

# Changelog 07.03.2026

## Basic Rules:

- 1.) The way Feat cards work.  
This is the most significant change of the rules update. The abilities on Feat cards are all performed by Seekers/Units. The wording of Feats has been changed accordingly. This gives a much deeper immersion, since nothing “comes from the heavens” spontaneously, but is centered around the members of your crew. It helped simplify the texts as well and make the primary traits (Warrior, Assassin, Marksman, Visionary, Spellweaver, Savage) stand out even more with the talented abilities on Feats.
- 2.) Until now, every Unit/Seeker was considered unique by default and those Units that are not were labeled “One of Many”.  
Now it is the other way around, just like in other games. Unless a card has the Unique trait, it is not considered Unique. Furthermore, Unique cards have a dot next to their names to emphasize this.
- 3.) Many smaller things in the rulebook have been changed based on your feedback.  
Correction of wording, missing parts included, descriptions made clear.
- 4.) Absolutely awesome Arkhé artwork added to match the symbol on the cards.
- 5.) Soul of Déimor and Husk of Déimor new artwork by Dat & Tünde, to match other Seekers feeling created by Dat. (Soma’s art will be available as an alt art from boosters)

## Roseborn Empire:

- 1.) Master Odon: Gained an extra ability.
- 2.) Arcanist Lya: Stats and ability changed
- 3.) Portal Trap: ability buffed for a better feel
- 4.) Spectral Hounds: impacted by the general Feat change mentioned above
- 5.) Mindshatter Frag: impacted by the general Feat change mentioned above
- 6.) Fall Back: impacted by the general Feat change mentioned above
- 7.) Echo of Creation: Costs 3 Willpower for your opponent
- 8.) Dolmurga: NEW CARD for deckbuilding
- 9.) Rune of Foresight: NEW CARD for deckbuilding

## Scarlet Legacy:

- 1.) Markador: Redesigned for a better feel that matches his Assassin trait.
- 2.) Take a sip: impacted by the general Feat change mentioned above
- 3.) Crimson Strike: impacted by the general Feat change mentioned above
- 4.) Devastation: impacted by the general Feat change mentioned above
- 5.) Corpus Gate: impacted by the general Feat change mentioned above
- 6.) Echo of Creation: Costs 3 Willpower for your opponent
- 7.) Raghodar: NEW CARD for deckbuilding

8.) Fleshmetal Axe: NEW CARD for deckbuilding

Wilderness:

- 1.) Arran: Buffed ability for a better feel
- 2.) Caervesti: Ability and stats changed for better feel. (not in starter anymore, can be used of deckbuilding)
- 3.) Landslide: impacted by the general Feat change mentioned above
- 4.) Enraged Onrush: impacted by the general Feat change mentioned above
- 5.) Scent of Prey: impacted by the general Feat change mentioned above
- 6.) Feral Leap: impacted by the general Feat change mentioned above
- 7.) Echo of Creation: Costs 3 Willpower for your opponent
- 8.) Loarra, Waters Edge: NEW CARD, part of the starter
- 9.) Child of Réa: NEW CARD for deckbuilding

Heavenly Sect:

- 1.) Yan Minggu: Ability slightly buffed
- 2.) Wei Yunlan: Stats changed, ability buffed
- 3.) Zhou Xuanmo: Ability changed, gained a Trait
- 4.) Li Wuchen: Stats buffed, gained a Trait, ability nerfed
- 5.) Vengeance Incarnate: stats and ability buffed
- 6.) Yue Guiha: Gained a Trait
- 7.) Ghost King of Snow: Trait changed
- 8.) Silent Crossing: impacted by the general Feat change mentioned above
- 9.) Grasping Reality: impacted by the general Feat change mentioned above
- 10.) Triumph of Spirit: impacted by the general Feat change mentioned above
- 11.) Solid Form: impacted by the general Feat change mentioned above
- 12.) Echo of Creation: Costs 3 Willpower for your opponent
- 13.) Yin Fengying: NEW CARD for deckbuilding
- 14.) Seal of Memories: NEW CARD for deckbuilding

Paragon Order:

- 1.) Husk of Déimor: stats nerfed, ability buffed
- 2.) First Sister Erazu: ability buffed
- 3.) Vow-keeper Mahaarius: Ability buffed. (not in starter anymore, can be used of deckbuilding)
- 4.) Shard of Jealousy: Ability changed to reflect her personality
- 5.) Husk of Caldus: Stats and ability buffed
- 6.) Shard of Wrath: Trait changed
- 7.) Sacred Obligation: impacted by the general Feat change mentioned above
- 8.) Soul Ignition: impacted by the general Feat change mentioned above
- 9.) Omen of Devotion: impacted by the general Feat change mentioned above
- 10.) Echo of Creation: Costs 3 Willpower for your opponent
- 11.) Paragon Akreylor: NEW CARD, part of the starter
- 12.) Sacred Strike: NEW CARD for deckbuilding