




LORD KOROVIN •

Warrior, Blood Knight, Unique



My  gains **Reaping 2**

 - Heal 4 on a .



 6







MARKADOR •

Assassin, Nightshard, Unique

☘ - I may kill a ♀ on my Ream that was Wounded this Turn.

2



4



3



4

LADY RAAHA •

Spellweaver, Warrior, Blood Knight, Unique

⌚ [2♥] - I deal 3 Damage to all enemy ♠/♣ on my Realm.
For each ♠ killed by this ability, I steal 1 ♠ from it.

3



4



7



ARKHTIDE

4

LADY RAAHA •

Spellweaver, Warrior, Blood Knight, Unique

⌚ [2♥] - I deal 3 Damage to all enemy ♠/♣ on my Realm.
For each ♠ killed by this ability, I steal 1 ♣ from it.

3

♠ 4

♣ .

7



ARKHTIDE

4



LADY RAAHA •

Spellweaver, Warrior, Blood Knight, Unique

⌚ [2♥] - I deal 3 Damage to all enemy ♠/♣ on my Realm.
For each ♠ killed by this ability, I steal 1 ♠ from it.

3



4



7



ARKHTIDE

The card features a central illustration of Lord Bastian, a warrior in ornate silver and red armor, holding a sword and a large shield. The background is a dark, smoky battlefield. The card's stats and abilities are presented in decorative, ornate frames. The top-left frame contains the number 4 and a flame icon. The bottom-left frame contains the number 3. The bottom-center frame contains the number 4, a lightning bolt icon, and a dot. The bottom-right frame contains the number 7. The card is framed by a black border with white corner markers.

4

LORD BASTIAN •

Warrior, Blood Knight, Unique

I have +1♥ while I am exhausted.

⚡ - If I overheated this Turn, Ready me.

3



4



.

7



ARKHTIDE

A detailed illustration of Lord Bastian, a warrior in ornate silver and red armor. He wears a helmet with a visor and a red plume. He holds a sword in his right hand and a large, ornate shield in his left. The shield has a gothic design and is pierced by three arrows. The background is a hazy, battle-torn landscape with a flag in the distance.

4

LORD BASTIAN •

Warrior, Blood Knight, Unique

I have +1♥ while I am exhausted.

✦ - If I overheated this Turn, Ready me.

3



4



7



A detailed illustration of Lord Bastian, a warrior in ornate silver and red armor. He wears a helmet with a visor and a red plume. He holds a sword in his right hand and a large, ornate shield in his left. The shield has a gothic design and is pierced by three arrows. The background is a hazy, battle-torn landscape with a flag in the distance.

4

LORD BASTIAN •

Warrior, Blood Knight, Unique

I have +1♥ while I am exhausted.

✦ - If I overheated this Turn, Ready me.

3



4



.

7



ARKHTIDE

3

ZOTARELL •

Warrior, Blood Knight, Unique

Healing on me is increased by +1.

2



4



.

6



3

ZOTARELL •

Warrior, Blood Knight, Unique

Healing on me is increased by +1.

2



4



6



ARKHTIDE

3

ZOTARELL •

Warrior, Blood Knight, Unique

Healing on me is increased by +1.

2



4



6



ARKHTIDE

2

LADY AMARAK •

Warrior, Savage, Blood Knight, Unique



⚡ - If I overhealed this Turn, I make a ⚡.

1

⚡ 3

⚡ .

4



2

LADY AMARAK •

Warrior, Savage, Blood Knight, Unique



⚡ - If I overhealed this Turn, I make a ⚡.

1

⚡ 3

⚡ .

4



ARKHTIDE

2

LADY AMARAK •

Warrior, Savage, Blood Knight, Unique



⚡ - If I overhealed this Turn, I make a ⚡.

1

⚡ 3

⚡ .

4



ARKHTIDE




3

KARVAY •

Assassin, Marksman, Nightshard, Unique

Cheat Death

 - I make a 4. If this  kills the defender, it must discard 1 .

1



1



1

3



ARKHTIDE







3

KARVAY •

Assassin, Marksman, Nightshard, Unique

Cheat Death

 - I make a 4. If this  kills the defender, it must discard 1 .

1



1



1

3



ARKHTIDE







3

KARVAY •

Assassin, Marksman, Nightshard, Unique

Cheat Death

 - I make a 4. If this  kills the defender, it must discard 1 .

1



1



1

3



ARKHTIDE




An illustration of a character named Velvet, an assassin, spellweaver, and nightshard. She is depicted in a dark, gothic-style outfit with intricate patterns and a red hood. She has long, flowing red ribbons and is holding a long, beaded chain. The background is a dark, purple, misty landscape.

3

VELVET •

Assassin, Spellweaver, Nightshard, Unique

Cheat Death

 - I make a 2. If this  wounds the defender, move it to my Realm.

2



1



1

3



ARKHTIDE




An illustration of a character named Velvet, an assassin, spellweaver, and nightshard. She is depicted in a dark, gothic-style outfit with intricate patterns and a red hood. She has long, flowing red ribbons and is holding a long, beaded chain. The background is a dark, purple, misty landscape.

3

VELVET •

Assassin, Spellweaver, Nightshard, Unique

Cheat Death

 - I make a 2. If this  wounds the defender, move it to my Realm.

2



1



1

3



ARKHTIDE




An illustration of a character named Velvet, an assassin, spellweaver, and nightshard. She is depicted in a dark, gothic-style outfit with intricate patterns and a red hood. She has long, flowing red ribbons and is holding a long, beaded chain. The background is a dark, purple, misty landscape. In the top left corner, there is a decorative circular frame containing the number 3 and a small flame icon. In the bottom left, there is a purple circular frame with the number 2. In the bottom center, there are two white icons: a bird and a lightning bolt, each followed by the number 1. In the bottom right, there is a red heart-shaped frame with the number 3. The card is framed by a white border with corner markers.

3

VELVET •

Assassin, Spellweaver, Nightshard, Unique

Cheat Death

 - I make a 2. If this  wounds the defender, move it to my Realm.

2



1



1

3




ARKHTIDE





3

RAGHODAR •

Visionary, Blood Knight, Unique



 - Draw 1 . You may invoke a *Relic/Armament/Trap* and treat it as Innate.



1



 3 



7




ARKHTIDE





3

RAGHODAR •

Visionary, Blood Knight, Unique



 - Draw 1 . You may invoke a *Relic/Armament/Trap* and treat it as Innate.



1



 3



 .



7




ARKHTIDE





3

RAGHODAR •

Visionary, Blood Knight, Unique



 - Draw 1 . You may invoke a *Relic/Armament/Trap* and treat it as Innate.



1



 3



 .



7



ARKHTIDE




1

FLESHMETAL BLADE

Armament

2

After bound  makes a : Heal 1 on it.





ARKHTIDE





1

FLESHMETAL BLADE

Armament

2

After bound  makes a : Heal 1 on it.





ARKHTIDE



1

FLESHMETAL BLADE

Armament

2



After bound  makes a : Heal 1 on it.



+2



+1



ARKHTIDE

2

FLESHMETAL AXE

Armament

4



Bound  gains **Warrior** Trait.



+5



+1



ARKHTIDE


2

FLESHMETAL AXE

Armament

4



Bound  gains **Warrior** Trait.



+5



.

+1



ARKHTIDE


2

FLESHMETAL AXE

Armament

4



Bound  gains **Warrior** Trait.



+5



.

+1



ARKHTIDE



0



TAKE A SIP

Technique

1

 - Heal 1 on me.

[**Warrior**, 1~~✖~~] - Increase this healing by +1.



ARKHTIDE



0



TAKE A SIP

Technique

1

 - Heal 1 on me.

[**Warrior**, 1~~✖~~] - Increase this healing by +1.



ARKHTIDE



0



TAKE A SIP

Technique

1

 - Heal 1 on me.

[**Warrior**, 1~~✖~~] - Increase this healing by +1.



ARKHTIDE




2



CRIMSON STRIKE


Technique



4



 - I make a  4 and heal 1 on me on any order.

[**Warrior**, 1 ] - Increase this healing by +1.






2



CRIMSON STRIKE


Technique



4



 - I make a  4 and heal 1 on me on any order.

[**Warrior**, 1 ] - Increase this healing by +1.



ARKHTIDE




2



CRIMSON STRIKE


Technique



4



 - I make a  4 and heal 1 on me on any order.

[**Warrior**, 1 ] - Increase this healing by +1.



ARKHTIDE




3


DEVASTATION




Technique





5



⌚ - I make a  6.

[*Warrior*] - I gain +1  for each  killed by this .

[*Assassin*, 2 ] - This  gains +2.









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

DEVASTATION

Technique

5

⌚ - I make a  6.

[*Warrior*] - I gain +1  for each  killed by this .

[*Assassin*, 2 ] - This  gains +2.



ARKHTIDE







3



DEVASTATION

Technique

5

⌚ - I make a  6.

[*Warrior*] - I gain +1  for each  killed by this .

[*Assassin*, 2 ] - This  gains +2.



ARKHTIDE




2



CORPUS GATE

Technique

4

 - I may move and heal 1 on me in any order.

[**Warrior**, 2[✕]] - Increase this healing by +2.



ARKHTIDE




2



CORPUS GATE

Technique

4

 - I may move and heal 1 on me in any order.

[**Warrior**, 2[✕]] - Increase this healing by +2.






2



CORPUS GATE

Technique

4

 - I may move and heal 1 on me in any order.

[**Warrior**, 2[✕]] - Increase this healing by +2.





FADING

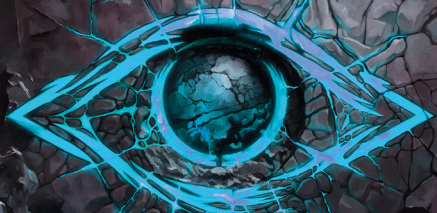
Status

At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



FADING



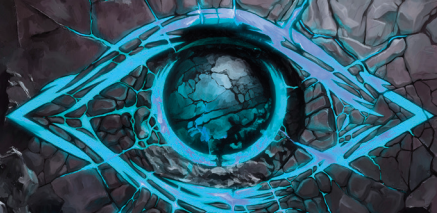
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ARKHTIDE





FADING

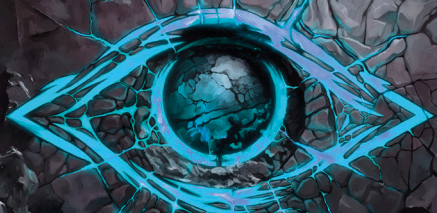
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ARKHTIDE

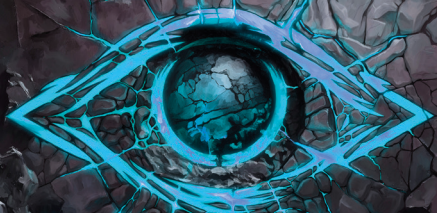




PREMONITION

Status

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



ARKHTIDE

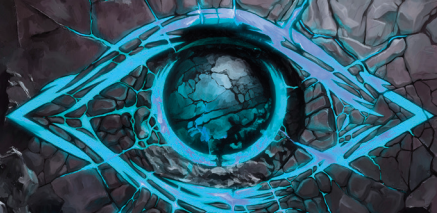




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ARKHTIDE

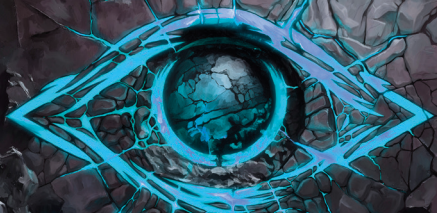




PREMONITION

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 .

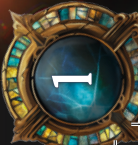


STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026







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





2

⚡ [1 ⚡] - Draw 1 ⚡.

⚡ [2 ⚡] - Draw 1 ⚡.

3

TREE OF THOUGHTS

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

3



1

[2x] - Refresh 1

[3x] - Refresh 1

ECHO OF CREATION

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026


4


4





4

☒ [1 ⚡] - Deal 1 Damage to all enemy 
on a Realm

☒ [1 ⚡] - Deal 1 Damage to all enemy 
on a Realm




2

TUNNELS OF KORGA

D. Tóth-Kolozsvári

ITA 2026 x/y



Brightlance Kft. TM 2026



2





 [2^{or}] - When a  would die:
It remains alive on 1[♥].

 [2^{or}] - When a  would die:
It remains alive on 1[♥].



BASTION'S BANNER

D. Tóth-Kolozsvári

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





8

 [1 ∞] - Heal 1 on a Wounded .

 [1 ∞] - Heal 1 on a Wounded .

ETERNAL GARDEN

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

3

3



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

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ARKHTIDE

ARKHÉ

Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026



ARKHTIDE

ARKHÉ

Resource



ITA 2026 x/y

Soma R. Molnár

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ARKHTIDE