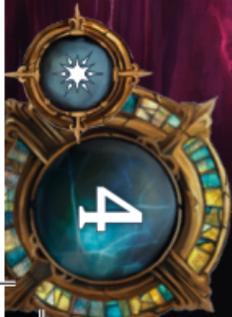
3





$\Sigma$  [1<sup>or</sup>, 1 $\diamond$ ] - Deal Damage to a  $\heartsuit$  equal to half its  
current  $\heartsuit$ .

$\Sigma$  [2<sup>or</sup>, 1 $\diamond$ ] - Deal Damage to a  $\heartsuit$  equal to half its  
current  $\heartsuit$ .



## THE MAW

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







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.



## SKYREACH PASSAGE

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







[1] - Gain 1<sup>st</sup>.

[1] - Gain 1<sup>st</sup>.



# FORGOTTEN TEMPLE

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026





1

[2x] - Refresh 1

[2x] - Refresh 1

# ECHO OF CREATION

D. Tóth-Kolozsvári

ITA 2026 x/y

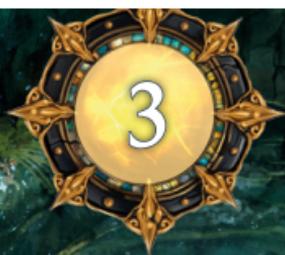
Brightlance Kft. TM 2026

4

4



[[1<sup>∞</sup>, 1<sup>⚡</sup>] - Draw the top  of your Chronicle.



[2<sup>∞</sup>, 1<sup>⚡</sup>] - Draw the top  of your Chronicle.



## SUNKEN RUINS

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







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

 | 2x | - 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



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



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