





YAN MINGGUI •

Spellweaver, Tianren, Unique



 [Exhaust] - Choose one:

- I make a  4 and remove all **Fading** from a .
- Invoke a  from your Chronicle reducing it's  cost by 2 and give it **Fading**.



2

 1

 •



ARKHTIDE



WEI YUNLAN •

Warrior, Youxia, Unique

I have +2☯ during Combat.

⌚ - An allied ♀/♂ makes a ♀X, where X equals their ☯, even if it has no ♀.

You may Exhaust me to give it **Premonition**.





ARKHTIDE



5

ZHOU XUANMO •

Assassin, Warrior, Youxia, Unique

Evasion

⚔ [1 ⚔] - My next ⚔ this Turn gains
Reaping 3, and after resolving it I may move.

5

⚔ 8

⚡ •

6



ARKHTIDE

5

ZHOU XUANMO •

Assassin, Warrior, Youxia, Unique

Evasion

⚔ [1 ⚔] - My next ⚔ this Turn gains
Reaping 3, and after resolving it I may move.

5

⚔ 8

⚡ •

6



ARKHTIDE



5

ZHOU XUANMO •

Assassin, Warrior, Youxia, Unique

Evasion

⚔ [1 ⚔] - My next ⚔ this Turn gains
Reaping 3, and after resolving it I may move.

5

⚔ 8

⚡ •

6





3

LI WUCHEN •

Visionary, Spellweaver, Tianren, Unique



⚡ - Draw 1  for each allied  with **Fading** on my Realm.



4



3



.



5






3

LI WUCHEN •

Visionary, Spellweaver, Tianren, Unique

⚡ - Draw 1  for each allied  with **Fading** on my Realm.

4

 3

 .

5




ARKHTIDE



3

LI WUCHEN •

Visionary, Spellweaver, Tianren, Unique



⚡ - Draw 1  for each allied  with **Fading** on my Realm.



4



3



.



5



3

VENGEANCE INCARNATE •

Warrior, Echo, Unique

When I am invoked: I gain two **Fading**.

☠ - When I kill a ♀: Remove all **Fading** from me.

5

☠ 6

☠ •

4



3

VENGEANCE INCARNATE •

Warrior, Echo, Unique

When I am invoked: I gain two **Fading**.

☠ - When I kill a ♀: Remove all **Fading** from me.

5

☠ 6

☠ •

4



ARKHTIDE

3

VENGEANCE INCARNATE •

Warrior, Echo, Unique

When I am invoked: I gain two **Fading**.

☞ - When I kill a ☞: Remove all **Fading** from me.

5

☞ 6

☞ •

4



ARKHTIDE



2

YUE GUIHA •

Spellweaver, Assassin, Tianren, Unique

⚡ - A 🔥 that I wounded this Turn gains **Fading**.

3



•

⚡ 2

3



ARKHTIDE



2

YUE GUIHA •

Spellweaver, Assassin, Tianren, Unique

⚡ - A 🔥 that I wounded this Turn gains **Fading**.

3



•

⚡ 2

3



ARKHTIDE



2

YUE GUIHA •

Spellweaver, Assassin, Tianren, Unique

⚡ - A  that I wounded this Turn gains **Fading**.

3



⚡ 2

3



2

GHOST KING OF SNOW

Warrior, Echo



When I am invoked: I gain **Fading**.

While I am Separated, I am immune to **Fading** and have +1.

4

 3

 .

3



ARKHTIDE

2

GHOST KING OF SNOW

Warrior, Echo



When I am invoked: I gain **Fading**.

While I am Separated, I am immune to **Fading** and have +1.

4

 3

 .

3



ARKHTIDE

2

GHOST KING OF SNOW

Warrior, Echo



When I am invoked: I gain **Fading**.

While I am Separated, I am immune to **Fading** and have +1 .

4

 3

 .

3



1

FIERCE DRAGONBEAST

Savage, Echo

When I am invoked: I gain **Fading**.

3

 3

 .

3



ARKHTIDE

1

FIERCE DRAGONBEAST

Savage, Echo

When I am invoked: I gain **Fading**.

3

 3

 .

3



ARKHTIDE

1

FIERCE DRAGONBEAST

Savage, Echo

When I am invoked: I gain **Fading**.

3

 3

 .

3





2

YIN FENGYING •
Marksman, Youxia, Unique



3



3



3

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



2

YIN FENGYING •
Marksman, Youxia, Unique



3



3



3

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



2

YIN FENGYING •
Marksman, Youxia, Unique



3



3



3

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026






ARKHTIDE

2

SPECTRAL GUARD

Blessing

4

When Damage is dealt to bound  that is less than its : It gains +1  this Turn.

+2



+2



.

+2






2

SPECTRAL GUARD

Blessing

4

When Damage is dealt to bound  that is less than its : It gains +1  this Turn.

+2



+2



.

+2






2

SPECTRAL GUARD

Blessing

4

When Damage is dealt to bound  that is less than its : It gains +1  this Turn.

+2



+2



.

+2



ARKHTIDE

1

SEAL OF MEMORIES

2

Relic

After an allied  other than the bound 
here dies: Refresh 1 .

+2





ARKHTIDE

1

SEAL OF MEMORIES

2

Relic

After an allied  other than the bound  here dies: Refresh 1 .

+2





ARKHTIDE

1

SEAL OF MEMORIES

2

Relic

After an allied  other than the bound 
here dies: Refresh 1 .

+2





ARKHTIDE






2

SILENT CROSSING

Spell

4

 - You may reverse me.

[*Spellweaver*, 2[✓]] - Before resolving, heal X on a  on my Realm, where X equals it's .



ARKHTIDE






2

SILENT CROSSING

Spell

4

 - You may reverse me.

[*Spellweaver*, 2^{or}] - Before resolving, heal X on a  on my Realm, where X equals it's .






2

SILENT CROSSING



Spell



4



⌚ - You may reverse me.

[*Spellweaver*, 2[✓]] - Before resolving, heal X on a  on my Realm, where X equals it's .



ARKHTIDE



0

SOLID FORM

Spell



1



 - Remove a **Fading** from a  on my Realm.

[*Spellweaver*, 2^{or}] - Remove a **Fading** from the same .



ARKHTIDE



0

SOLID FORM

Spell



1



 - Remove a **Fading** from a  on my Realm.

[*Spellweaver*, 2^{or}] - Remove a **Fading** from the same .



ARKHTIDE



0

SOLID FORM

Spell



1



 - Remove a **Fading** from a  on my Realm.

[*Spellweaver*, 2^{or}] - Remove a **Fading** from the same .



ARKHTIDE



1

GRASPING REALITY

Technique

2

 - I make a  2.

If this  inflicts Wound, remove a **Fading** from me.

[**Warrior**, 2_{or}] - Remove a **Fading** from me.



ARKHTIDE



1

GRASPING REALITY

Technique

2

 - I make a  2.

If this  inflicts Wound, remove a **Fading** from me.

[**Warrior**, 2^{or}] - Remove a **Fading** from me.



ARKHTIDE



1

GRASPING REALITY

Technique

2

 - I make a  2.

If this  inflicts Wound, remove a **Fading** from me.

[**Warrior**, 2^{or}] - Remove a **Fading** from me.



0

TRIUMPH OF SPIRIT

Technique

1



☠ - My next ☠/☠ this Turn gains +1 or +2 if the target has less ☠ than me.

[**Warrior**] - If this ☠/☠ kills an enemy ☠, gain +1^{orc}.



ARKHTIDE

0

TRIUMPH OF SPIRIT

Technique

1



⚡ - My next ⚡/⚔ this Turn gains +1 or +2 if the target has less ⚡ than me.

[**Warrior**] - If this ⚡/⚔ kills an enemy ⚡, gain +1^{orc}.



ARKHTIDE

0

TRIUMPH OF SPIRIT

Technique

1



⚡ - My next ⚡/⚔ this Turn gains +1 or +2 if the target has less ⚡ than me.

[**Warrior**] - If this ⚡/⚔ kills an enemy ⚡, gain +1^{orc}.



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 faint, colorful light trails and small, dark specks, suggesting a cosmic or ethereal environment.

FADING

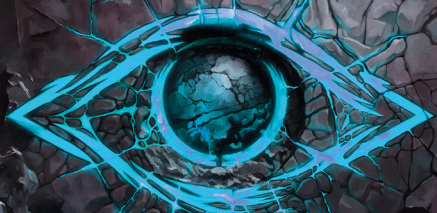
Status

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 faint, glowing particles and light trails, creating a dreamlike and ethereal atmosphere.

FADING

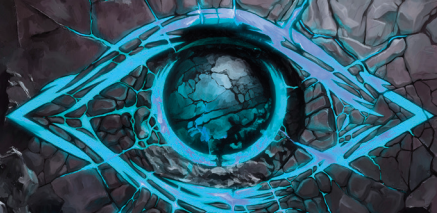
Status

At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



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

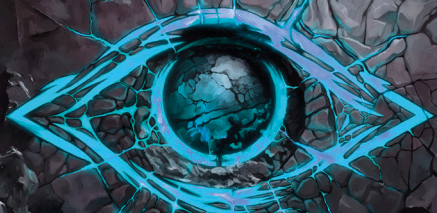
Status

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 faint, colorful light trails and small, dark specks, suggesting a cosmic or ethereal environment.

FADING

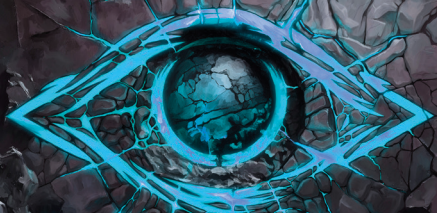
Status

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 faint, colorful light trails and small, dark specks, suggesting a cosmic or ethereal environment.

FADING

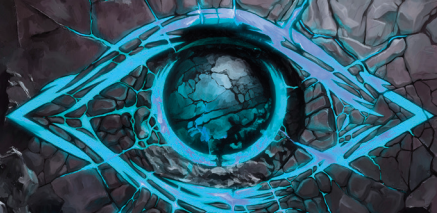
Status

At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE

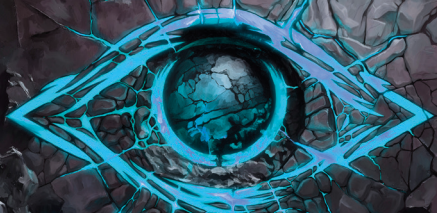




PREMONITION

Status

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



ARKHTIDE

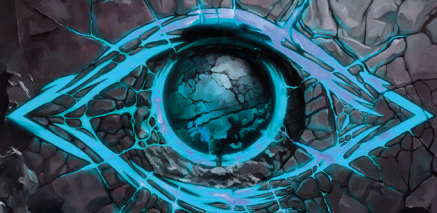




PREMONITION

Status

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



ARKHTIDE

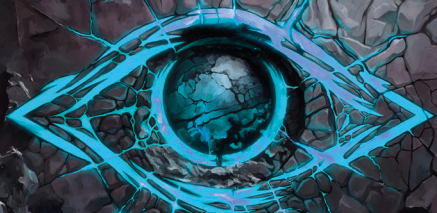




PREMONITION

Status

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




ARKHTIDE





Harvest Bonus: Steal 2^{xx} from a .

Harvest Bonus: Steal 2^{xx} from a .

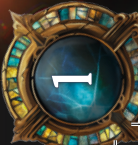


STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y


Brightlance Kft. TM 2026







Harvest Bonus: Steal 2^{xx} from a .

Harvest Bonus: Steal 2^{xx} from a .

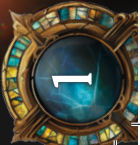


STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y


Brightlance Kft. TM 2026







Harvest Bonus: Steal 2^{xx} from a .

Harvest Bonus: Steal 2^{xx} from a .




STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026







☞ [1^{or}, 1^{or}] - Deal Damage to a  equal to half its
current .

☞ [2^{or}, 1^{or}] - Deal Damage to a  equal to half its
current .



THE MAW

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026





1

[2x] - Refresh 1

[3x] - Refresh 1

ECHO OF CREATION

D. Tóth-Kolozsvári

4

ITA 2026 x/y

Brightlance Kft. TM 2026

4





⚡ [1^{sc}, 3^{sc}] - Draw 3^{sc}.

⚡ [2^{sc}, 3^{sc}] - Draw 3^{sc}.



FROZEN PALACE

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026







☞ [1♠] - Move an allied ♣/♠.

☞ [1♠] - Move an allied ♣/♠.



SOLOMON KEEP

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







[1] - Gain 1st.

[1] - Gain 1st.



FORGOTTEN TEMPLE

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026







 [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







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





ARKHTIDE

ARKHÉ

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

❖ ARKHÉ ❖

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

❖ ARKHÉ ❖

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

❖ ARKHÉ ❖

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

❖ ARKHÉ ❖

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

ARKHÉ

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

ARKHÉ

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

ARKHÉ

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

ARKHÉ

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE