



An illustration of Emery Kreuz, an assassin character. He is wearing a dark blue hooded cloak and a black hat. He has a golden, ornate gauntlet on his right hand, which is holding a long, curved blade. He is also holding a large, circular, golden device with a blue gem and a crown icon. The background is dark and smoky.

EMERY KREUZ •

Assassin, Justicar, Unique

At the start of Combat: I may manifest a "Thornwire Trap".

 - Trigger the effect of an allied **Trap**.
If it would be destroyed, I may prevent it by paying its  cost.

2

 3

 1



ARKHTIDE





THALIE LA ROUGE •

Marksman, Justicar, Unique



When you amplify the Damage of a :
It gains an additional +1.

 [1 ] - When Damage is dealt: halve it.





ARKHTIDE





5

GREGORY BRANDMAYR •

Warrior, Savage, Justicar, Unique



Collector 1

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



4



 6 



8



ARKHTIDE





5

GREGORY BRANDMAYR •

Warrior, Savage, Justicar, Unique



Collector 1

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



4



 6 



8



ARKHTIDE




5

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Warrior, Savage, Justicar, Unique



Collector 1

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



4



 6 



8




ARKHTIDE



3

JUSTICAR FENN •

Marksman, Spellweaver, Justicar, Unique



⌚ - I make a ⚡.



2



3



4



ARKHTIDE



3

JUSTICAR FENN •

Marksman, Spellweaver, Justicar, Unique



⌚ - I make a ⚡.



2



3



4




ARKHTIDE



3

JUSTICAR FENN •

Marksman, Spellweaver, Justicar, Unique



⌚ - I make a ⚡.



2



3



4



ARKHTIDE






2

EXACTOR STEINER •

Marksman, Justicar, Unique



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



2



 1

 3



3



ARKHTIDE






2

EXACTOR STEINER •

Marksman, Justicar, Unique



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



2



 1



 3



3








2

EXACTOR STEINER •

Marksman, Justicar, Unique



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



2



 1



 3



3








2

MASTER ODON •

Visionary, Justicar, Unique



You may invoke **Traps** as  during Combat.

 - I manifest a "Thornwire Trap".



2



 2



 •

4




ARKHTIDE





2

MASTER ODON •

Visionary, Justicar, Unique



You may invoke **Traps** as  during Combat.

 - I manifest a "Thornwire Trap".



2



 2 



4








2

MASTER ODON •

Visionary, Justicar, Unique



You may invoke **Traps** as  during Combat.

 - I manifest a "Thornwire Trap".



2



 2 



4






2

ARCANIST LYA •

Spellweaver, Justicar, Unique



When I act: I gain **Premonition**.

⚡ - The next time this Turn a ⚡/⚡ is made by another allied ♔/♚ on my Realm, all Damage of that ⚡/⚡ is amplified.



2



• ⚡ 3

1






2

ARCANIST LYA •

Spellweaver, Justicar, Unique



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2



• ⚡ 3

1




ARKHTIDE



2

ARCANIST LYA •

Spellweaver, Justicar, Unique



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⚡ - The next time this Turn a ⚡/⚡ is made by another allied ♔/♚ on my Realm, all Damage of that ⚡/⚡ is amplified.



2



• ⚡ 3

1




ARKHTIDE




2

JUSTICAR IKABOD •

Marksman, Justicar, Unique



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



2



3



3




ARKHTIDE




2

JUSTICAR IKABOD •

Marksman, Justicar, Unique



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



2



3



3




ARKHTIDE




2

JUSTICAR IKABOD •

Marksman, Justicar, Unique



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



2



3



3



ARKHTIDE



3

DOLMURGA •

Assassin, Savage, Justicar, Unique



3



5



.



5

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



3

DOLMURGA •

Assassin, Savage, Justicar, Unique



3



5



5

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



3

DOLMURGA •

Assassin, Savage, Justicar, Unique



3



5



5

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026





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

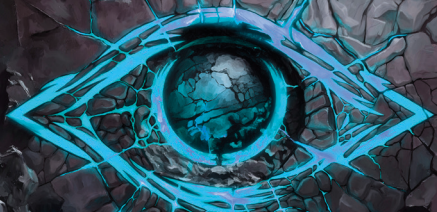


Brightlance Kft. TM 2026



-1

-1



ARKHTIDE





0

THORNWIRE TRAP

Trap, Token



0

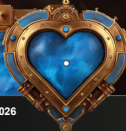


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ITA 2026 x/y

Gergely Nagy

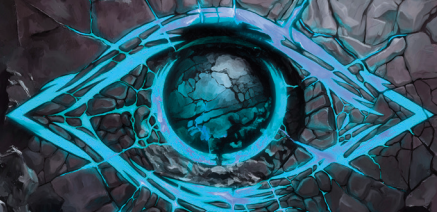


Brightlance Kft. TM 2026



-1

-1



ARKHTIDE





0

THORNWIRE TRAP

Trap, Token



0

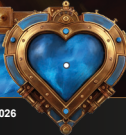


At the end of Combat: Deal 2 Damage to the bound . Destroy this .



ITA 2026 x/y

Gergely Nagy

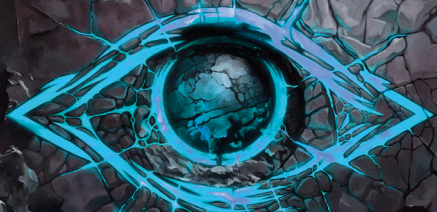


Brightlance Kft. TM 2026



-1

-1



ARKHTIDE







PORTAL TRAP

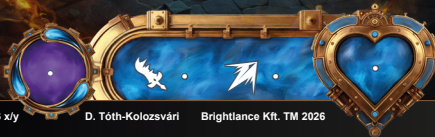
Trap



Ambush

After bound  is inflicted Wound: You may choose one:

- move it. Destroy this .
- return this  to your hand.









PORTAL TRAP

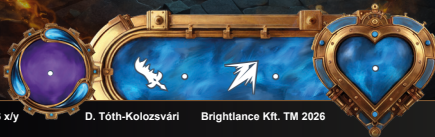
Trap



Ambush

After bound  is inflicted Wound: You may choose one:

- move it. Destroy this .
- return this  to your hand.





ARKHTIDE





PORTAL TRAP

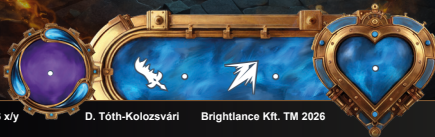
Trap



Ambush

After bound  is inflicted Wound: You may choose one:

- move it. Destroy this .
- return this  to your hand.









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.





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.





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.





ARKHTIDE




1





RUNE OF FORESIGHT

Blessing



2

Bound  gains *Visionary* Trait.

When bound  makes a /  or moves:
It may spend 1  to gain **Premonition**.



+1










1

RUNE OF FORESIGHT

2

Blessing

Bound  gains *Visionary* Trait.

When bound  makes a /  or moves:
It may spend 1  to gain **Premonition**.

+1





ARKHTIDE





1

RUNE OF FORESIGHT

2

Blessing

Bound  gains *Visionary* Trait.

When bound  makes a /  or moves:
It may spend 1  to gain **Premonition**.

+1





ARKHTIDE




SPECTRAL HOUND

Spell



 - I make a 1.

[*Spellweaver*; 1^{гор}] - This  gains +1.



ARKHTIDE




SPECTRAL HOUND

Spell



 - I make a 1.

[*Spellweaver*; 1^{гор}] - This  gains +1.



ARKHTIDE




SPECTRAL HOUND

Spell



 - I make a 1.

[*Spellweaver*; 1^{гор}] - This  gains +1.



ARKHTIDE



MINDSHATTER FRAG

Technique



 - I make a .

[*Marksman*, 1^{ox}] - This  ignores 2 \heartsuit and if this  kills a , it must discard 1 \heartsuit .



ARKHTIDE



MINDSHATTER FRAG

Technique



 - I make a .

[*Marksman*, 1^{ox}] - This  ignores 2 \heartsuit and if this  kills a , it must discard 1 \heartsuit .



ARKHTIDE



MINDSHATTER FRAG

Technique



 - I make a .

[*Marksman*, 1[✕]] - This  ignores 2 \heartsuit and if this  kills a , it must discard 1 \heartsuit .



ARKHTIDE



FALL BACK

Technique



☞ [2☞] - When Damage is dealt to me: Fully block it.

If I am a ♀, move me to another Realm.

If I am a 🔥, move me to Safe Zone.





FALL BACK

Technique



☞ [2☞] - When Damage is dealt to me: Fully block it.

If I am a ♀, move me to another Realm.

If I am a 🔥, move me to Safe Zone.



ARKHTIDE



FALL BACK

Technique



☞ [2☞] - When Damage is dealt to me: Fully block it.

If I am a ♀, move me to another Realm.

If I am a 🔥, move me to Safe Zone.



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

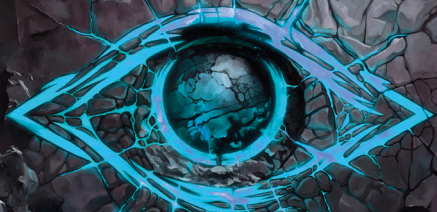
Status

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

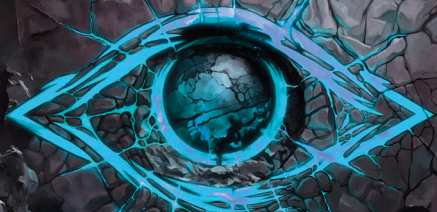
Status

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 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, ethereal atmosphere.

FADING

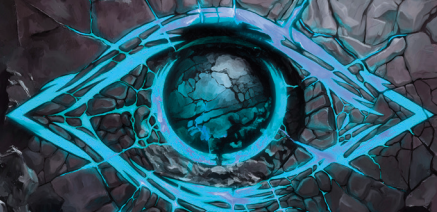
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ARKHTIDE

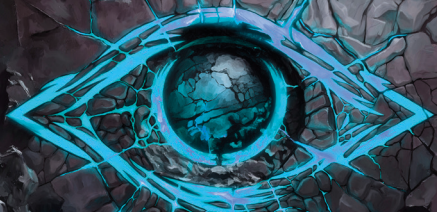




PREMONITION

Status

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



ARKHTIDE

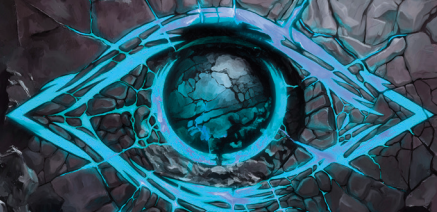




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Status

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ARKHTIDE

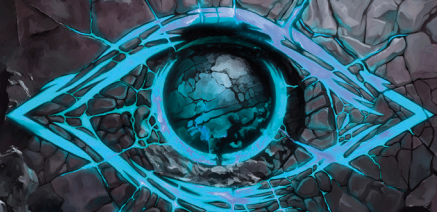




PREMONITION

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 .

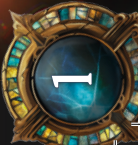


STATUE WITHOUT NAME

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





1





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



2

[1 ⚡] - Draw 1

[2 ⚡] - Draw 1

3

TREE OF THOUGHTS

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

3





$\Sigma [1\text{or}, 1\text{or}] - \text{Deal Damage to a } \heartsuit \text{ equal to half its current } \heartsuit.$

$\Sigma [2\text{or}, 1\text{or}] - \text{Deal Damage to a } \heartsuit \text{ equal to half its current } \heartsuit.$



THE MAW

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026





ARKHTIDE



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 $\%$.

[1] - Gain 1 $\%$.



FORGOTTEN TEMPLE

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[∞], 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







 |  | – At the start of Harvest:
Double the  of a  here.

 |  | – At the start of Harvest:
Double the  of a  here.

CORONATION

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