

NARRA, JOY OF HUNT •

Marksman, Sil, Unique

My  gains **Reaping 1**.

 - Move an enemy . Then you must move an allied / onto its Realm, if possible.

2



 4



ARKHTIDE

The card features a large, purple, scaly dragon-like creature with a crown on its head, set against a dark, mountainous background. The creature has a long, segmented tail and is breathing fire. The card is framed by a black border with white corner markers.

NYLVEX •

Savage, Assassin, Shadowhost, Unique

 - I may move, then perform a  3 with **Lethal**.

1

 4

 .






ARKHTIDE



5

SNYLSA •

Visionary, Warrior, Amberkin, Unique

While shielding, once per Turn:
I may discard 1  to give another allied
/ +2  this Turn.

 - When an enemy / enters my Realm
during Combat: Draw 1 .

4

 5

 .

11







ARKHTIDE



5

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ARKHTIDE



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4

 5

 .

11






ARKHTIDE



4

ARRAN, NATURE'S GRIT •

Savage, Warrior, Silbone, Unique

-  - I may move onto the Realm of an allied  and choose one:
- heal 1 on me.
 - gain 1 .

3

 5

 .

7






ARKHTIDE



4

ARRAN, NATURE'S GRIT •

Savage, Warrior, Silbone, Unique

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3

 5

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7






ARKHTIDE



4

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 - gain 1 .

3

 5

 .

7








ARKHTIDE

3

STONEVEIL •

Savage, Warrior, Amberkin, Unique

While there are more enemy   than allied   on my Realm, I have +1 .

3

 4

 .

5








ARKHTIDE



3

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Savage, Warrior, Amberkin, Unique

While there are more enemy   than allied   on my Realm, I have +1 .

3

 4

 .

5








ARKHTIDE



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3

 4

 .

5



ARKHTIDE



3

LOARRA, WATER'S EDGE •

Marksman, Sil, Unique



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

 - If I inflicted **Wound** this Turn, heal 2 on
α .



3



 4



2



ARKHTIDE



3

LOARRA, WATER'S EDGE •

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3



•  4



2



ARKHTIDE



3

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3



•  4



2











2

AMBERBLOOD •

Savage, Amberkin, Unique



 - When an allied / enters my Realm during Combat: I make a /.



2

 3

 .



3




ARKHTIDE








2

AMBERBLOOD •

Savage, Amberkin, Unique



 - When an allied / enters my Realm during Combat: I make a /.



2

 3

 .



3



ARKHTIDE








2

AMBERBLOOD •

Savage, Amberkin, Unique



 - When an allied / enters my Realm during Combat: I make a /.



2

 3

 .



3



ARKHTIDE

1

MEOWLKA •

Assassin, Shadowhost, Unique



⚡ – Move a ♔/♚ that I wounded this Turn.

1

⚡ 2

⚡ •

2



ARKHTIDE

1

MEOWLKA •

Assassin, Shadowhost, Unique



⚡ – Move a ♔/♚ that I wounded this Turn.

1

♚ 2

⚡ •

2







ARKHTIDE



2

CAERVESTI •

Visionary, Shadowhost, Unique

 - If I am In Group, I may draw 1  and give a  /  on my Realm **Premonition**.

3



2







ARKHTIDE



2

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Visionary, Shadowhost, Unique

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3



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ARKHTIDE



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2



ARKHTIDE

1

MEOWLKA •

Assassin, Shadowhost, Unique



⚡ – Move a ♔/♚ that I wounded this Turn.

1

♚ 2

⚡ •

2



ARKHTIDE




0

MONSTROUS CLAWS

Armament

1

Bound  gains **Savage** Trait.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE




0

MONSTROUS CLAWS

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1

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ITA 2026 x/y

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ARKHTIDE




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ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE




1

CHILD OF RÉA

Blessing

2

When bound  would die: You may invoke a  here, reducing it's  cost by 1.

+1



ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026






1

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ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



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Blessing

2

When bound  would die: You may invoke a  here, reducing it's  cost by 1.

+1








3





LANDSIDE



Spell




5



⌚ - I deal 3 Damage to all / on a target Realm. You may move a / wounded by this ability.

[*Marksman*, 1 / may choose one:

- fully block this Damage.
- gain +2  this Turn.



ARKHTIDE




3





LANDSIDE



Spell




5



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ARKHTIDE



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ARKHTIDE




2

ENRAGED ONRUSH

Technique



4



👉 - If I moved this Turn, Ready me.

[*Savage*, 1♥, 1☠] - After resolving, I may make a 👉1 against each enemy ♠/👊 on my Realm.



ARKHTIDE




2

ENRAGED ONRUSH

Technique



4



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ARKHTIDE




2

ENRAGED ONRUSH

Technique



4



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ARKHTIDE

1



FERAL LEAP

Technique

2



- If I moved this Turn, I make a 2.

[Savage, 1♥, 1☠] - After resolving, I make a 1.



ARKHTIDE



1

FERAL LEAP


Technique



2



 - If I moved this Turn, I make a  2.

[Savage, 1♥, 1☼] - After resolving, I make a  1.





1



FERAL LEAP


Technique



2



 - If I moved this Turn, I make a  2.

[Savage, 1♥, 1☠] - After resolving, I make a  1.






1



SCENT OF PREY

Technique



2



 - I may move onto a Realm of a wounded enemy .



ARKHTIDE




1



SCENT OF PREY

Technique



2



 - I may move onto a Realm of a wounded enemy .



ARKHTIDE




1


SCENT OF PREY

Technique



2



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

FADING

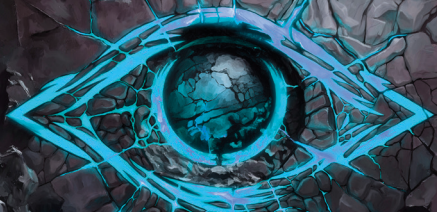
Status

At the start of Harvest: I die.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026



ARKHTIDE



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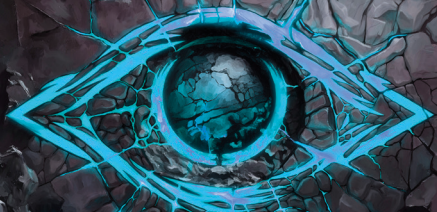
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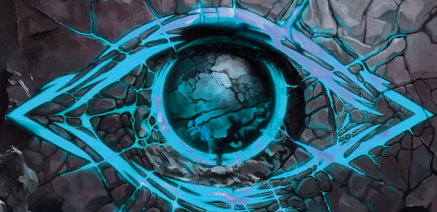
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ARKHTIDE

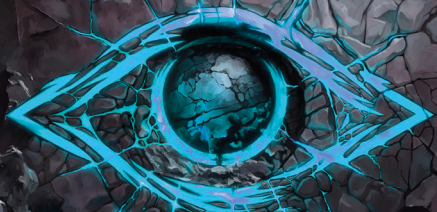




PREMONITION

Status

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



ARKHTIDE

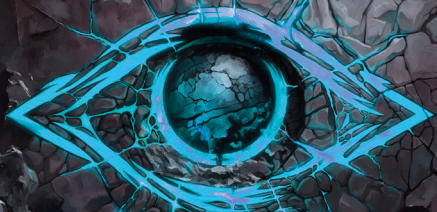




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ARKHTIDE

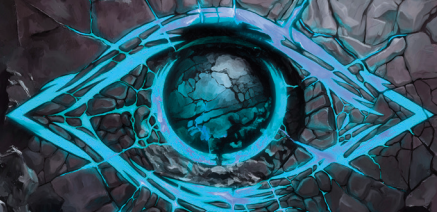




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ARKHTIDE





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






ARKHTIDE



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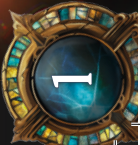


STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026






ARKHTIDE



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

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STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

1

1





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♠] - 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








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

⚡ [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



ARKHTIDE

4

⌚ [1 ⚔, 1 ⚔] - Move an enemy ⚔/⚔.

⌚ [2 ⚔, 1 ⚔] - Move an enemy ⚔/⚔.

OBLIVION'S MAZE

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

2

2



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