
LORD KOROVIN •
Warrior, Blood Knight, Unique
My gains Reaping 2
- Heal 4 on a .
1
6
ITA 2026 x/y
Dat Tuan Phan
Brightlance Kft. TM 2026


ARKHTIDE


MARKADOR •
Assassin, Nightshard, Unique
– I may kill a on my Ream that was Wounded this Turn.
2
4
3
ITA 2026 x/y
Dat Tuan Phan
Brightlance Kft. TM 2026


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

ITA 2026 x/y Soma R. Molnár Brightlance Kft. TM 2026


ARKHTIDE

4

# LADY RAAHA •

Spellweaver, Warrior, Blood Knight, Unique



⌛[2♥] – I deal 3 Damage to all enemy ♛/🔥 on my Realm.
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3 | 4 | • | 7

ITA 2026 x/y Soma R. Molnár Brightlance Kft. TM 2026


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

ITA 2026 x/y Soma R. Molnár Brightlance Kft. TM 2026


ARKHTIDE


4
LORD BASTIAN •
Warrior, Blood Knight, Unique
I have +1 while I am exhausted.
– If I overhealed this Turn, Ready me.
3
4
7
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


4
LORD BASTIAN •
Warrior, Blood Knight, Unique
I have +1 while I am exhausted.
– If I overhealed this Turn, Ready me.
3
4
7
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


4
LORD BASTIAN •
Warrior, Blood Knight, Unique
I have +1 while I am exhausted.
– If I overhealed this Turn, Ready me.
3
4
7
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


3
ZOTARELL •
Warrior, Blood Knight, Unique
Healing on me is increased by +1.
2
4
•
6
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026


ARKHTIDE


3
ZOTARELL •
Warrior, Blood Knight, Unique
Healing on me is increased by +1.
2
4
•
6
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026


ARKHTIDE


3
ZOTARELL •
Warrior, Blood Knight, Unique
Healing on me is increased by +1.
2
4
•
6
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026


ARKHTIDE


2
LADY AMARAK •
Warrior, Savage, Blood Knight, Unique
– If I overhealed this Turn, I make a .
1
3
4
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


2
LADY AMARAK •
Warrior, Savage, Blood Knight, Unique
– If I overhealed this Turn, I make a .
1
3
4
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


2
LADY AMARAK •
Warrior, Savage, Blood Knight, Unique
– If I overhealed this Turn, I make a .
1
3
4
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


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
ITA 2026 x/y
Lili Rózsa
Brightlance Kft. TM 2026


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
ITA 2026 x/y
Lili Rózsa
Brightlance Kft. TM 2026


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
ITA 2026 x/y
Lili Rózsa
Brightlance Kft. TM 2026


ARKHTIDE


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
ITA 2026 x/y
Lili Rózsa
Brightlance Kft. TM 2026


ARKHTIDE


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
ITA 2026 x/y
Lili Rózsa
Brightlance Kft. TM 2026


ARKHTIDE


3
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Assassin, Spellweaver, Nightshard, Unique
Cheat Death
⌛ - I make a 2. If this wounds the defender, move it to my Realm.
2
1
1
3
ITA 2026 x/y
Lili Rózsa
Brightlance Kft. TM 2026


ARKHTIDE


3
RAGHODAR •
Visionary, Blood Knight, Unique
⏳ – Draw 1. You may invoke a *Relic/ Armament/ Trap* and treat it as Innate.
1
3
•
7
ITA 2026 x/y
Soma R. Molnár
Brightlance Kft. TM 2026

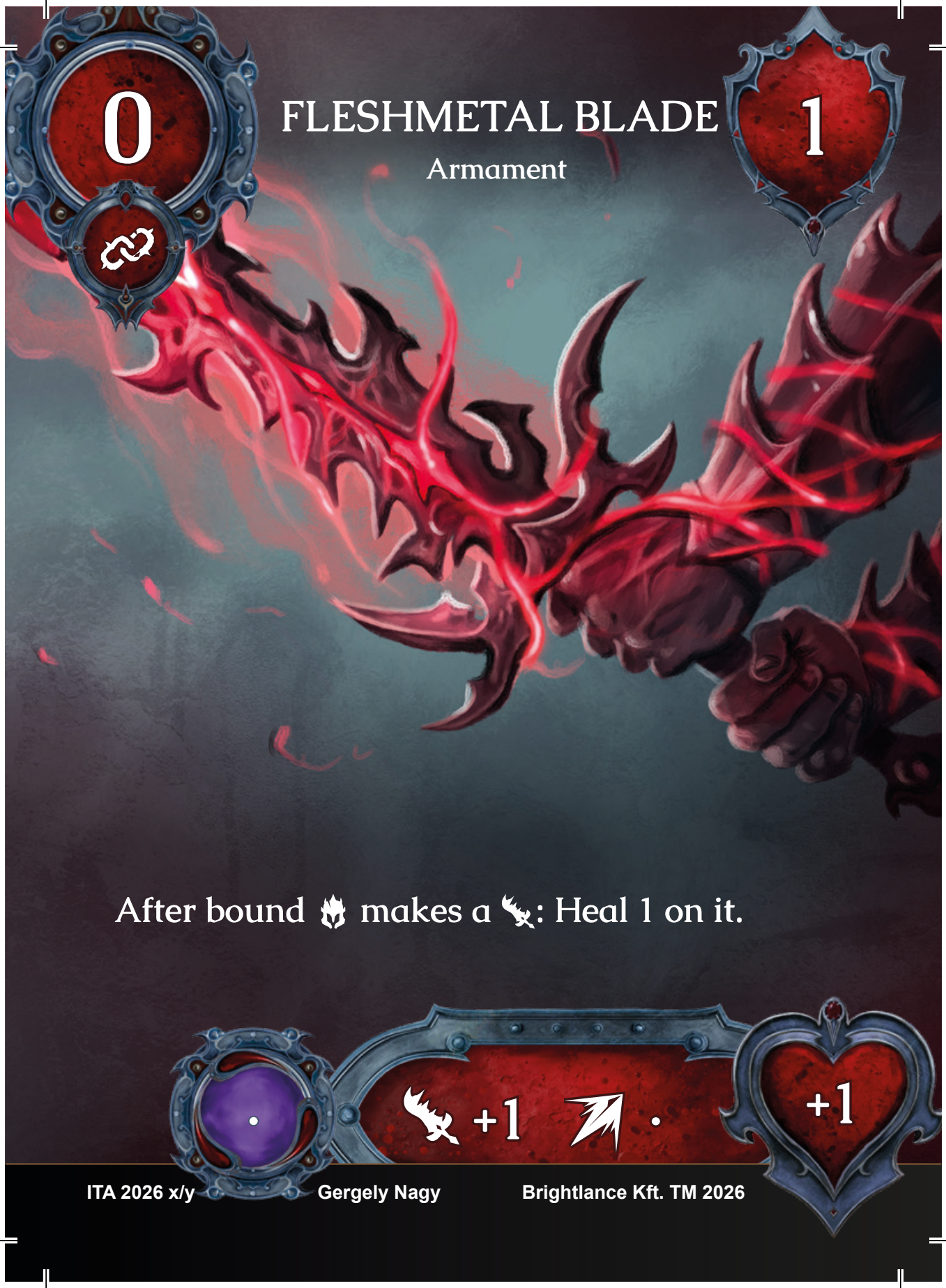

ARKHTIDE


3
RAGHODAR •
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⏳ – Draw 1. You may invoke a *Relic/ Armament/ Trap* and treat it as Innate.
1
3
•
7
ITA 2026 x/y
Soma R. Molnár
Brightlance Kft. TM 2026

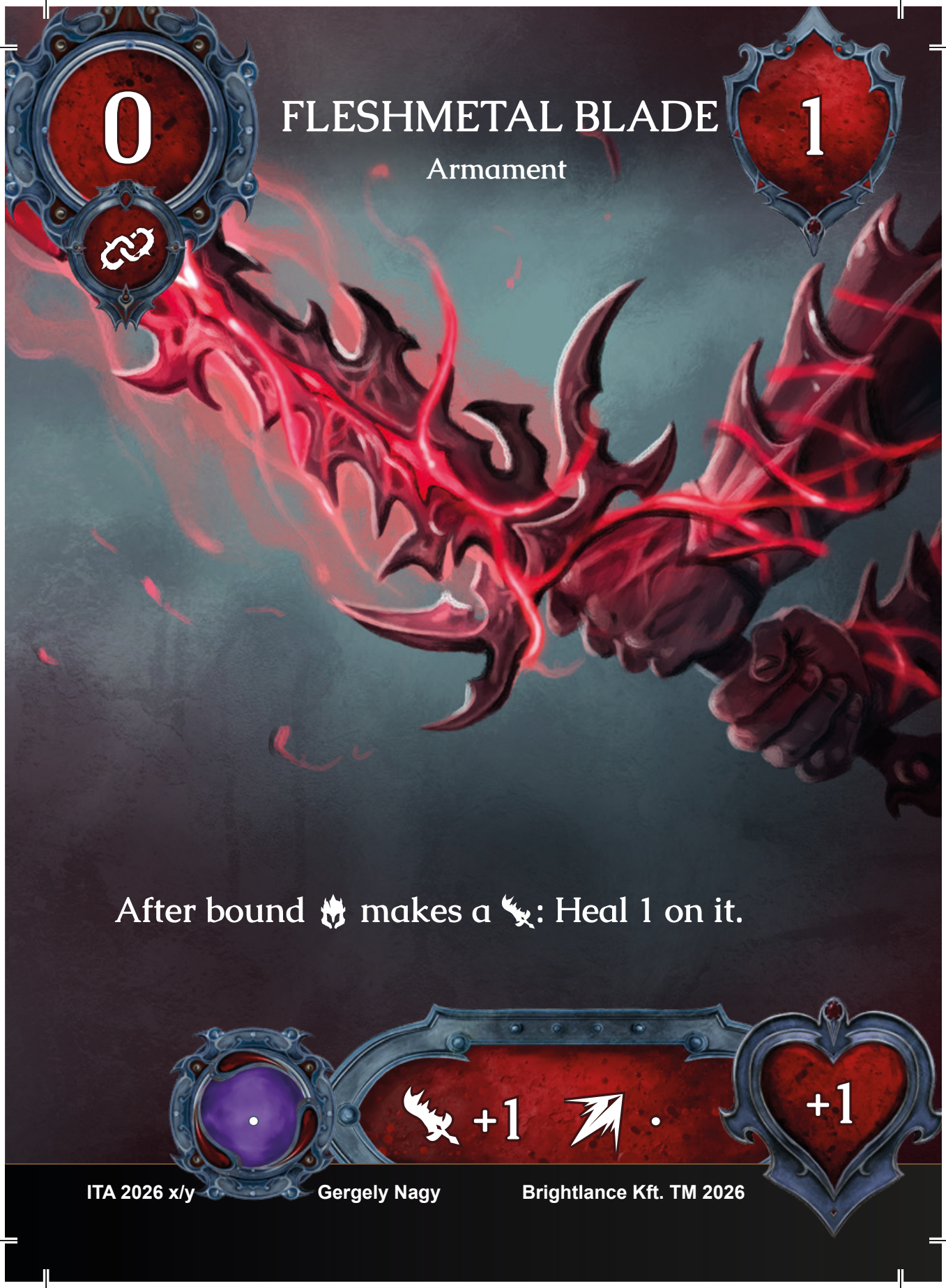

ARKHTIDE


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RAGHODAR •
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⏳ – Draw 1. You may invoke a *Relic/ Armament/ Trap* and treat it as Innate.
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ITA 2026 x/y
Soma R. Molnár
Brightlance Kft. TM 2026

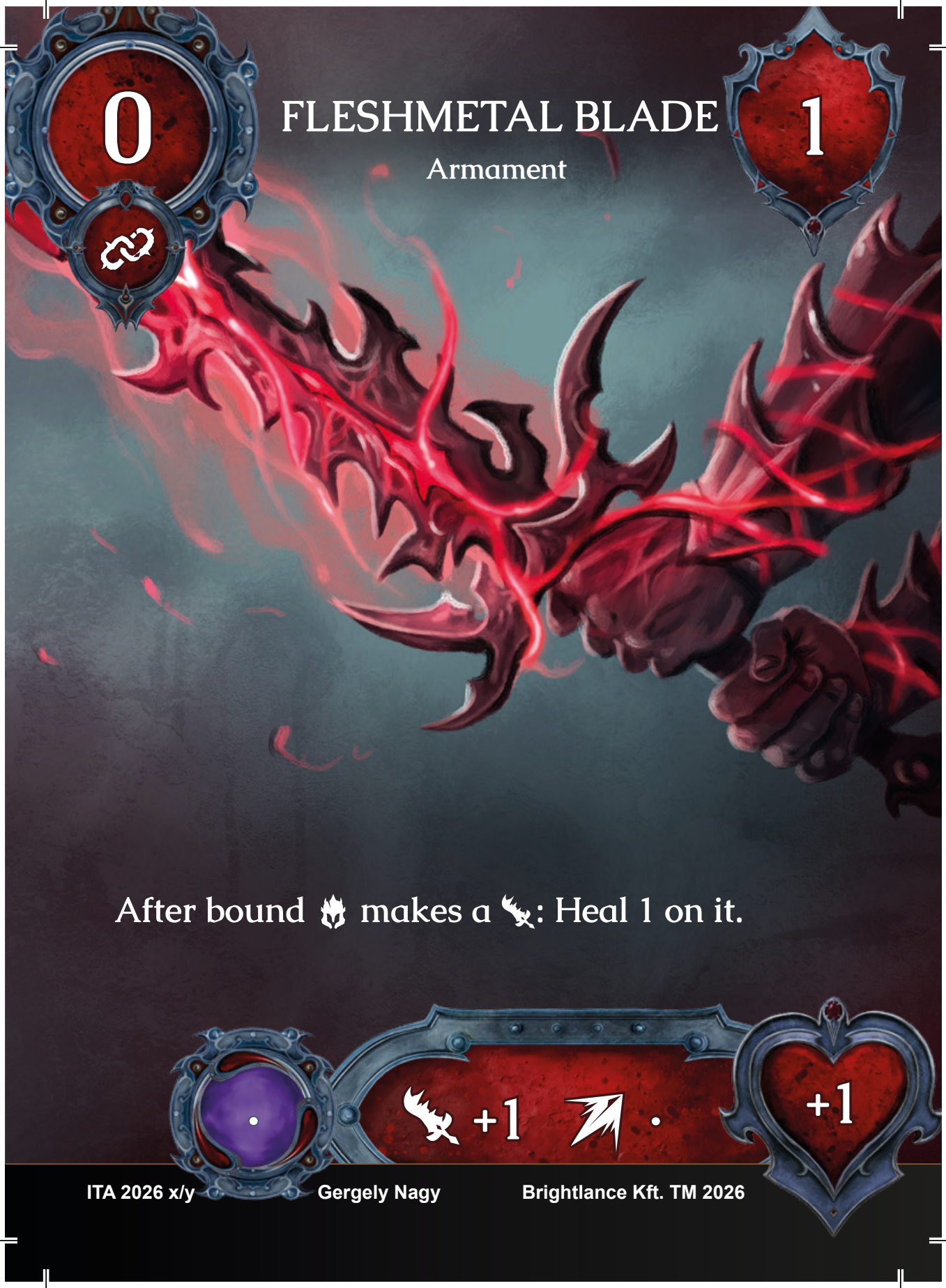

ARKHTIDE


0
FLESHMETAL BLADE
1
Armament
After bound makes a : Heal 1 on it.
+1
+1
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


0
FLESHMETAL BLADE
1
Armament
After bound makes a : Heal 1 on it.
+1
+1
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


0
FLESHMETAL BLADE
1
Armament
After bound makes a : Heal 1 on it.
+1
+1
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


1
FLESHMETAL AXE
Armament
2
Bound gains Warrior Trait.
+3
+2
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


1
FLESHMETAL AXE
Armament
2
Bound gains Warrior Trait.
+3
+2
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


1
FLESHMETAL AXE
Armament
2
Bound gains Warrior Trait.
+3
+2
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


0
TAKE A SIP
Technique
1
– Heal 1 on me.
[Warrior, 1] – Increase this healing by +1.
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026


ARKHTIDE


0
TAKE A SIP
Technique
1
– Heal 1 on me.
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ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026


ARKHTIDE


0
TAKE A SIP
Technique
1
– Heal 1 on me.
[Warrior, 1] – Increase this healing by +1.
ITA 2026 x/y
D. Tóth-Kolozsvári
Brightlance Kft. TM 2026


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.
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


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.
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


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.
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


3
DEVASTATION
Technique
5
⌛ - I make a 6.
[Warrior] - I gain +1 for each killed by this .
[Assassin, 2] - This gains +2.
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


3
DEVASTATION
Technique
5
⌛ - I make a 6.
[Warrior] - I gain +1 for each killed by this .
[Assassin, 2] - This gains +2.
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


3
DEVASTATION
Technique
5
⌛ - I make a 6.
[Warrior] - I gain +1 for each killed by this .
[Assassin, 2] - This gains +2.
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE

2

# CORPUS GATE

Technique

4



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

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

ITA 2026 x/y D. Tóth-Kolozsvári Brightlance Kft. TM 2026


ARKHTIDE

2

# CORPUS GATE

Technique

4



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

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

ITA 2026 x/y D. Tóth-Kolozsvári Brightlance Kft. TM 2026


ARKHTIDE

2

# CORPUS GATE

Technique

4



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

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

ITA 2026 x/y D. Tóth-Kolozsvári Brightlance Kft. TM 2026


ARKHTIDE




ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE




ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE

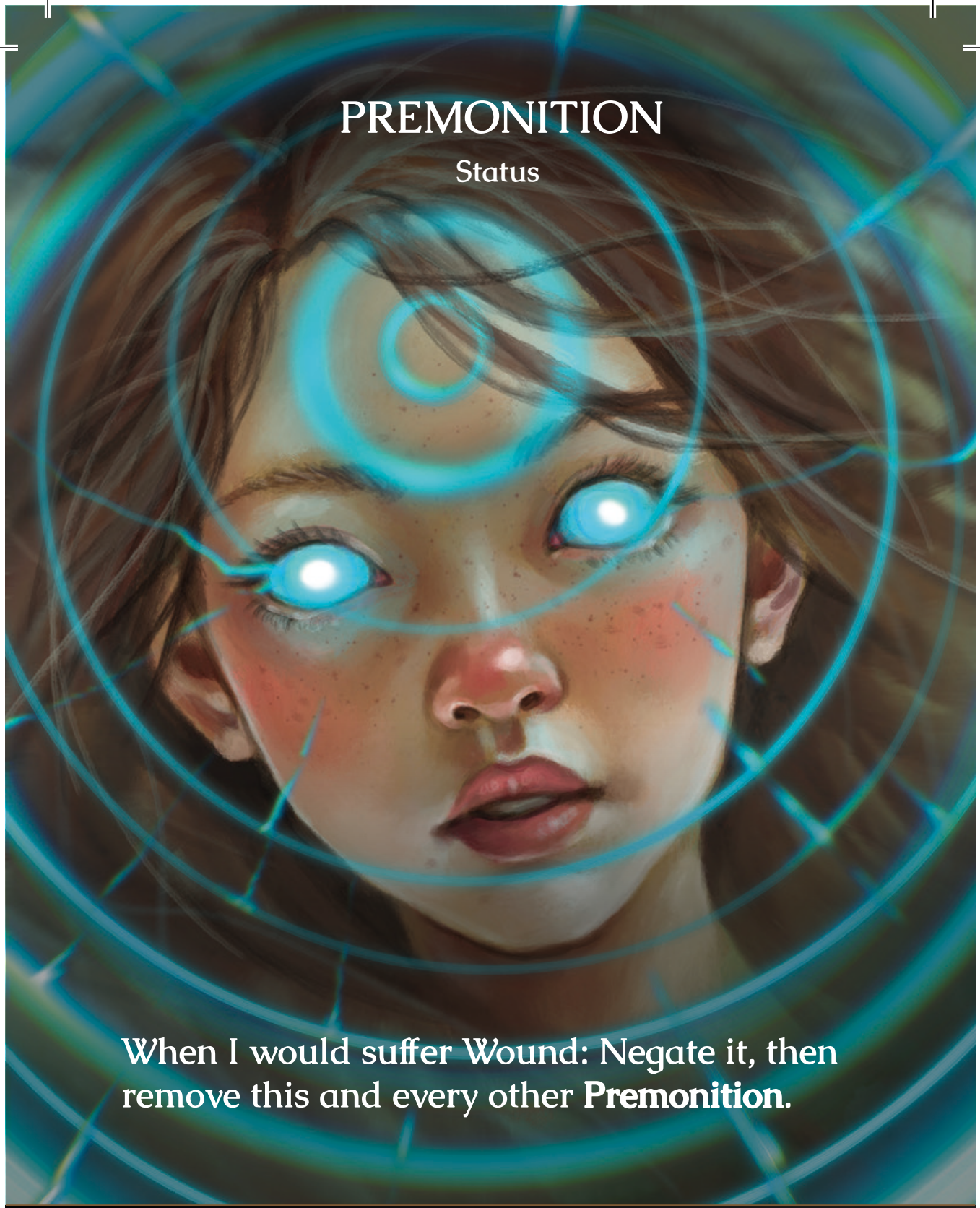



ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE

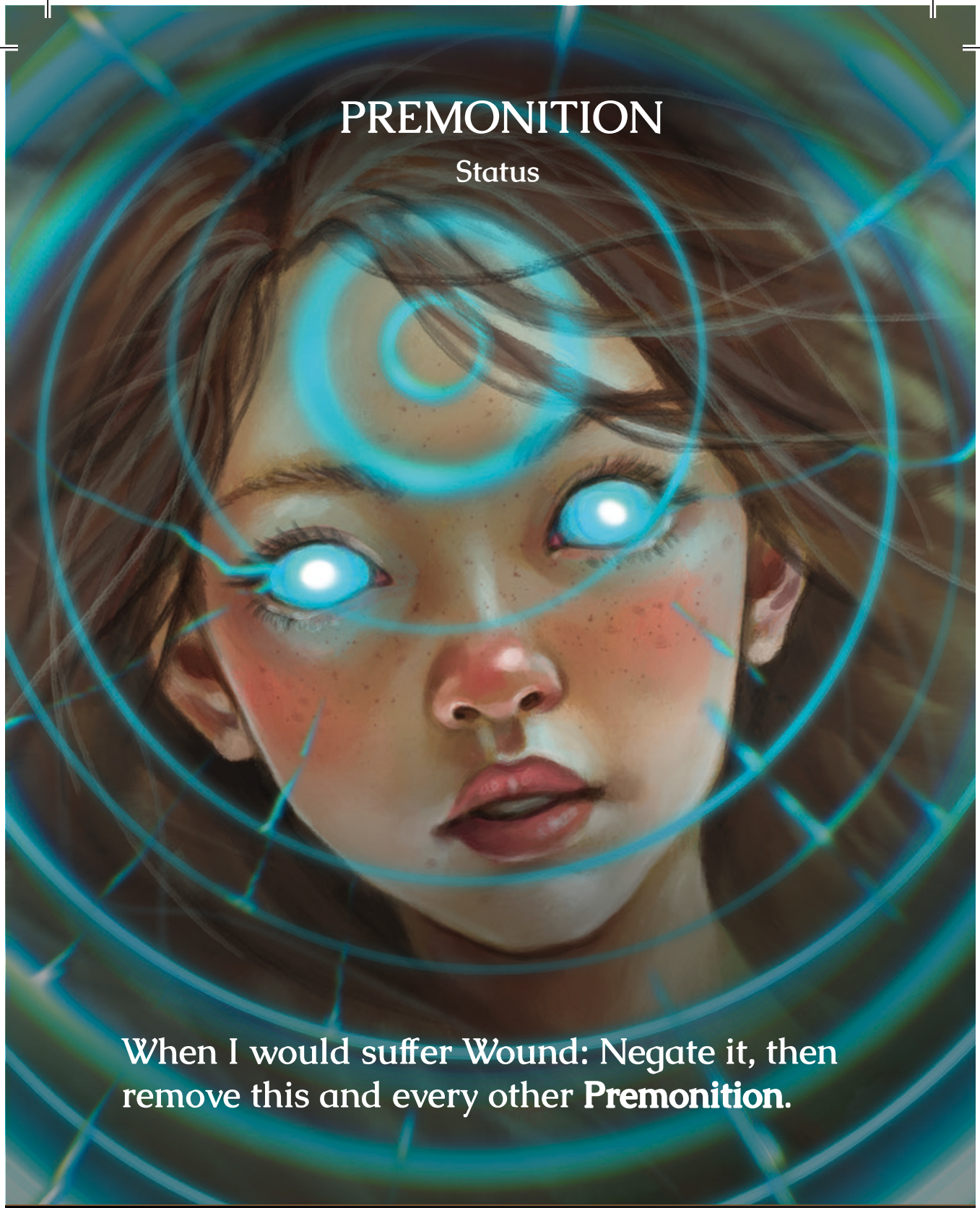



ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE

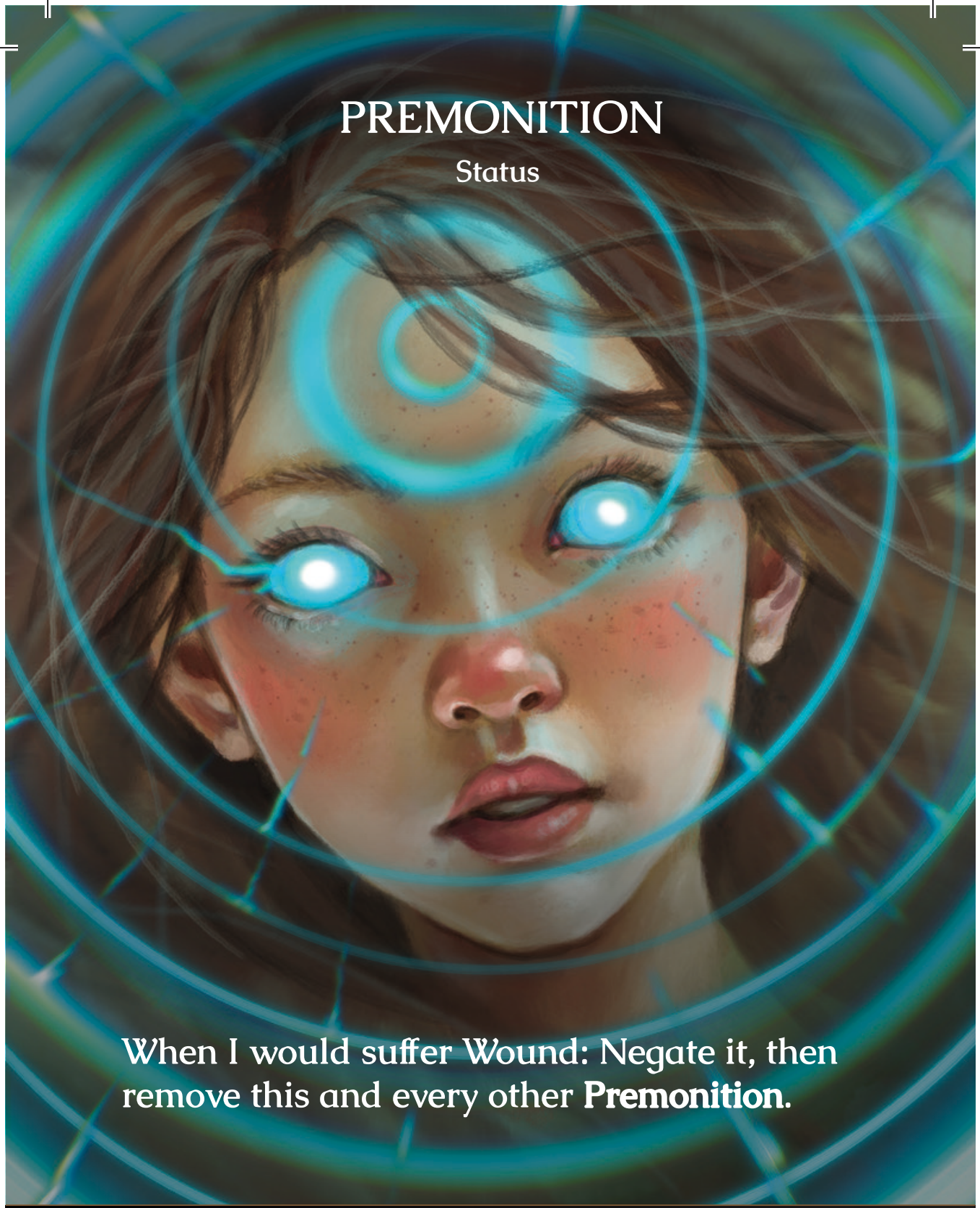



ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE




ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE

Harvest Bonus: Steal 2☿ from a ♛.

Harvest Bonus: Steal 2☿ from a ♛.

1

1

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026


ARKHTIDE

Harvest Bonus: Steal 2☿ from a ♛.

Harvest Bonus: Steal 2☿ from a ♛.

1

1

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026


ARKHTIDE

Harvest Bonus: Steal 2☿ from a ♛.

Harvest Bonus: Steal 2☿ from a ♛.

1

1

STATUE WITHOUT NAME

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026


ARKHTIDE

6

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.

3

# SKYREACH PASSAGE

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026

3


ARKHTIDE


2
[1] – Draw 1.
[2] – Draw 1.
TREE OF THOUGHTS
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
3
3


ARKHTIDE


1
[2] – Refresh 1
[3] – Refresh 1
ECHO OF CREATION
D. Tóth-Kolozsvári
ITA 2026 x/y
Brightlance Kft. TM 2026
4
4


ARKHTIDE

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


ARKHTIDE

5

[2] – When a ally would die:
It remains alive on 1.

[2] – When a ally would die:
It remains alive on 1.

# BASTION'S BANNER

D. Tóth-Kolozsvári

3

ITA 2026 x/y Brightlance Kft. TM 2026

3


ARKHTIDE

8

[1] – Move an allied / .

[1] – Move an allied / .

3

3

# SOLOMON KEEP

D. Tóth-Kolozsvári

ITA 2026 x/y Brightlance Kft. TM 2026


ARKHTIDE

8

[1] – Heal 1 on a Wounded .

[1] – Heal 1 on a Wounded .

3

# ETERNAL GARDEN

Gergely Nagy

ITA 2026 x/y

Brightlance Kft. TM 2026

3


ARKHTIDE

# ARKHÉ

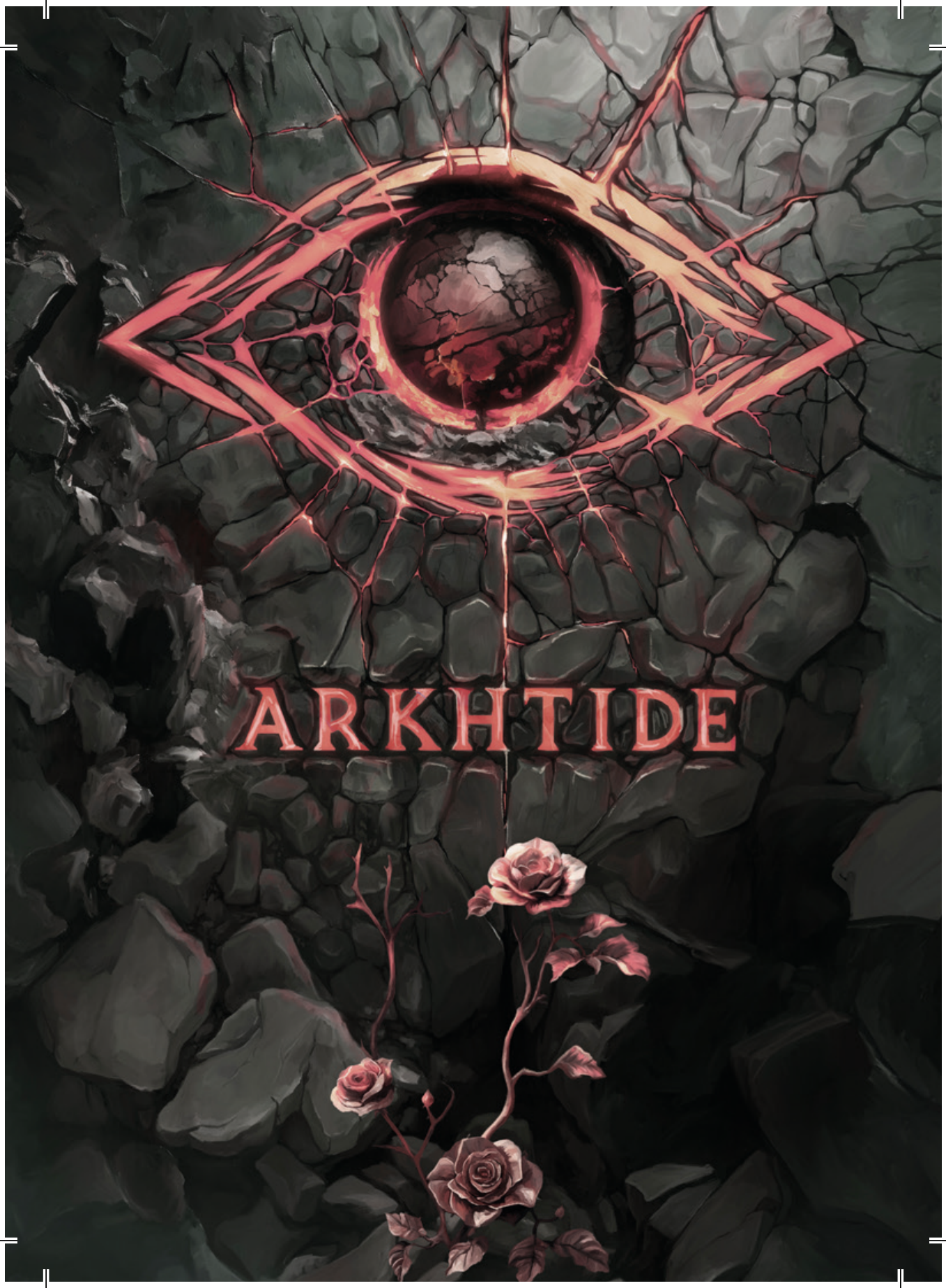
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ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

# ARKHÉ

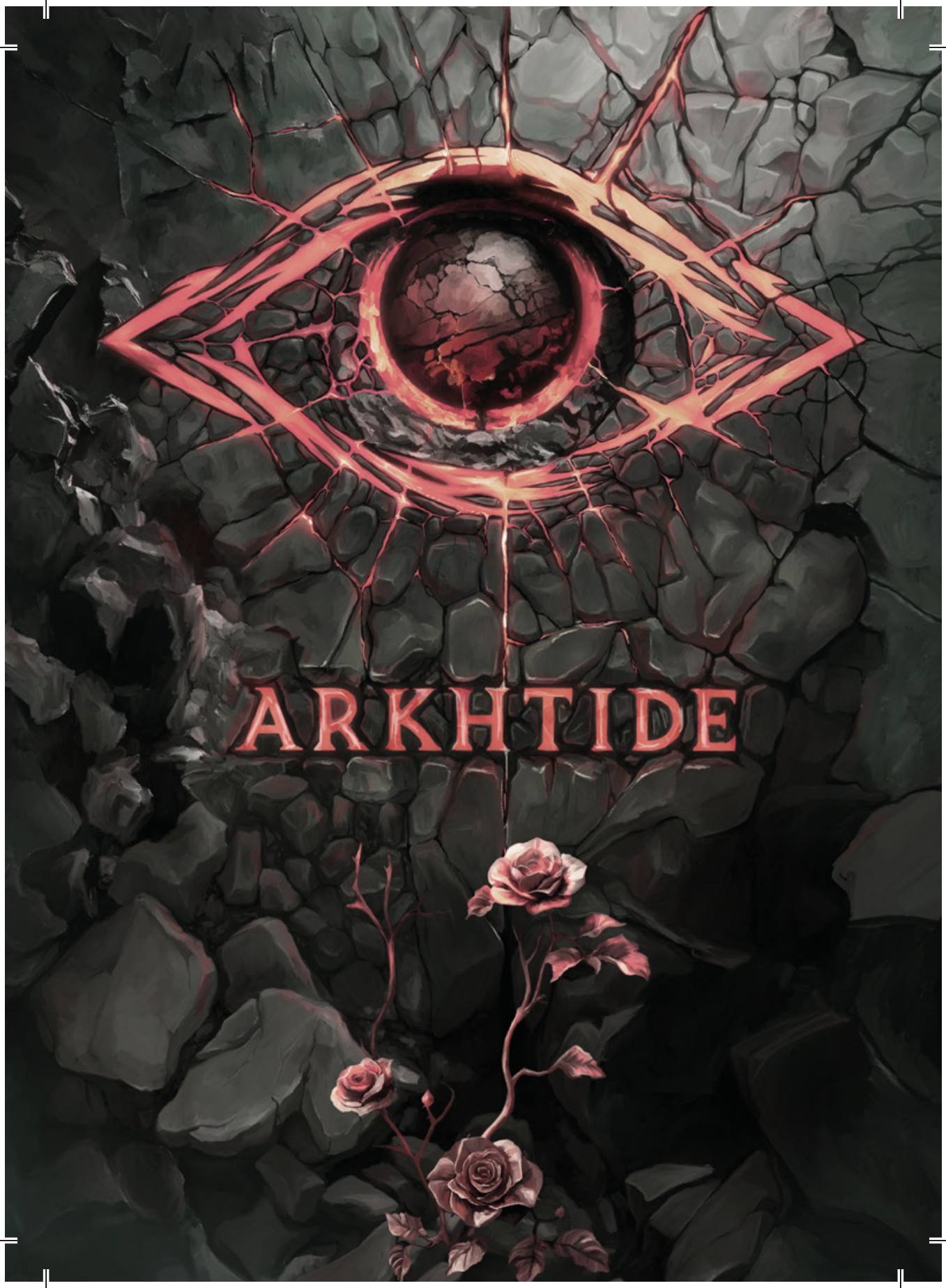
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ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

# ARKHÉ

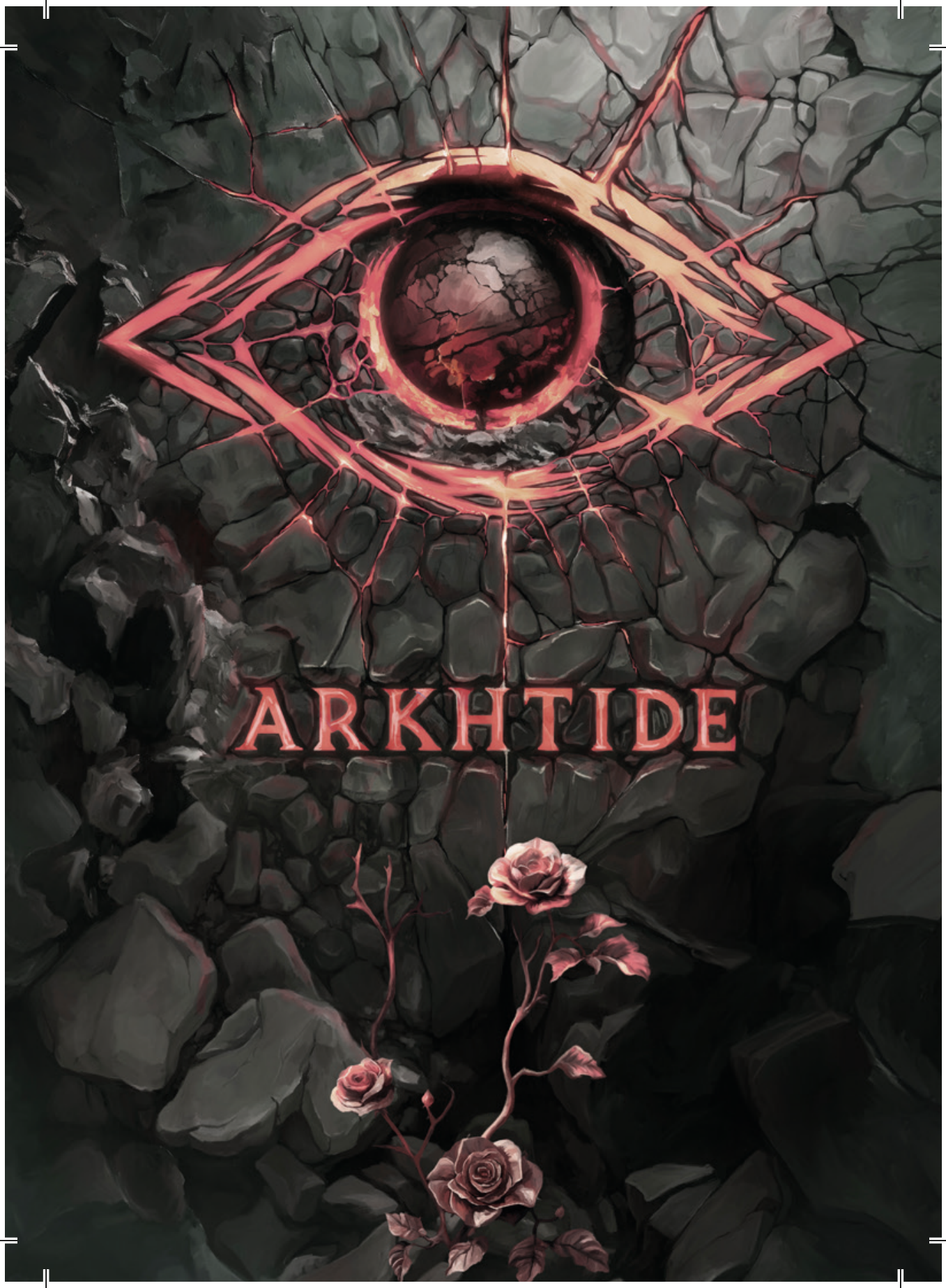
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ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

# ARKHÉ

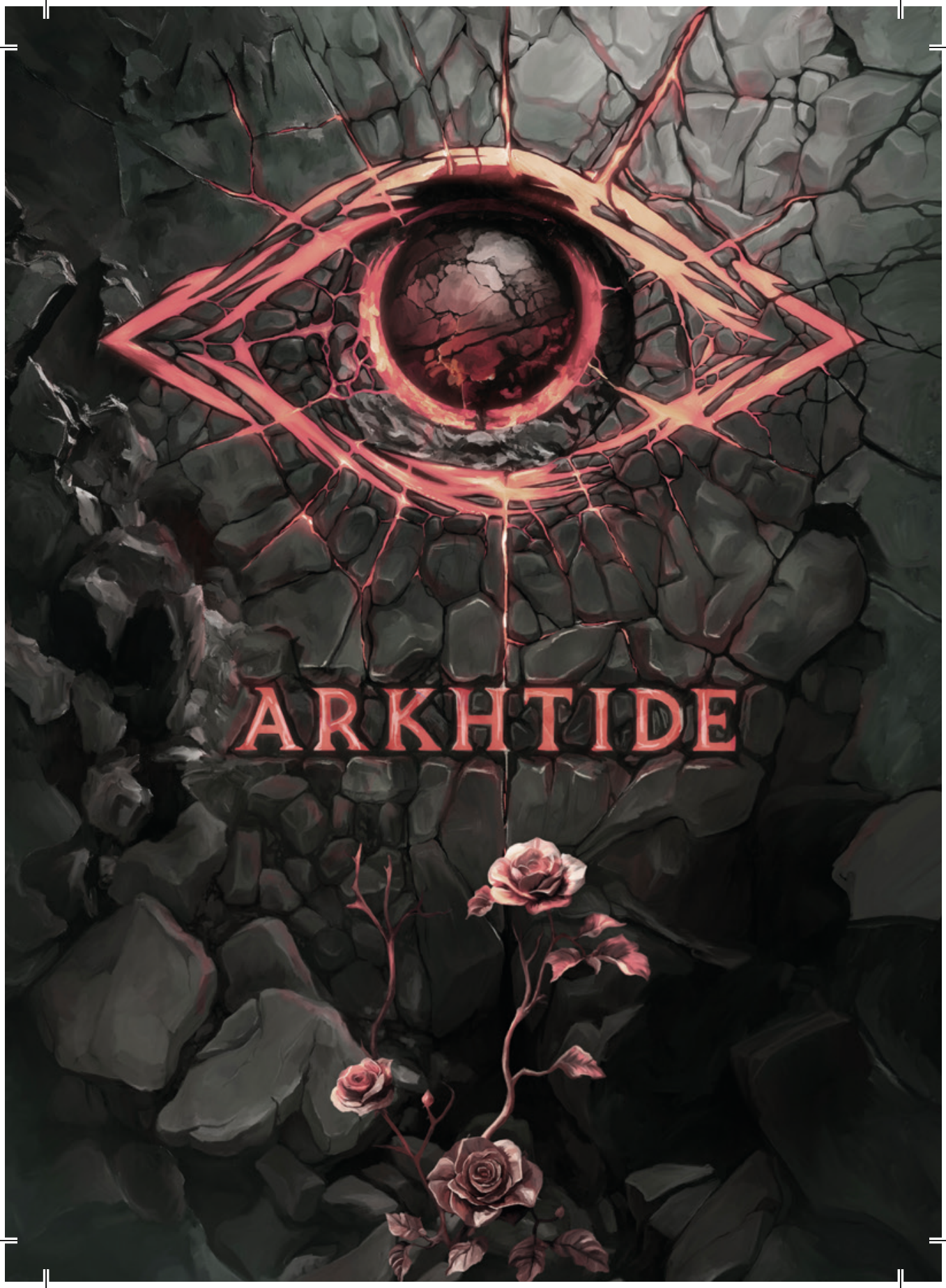
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ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

# ARKHÉ

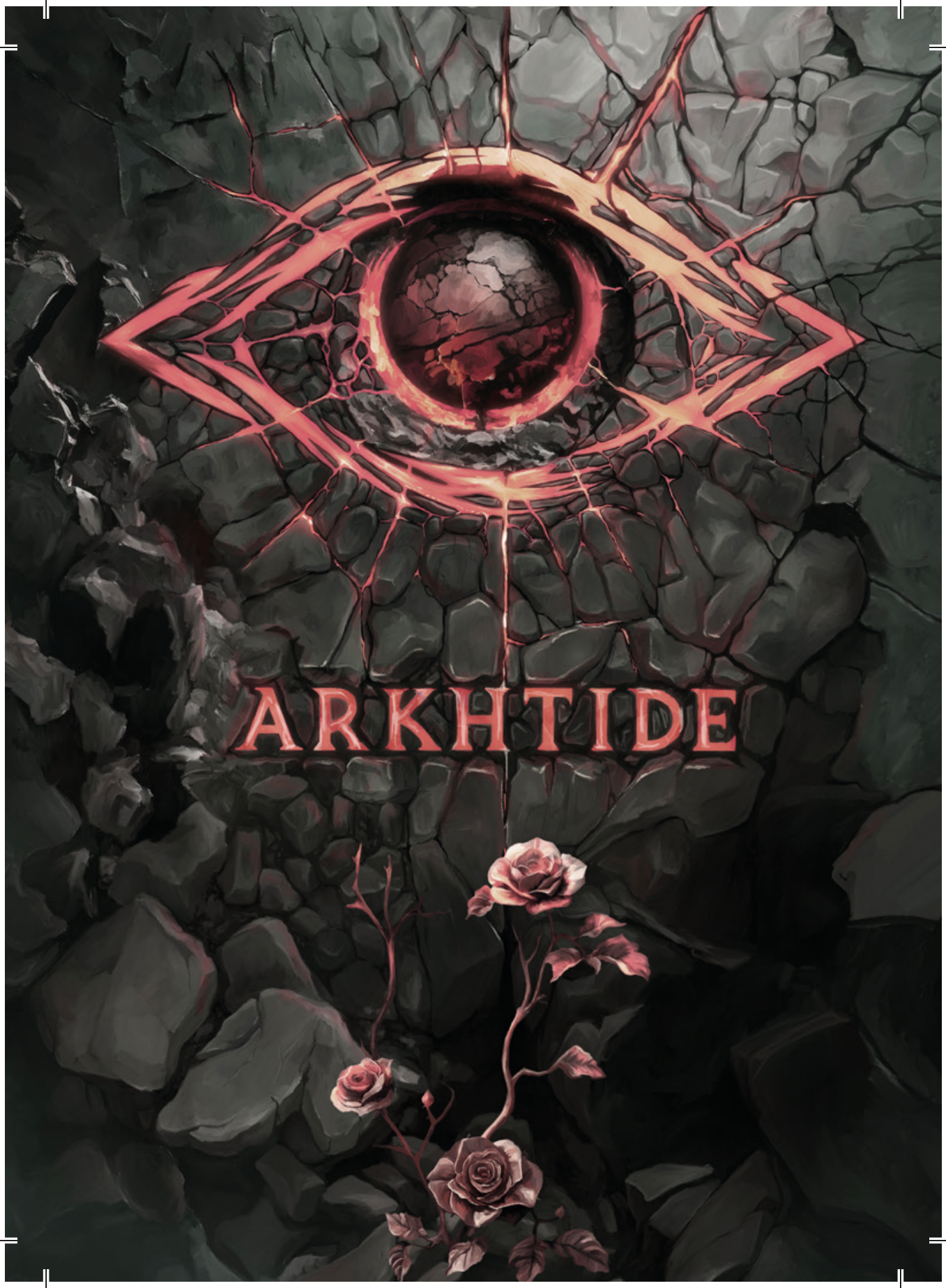
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ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

# ARKHÉ

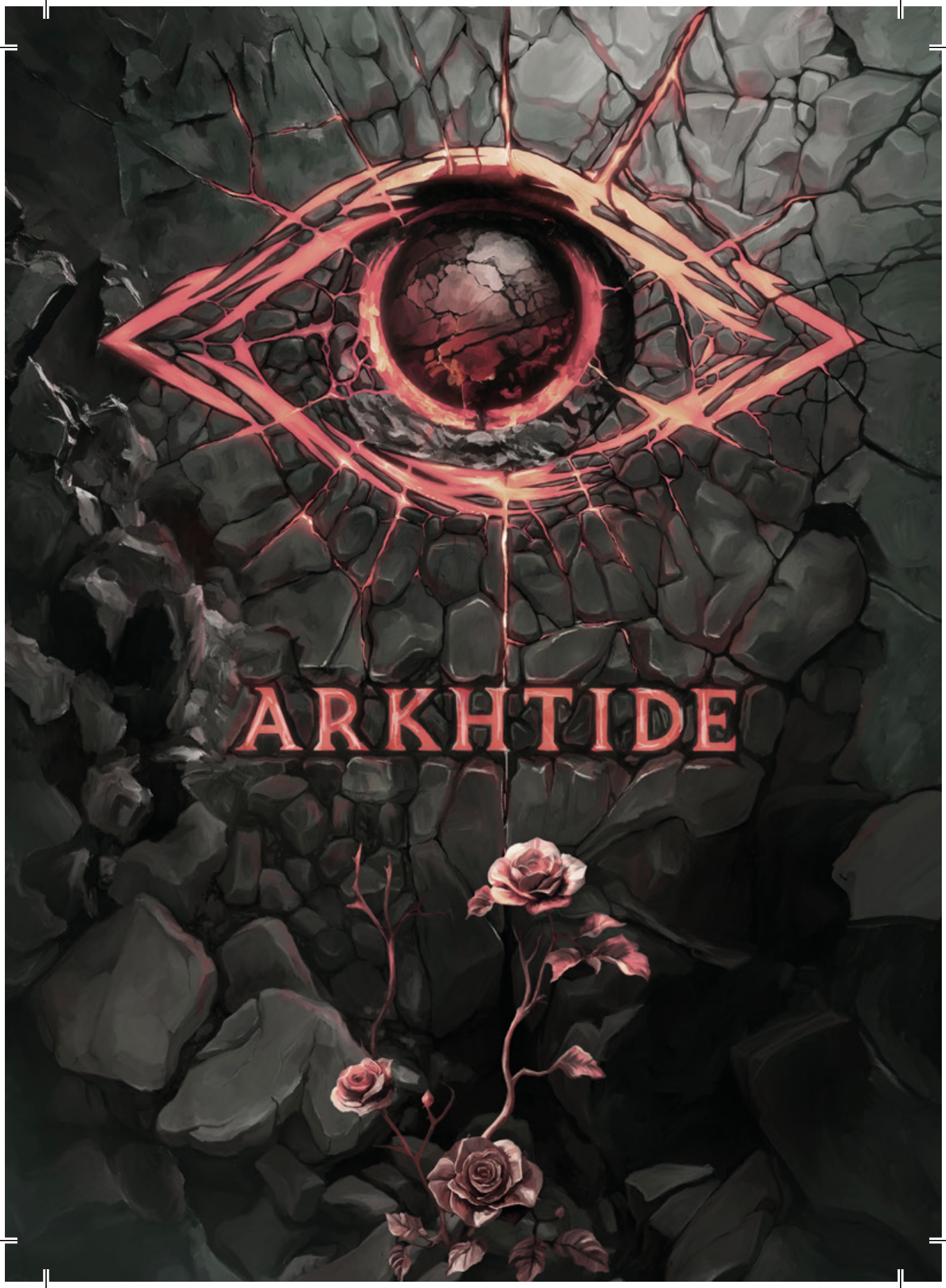
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ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

# ARKHÉ

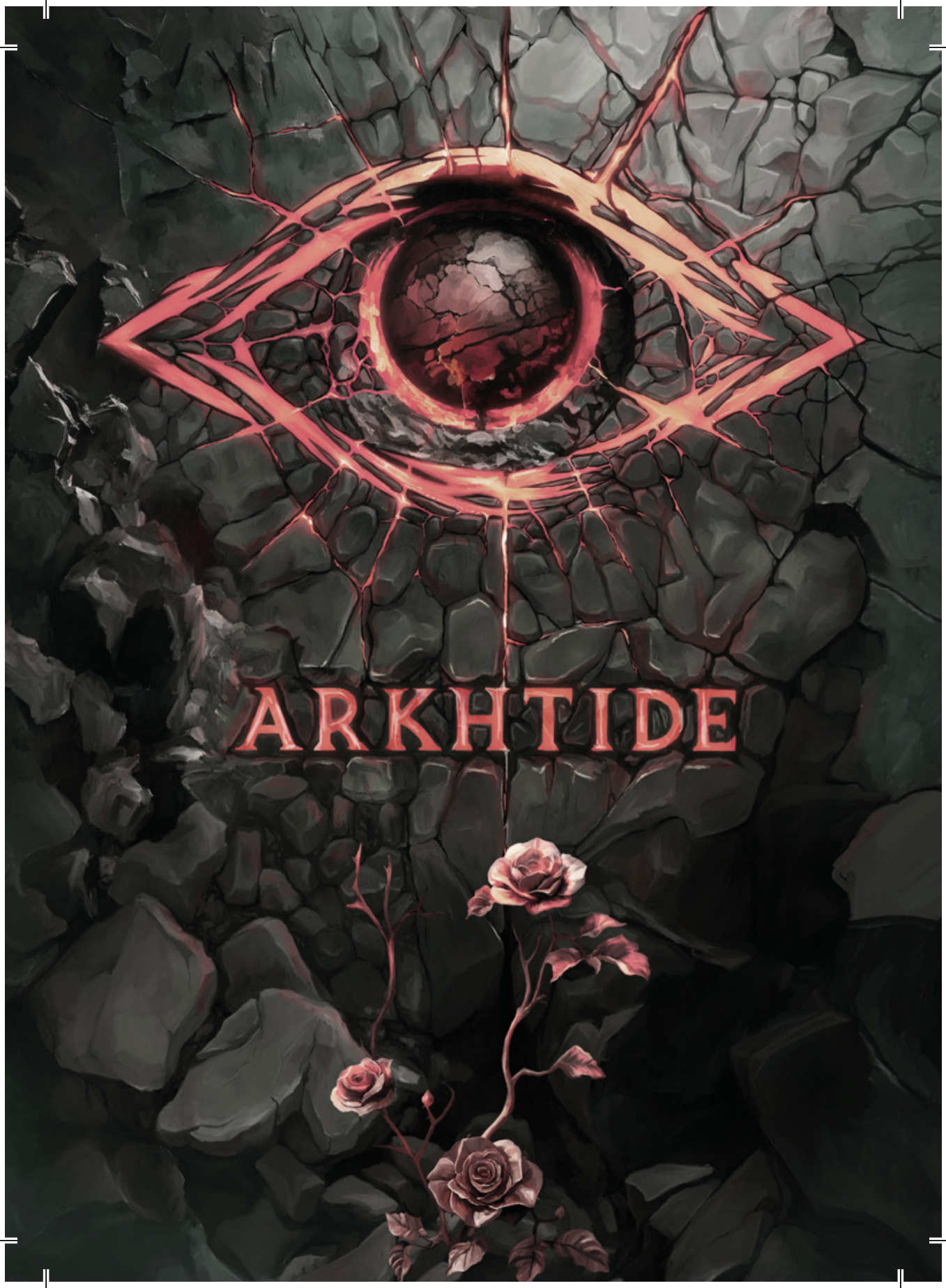
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ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

# ARKHÉ

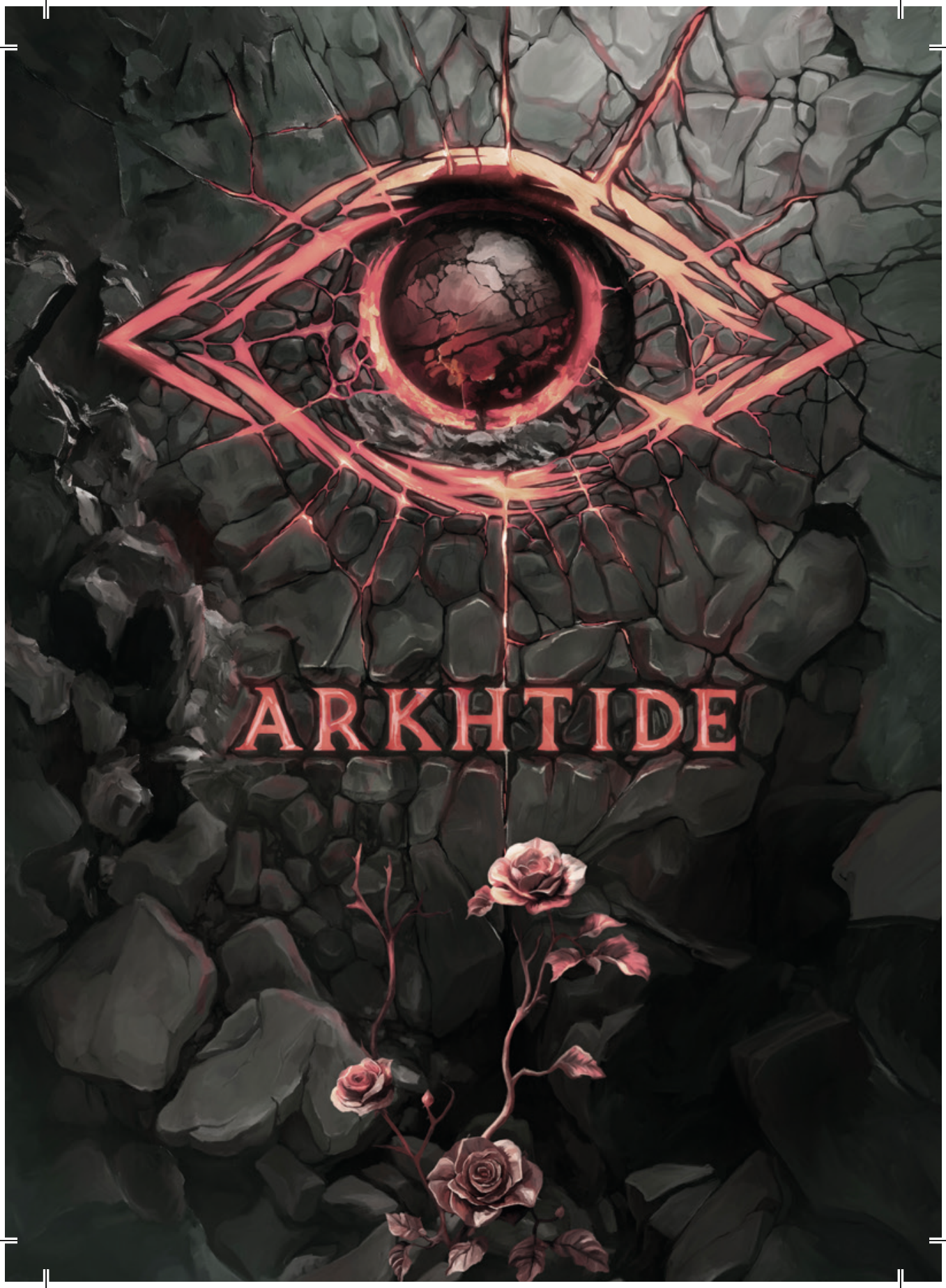
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Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

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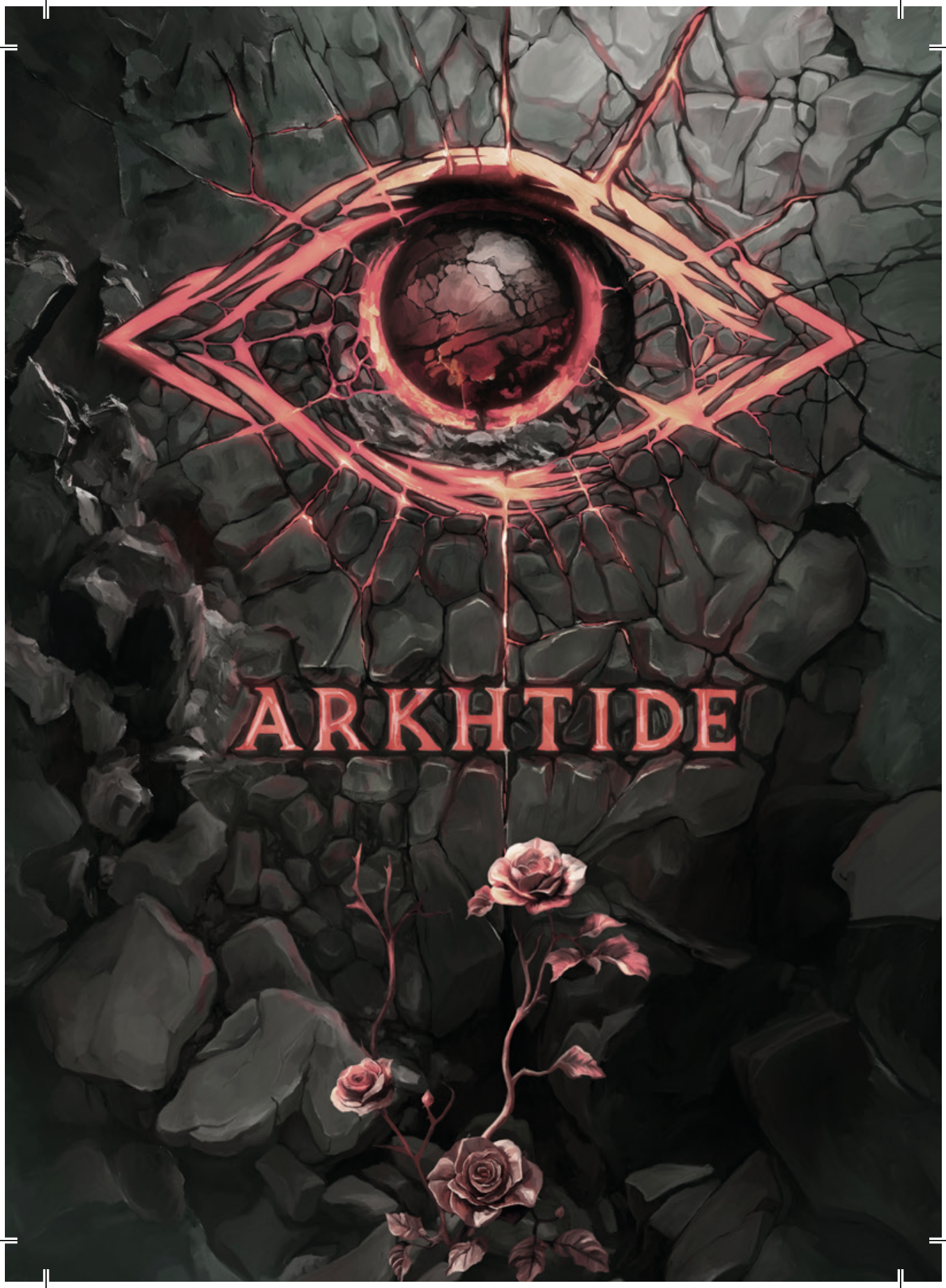
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ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE