

ITA 2026 x/y Dat Tuan Phan Brightlance Kft. TM 2026


ARKHTIDE


NYLVEX •
Savage, Assassin, Shadowhost, Unique
⌛ – I may move, then perform a 3 with Lethal.

4
•
ITA 2026 x/y
Dat Tuan Phan
Brightlance Kft. TM 2026


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


ARKHTIDE


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


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
ITA 2026 x/y
Dat Tuan Phan
Brightlance Kft. TM 2026


ARKHTIDE


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5
•
7
ITA 2026 x/y
Dat Tuan Phan
Brightlance Kft. TM 2026


ARKHTIDE


3
STONEVEIL •
Savage, Warrior, Amberkin, Unique
While there are more enemy / than allied / on my Realm, I have +1.
3
4
•
5
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


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STONEVEIL •
Savage, Warrior, Amberkin, Unique
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3
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ITA 2026 x/y
Gergely Nagy
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ARKHTIDE


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3
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ITA 2026 x/y
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ARKHTIDE

3

LOARRA, WATER'S EDGE •

Marksman, Sil, Unique



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

– If I inflicted Wound this Turn, heal 2 on a .

3 · 4 2

ITA 2026 x/y Tünde Keszerice Brightlance Kft. TM 2026


ARKHTIDE

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LOARRA, WATER'S EDGE •

Marksman, Sil, Unique



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

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ARKHTIDE

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3 · 4 2

ITA 2026 x/y Tünde Keszerice Brightlance Kft. TM 2026


ARKHTIDE


2
AMBERBLOOD •
Savage, Amberkin, Unique
– When an allied / enters my Realm during Combat: I make a / .
2
3
•
3
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


2
AMBERBLOOD •
Savage, Amberkin, Unique
– When an allied / enters my Realm during Combat: I make a / .
2
3
•
3
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


2
AMBERBLOOD •
Savage, Amberkin, Unique
– When an allied / enters my Realm during Combat: I make a / .
2
3
•
3
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


1
MEOWLKA •
Assassin, Shadowhost, Unique
– Move a / that I wounded this Turn.
1
2
•
2
ITA 2026 x/y
Gergely nagy
Brightlance Kft. TM 2026


ARKHTIDE


1
MEOWLKA •
Assassin, Shadowhost, Unique
– Move a / that I wounded this Turn.
1
2
•
2
ITA 2026 x/y
Gergely nagy
Brightlance Kft. TM 2026


ARKHTIDE


2
CAERVESTI •
Visionary, Shadowhost, Unique
⏳ - If I am In Group, I may draw 1 and give a /🔥 on my Realm Premonition.
3
2
ITA 2026 x/y
Gergely nagy
Brightlance Kft. TM 2026


ARKHTIDE


2
CAERVESTI •
Visionary, Shadowhost, Unique
⏳ - If I am In Group, I may draw 1 and give a /🔥 on my Realm Premonition.
3
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ITA 2026 x/y
Gergely nagy
Brightlance Kft. TM 2026


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


ARKHTIDE


0
MONSTROUS CLAWS
1
Armament
Ambush
Bound gains Savage Trait.
+2
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


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ITA 2026 x/y
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ARKHTIDE


0
CHILD OF RÉA
Blessing
1
When bound would die: You may invoke a here.
+1
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


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Blessing
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When bound would die: You may invoke a here.
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ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


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When bound would die: You may invoke a here.
+1
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


3
LANDLSIDE
Spell
5
⏳ - I deal 3 Damage to all 👑/🔥 on a target Realm. You may move a 👑/🔥 wounded by this ability.
[*Marksman*, 1👁] - Each allied 👑/🔥 may choose one:
- fully block this Damage.
- gain +2🛡 this Turn.
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE


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


ARKHTIDE

2

ENRAGED ONRUSH

4

Technique



– If I moved this Turn, Ready me.

[*Savage*, 1, 1] – After resolving, I may make a 1 against each enemy / on my Realm.

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


ARKHTIDE

2

ENRAGED ONRUSH

4

Technique



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ARKHTIDE

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ENRAGED ONRUSH

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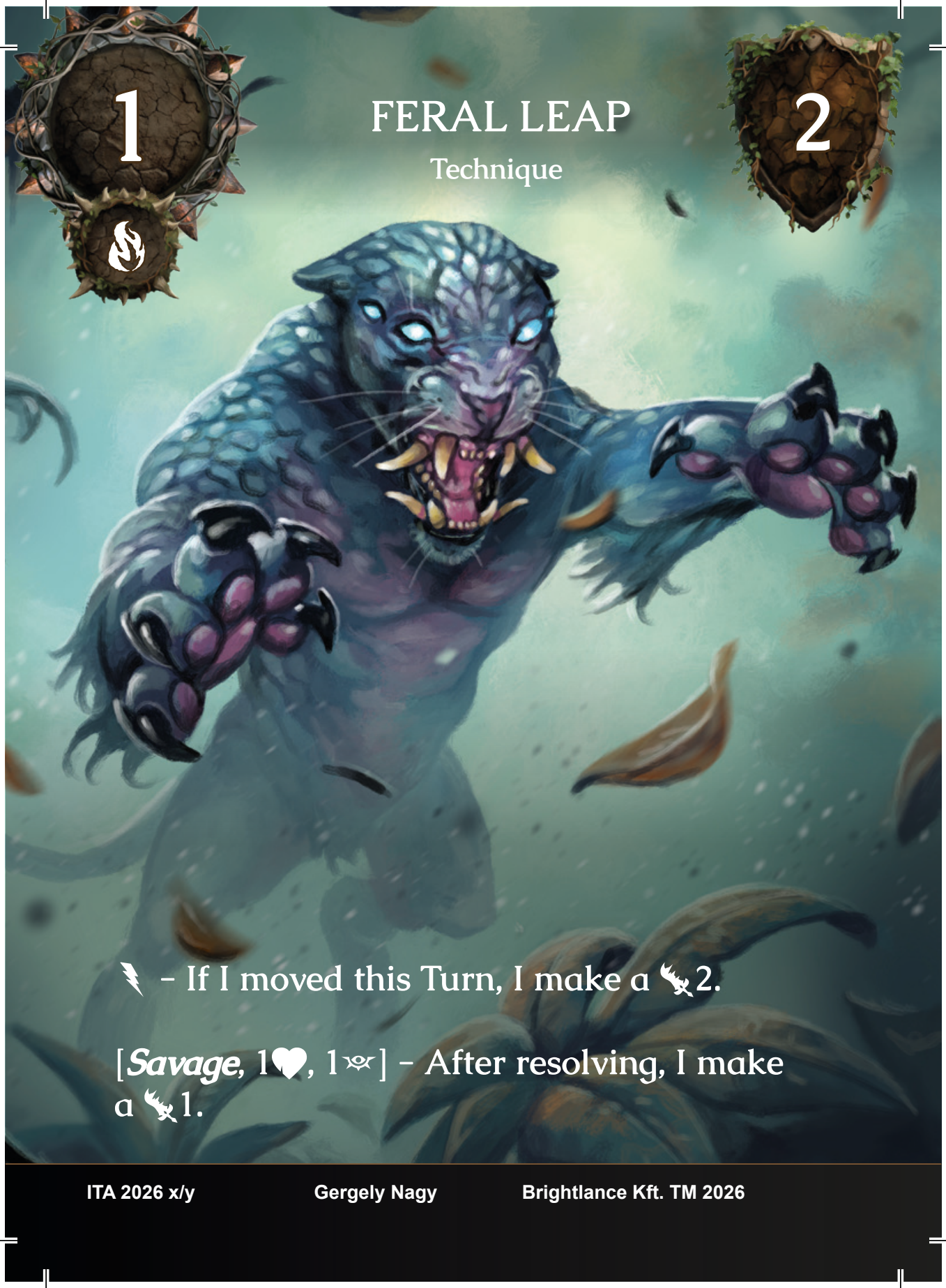
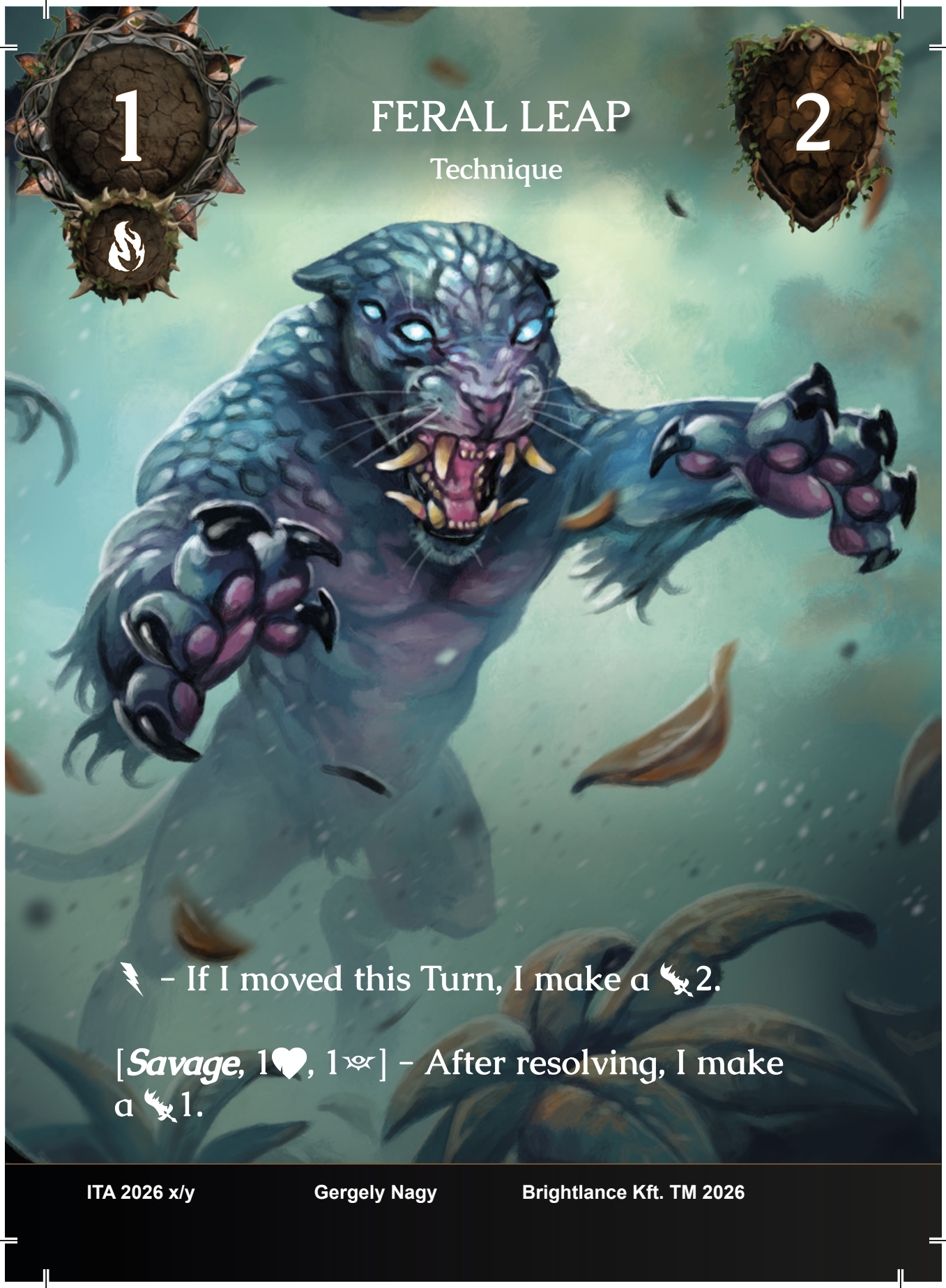
ITA 2026 x/y Gergely Nagy Brightlance Kft. TM 2026


ARKHTIDE


1
FERAL LEAP
Technique
2
– If I moved this Turn, I make a 2.
[Savage, 1, 1] – After resolving, I make a 1.
ITA 2026 x/y
Gergely Nagy
Brightlance Kft. TM 2026


ARKHTIDE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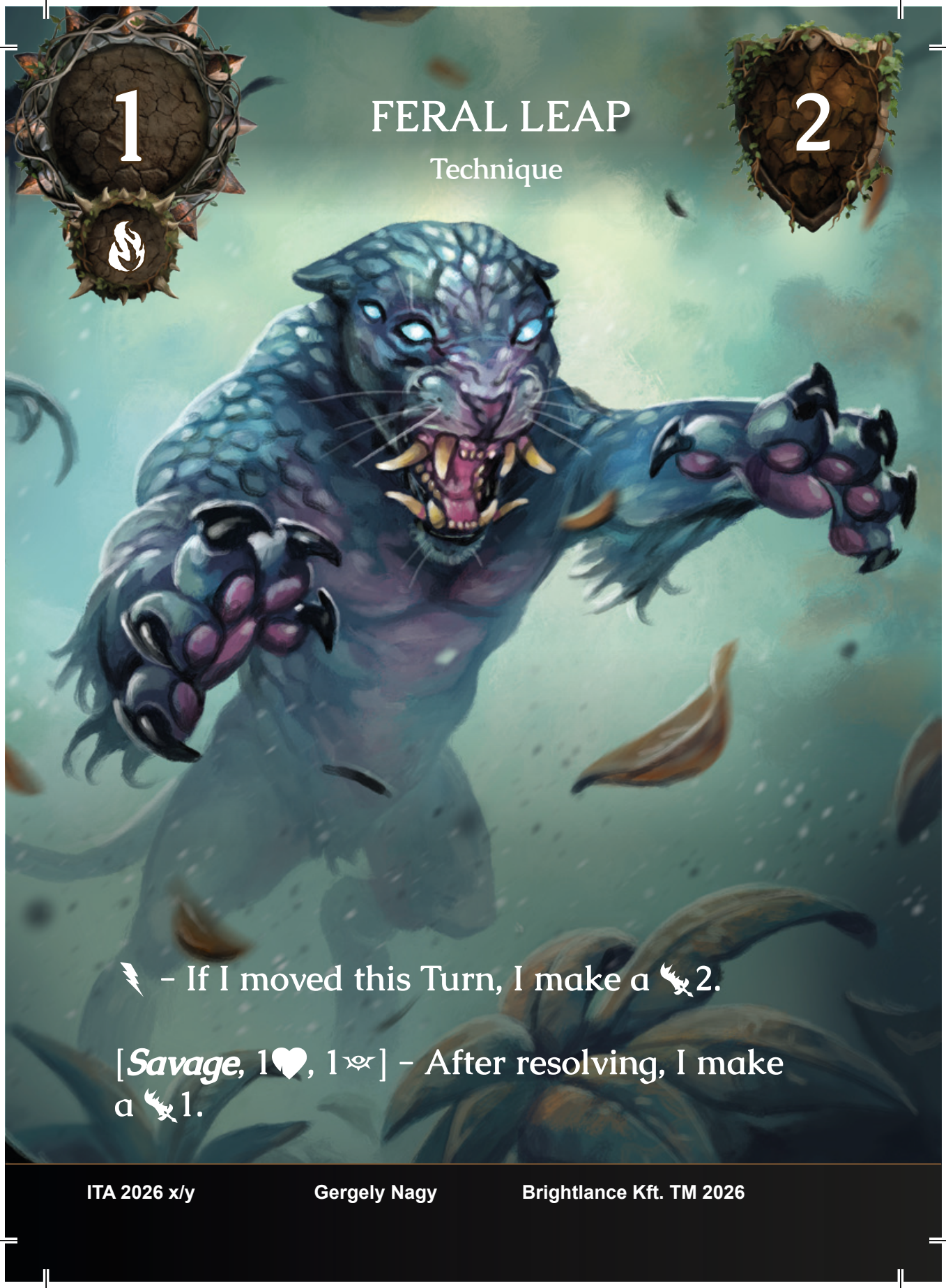
ARKHTIDE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[Savage, 1, 1] – After resolving, I make a 1.
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Gergely Nagy
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ARKHTIDE

1

SCENT OF PREY

Technique

2



⌛ – I may move onto a Realm of a wounded enemy 🔥.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE

1

SCENT OF PREY

Technique

2



⌛ – I may move onto a Realm of a wounded enemy 🔥.

ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE

1

SCENT OF PREY

Technique

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⌛ – I may move onto a Realm of a wounded enemy 🔥.

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

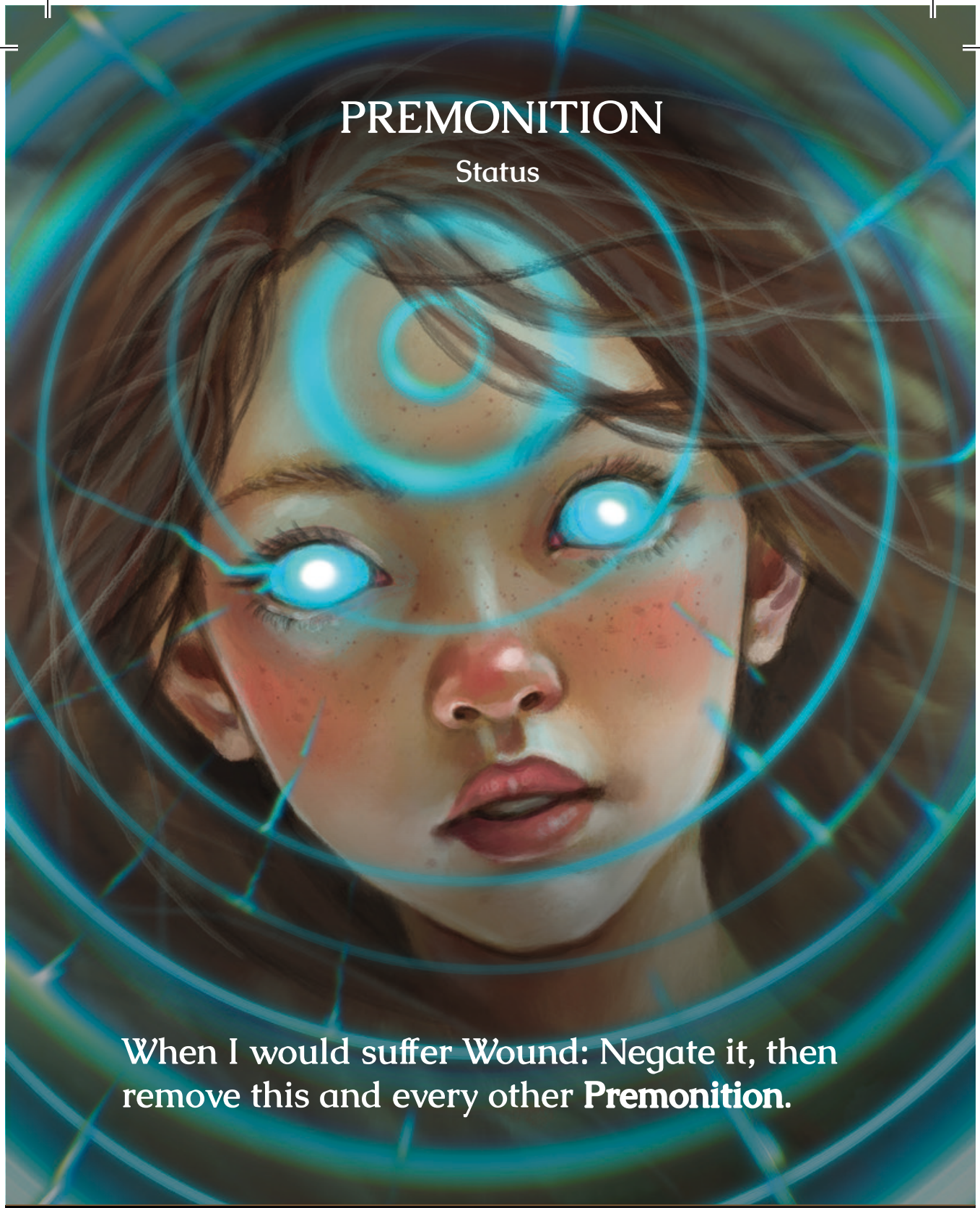


ITA 2026 x/y

Gergely Nagy

Brightlance Kft. TM 2026


ARKHTIDE



ITA 2026 x/y

Gergely Nagy

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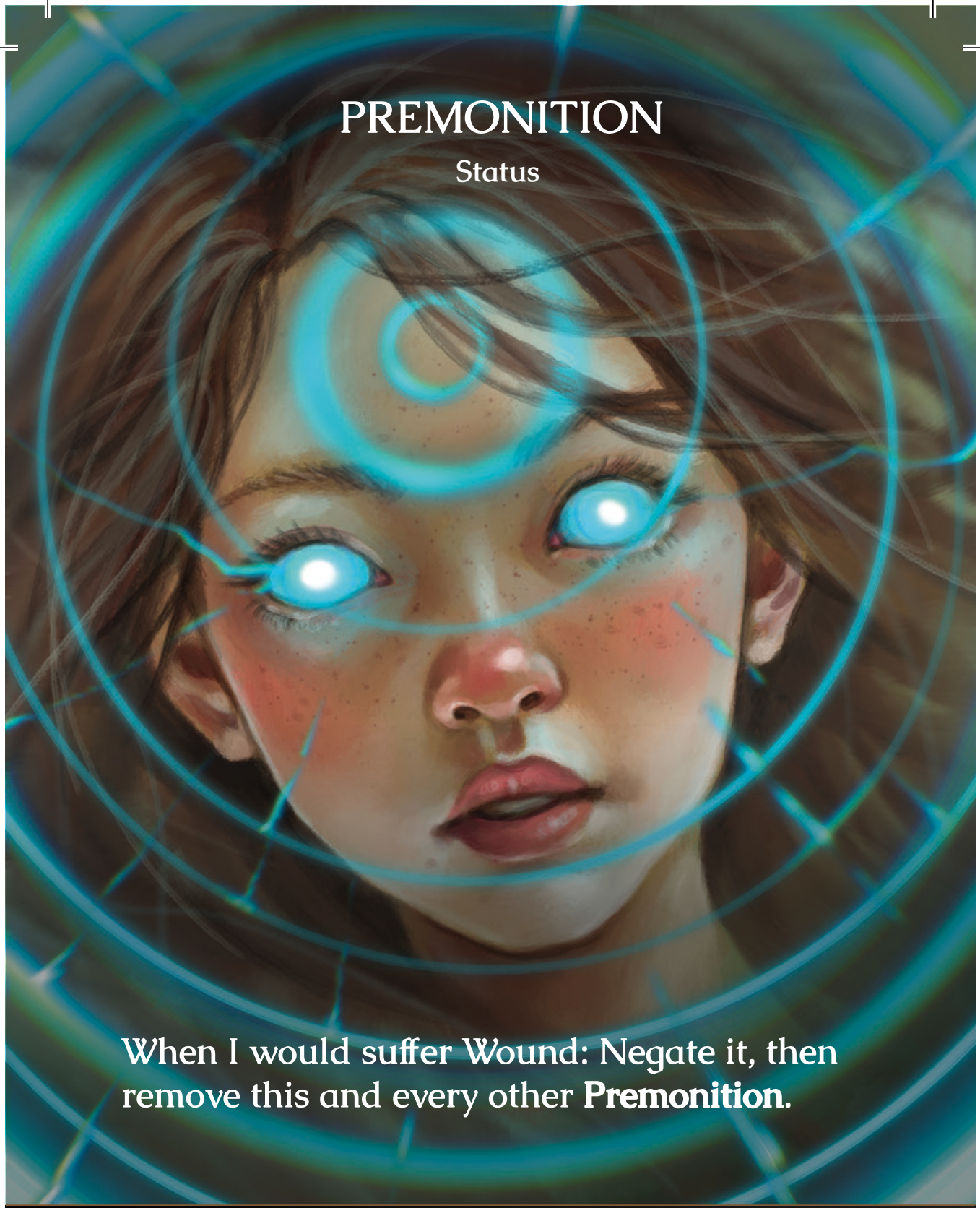
ARKHTIDE



ITA 2026 x/y

Gergely Nagy

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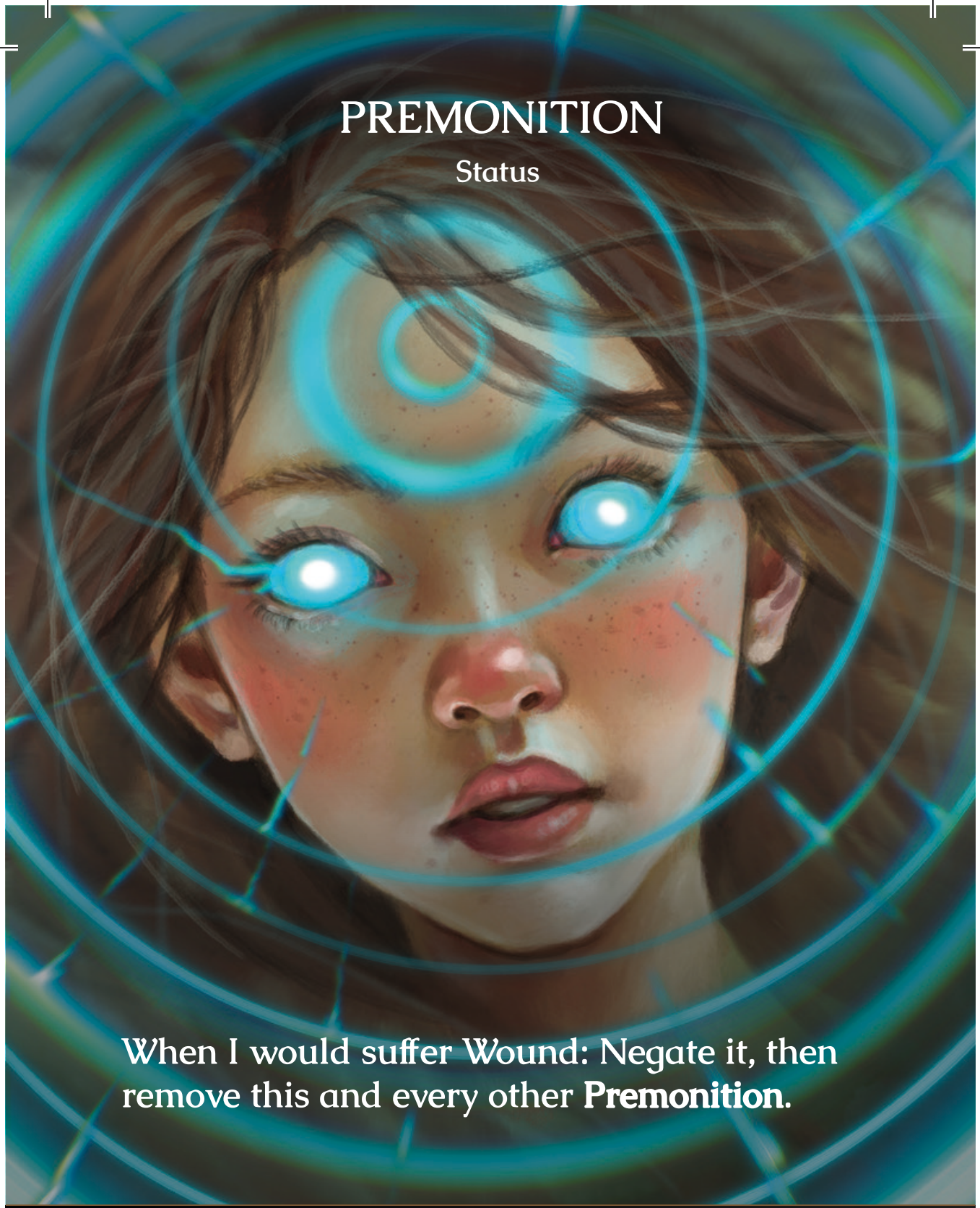
ARKHTIDE



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



SOLOMON KEEP

D. Tóth-Kolozsvári

ITA 2026 x/y

Brightlance Kft. TM 2026


ARKHTIDE

9

[1] – Gain 1.

[1] – Gain 1.

FORGOTTEN TEMPLE

D. Tóth-Kolozsvári

4

4

ITA 2026 x/y

Brightlance Kft. TM 2026


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


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, 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


ARKHTIDE

ARKHÉ

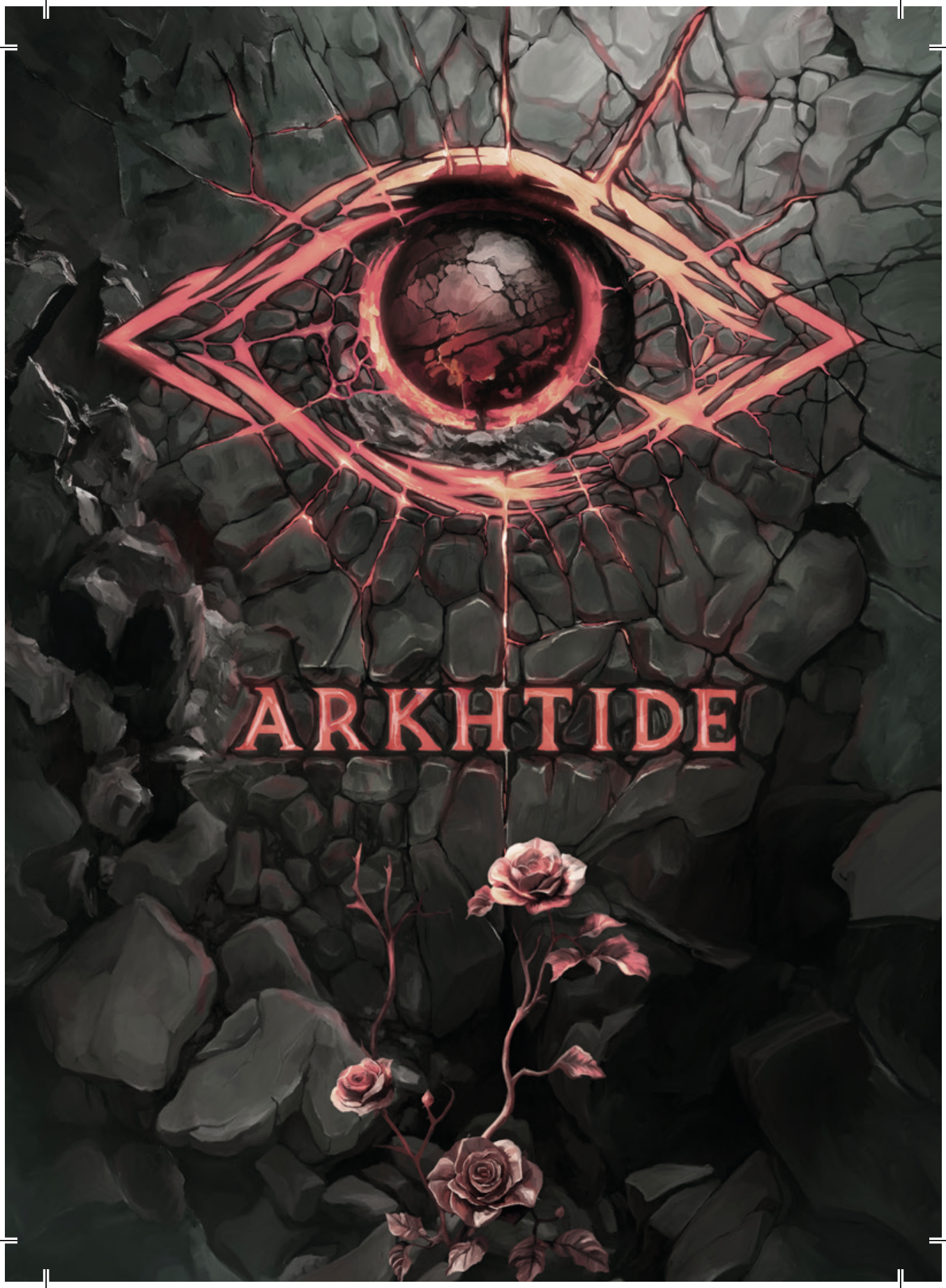
Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026


ARKHTIDE

ARKHÉ

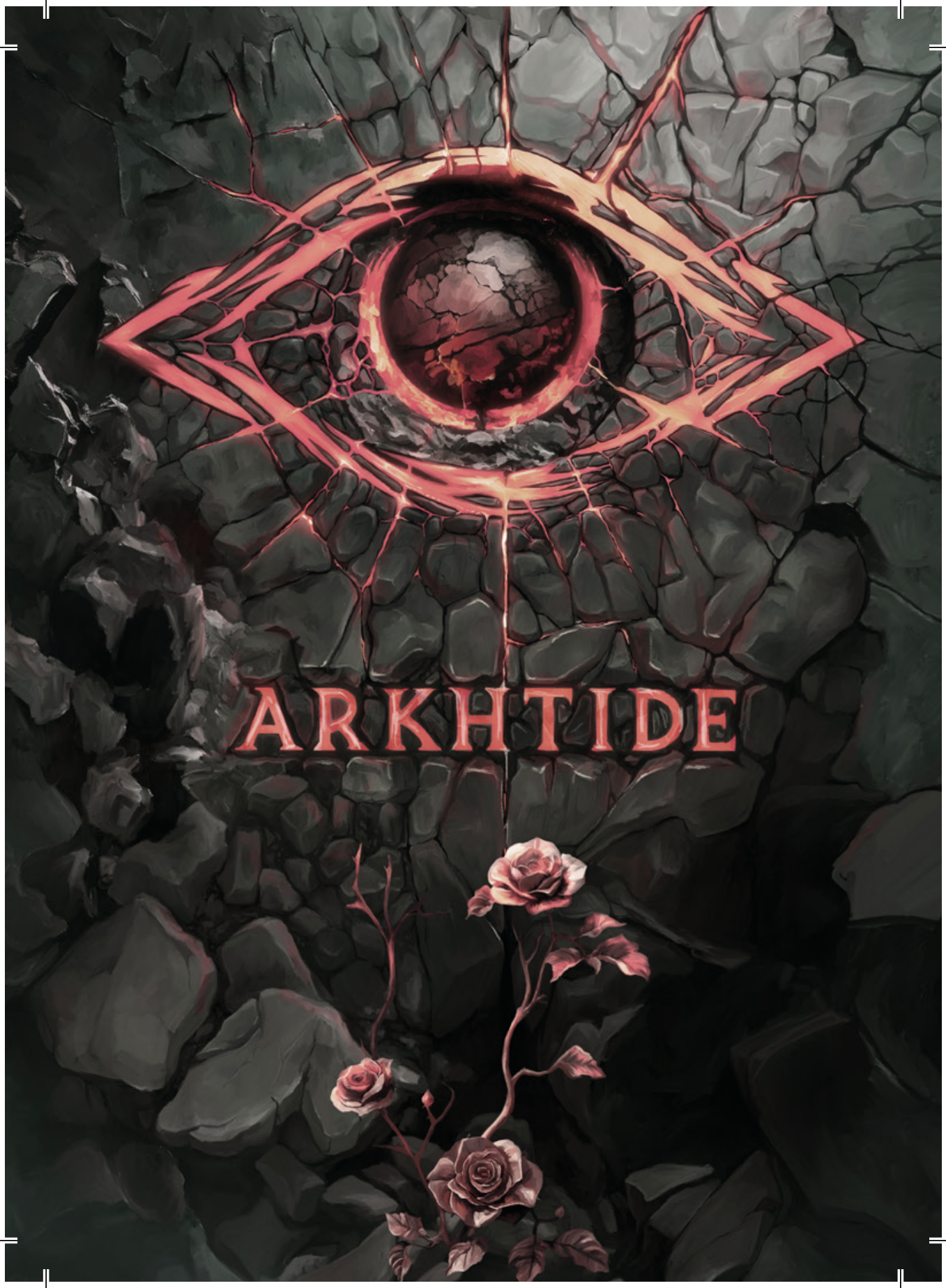
Resource



ITA 2026 x/y

Soma R. Molnár

Brightlance Kft. TM 2026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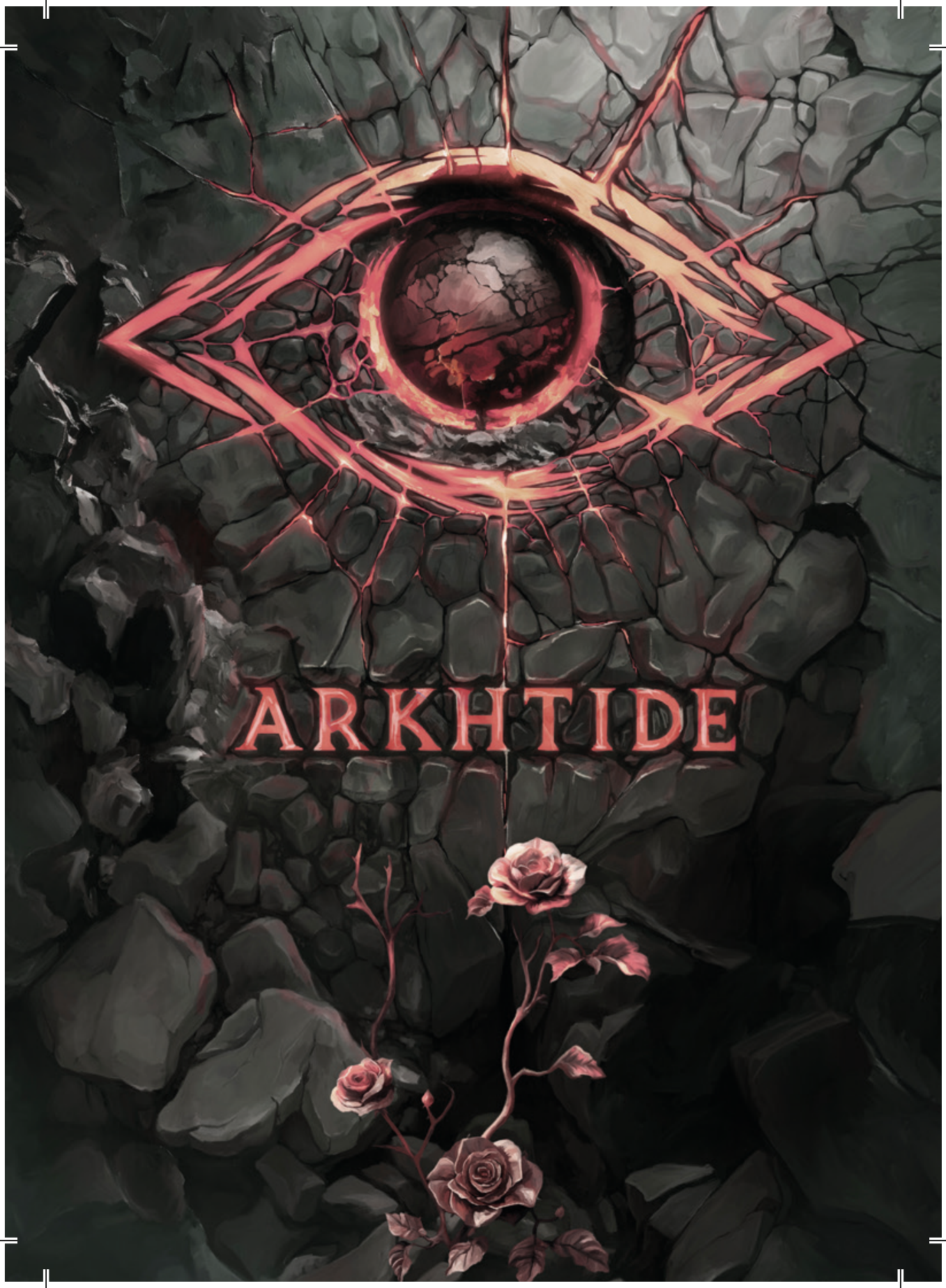
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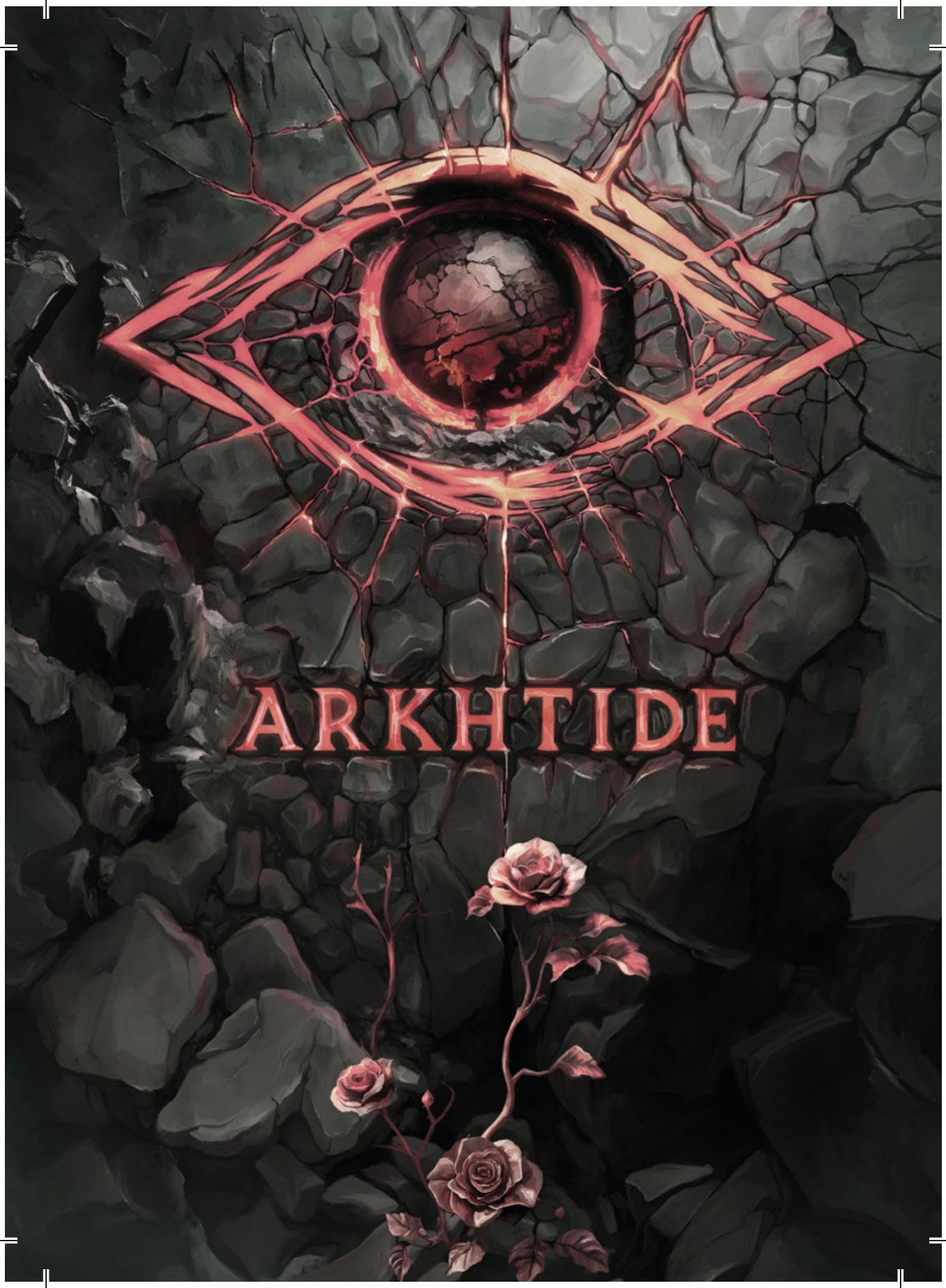
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ITA 2026 x/y

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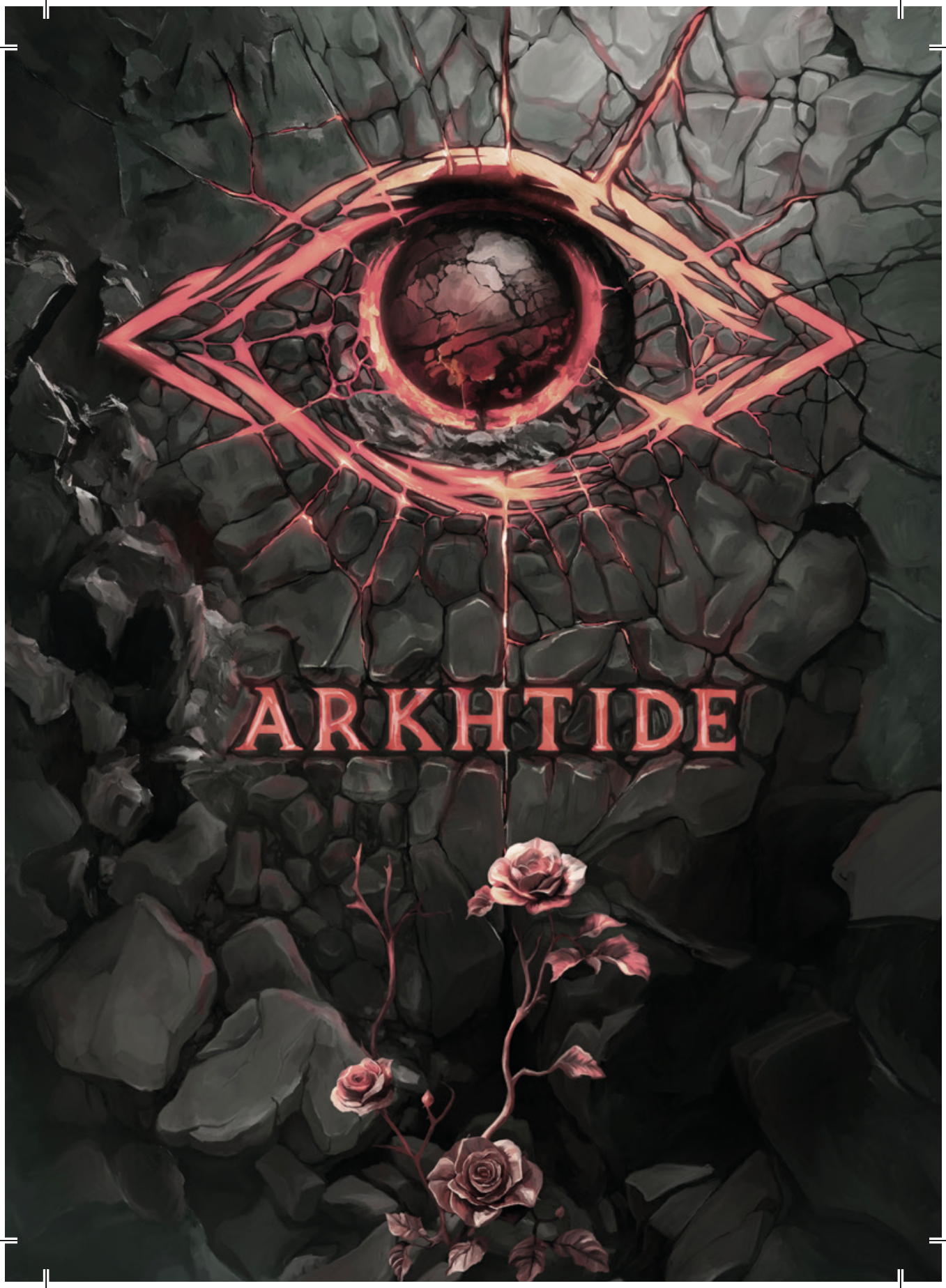
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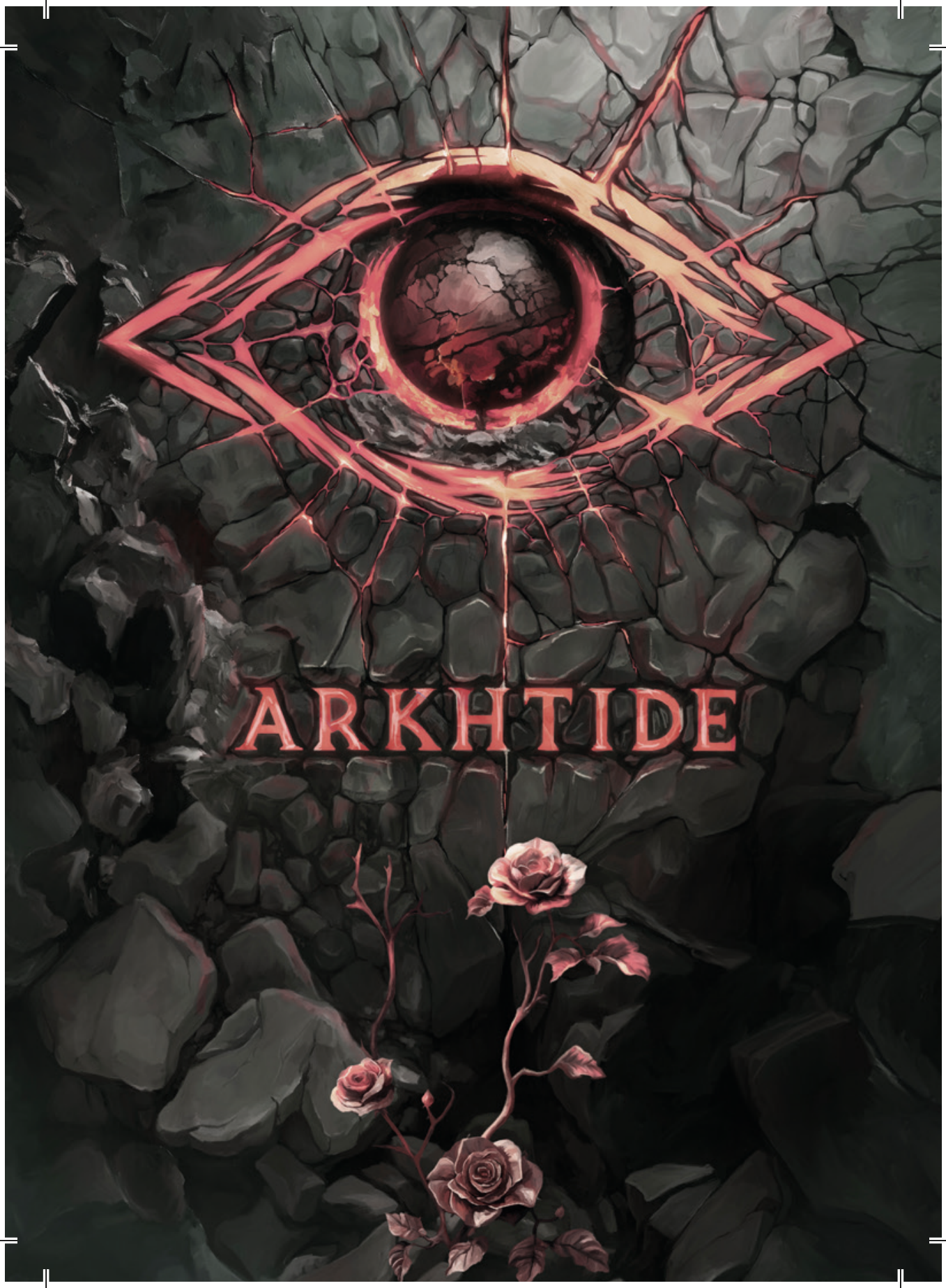
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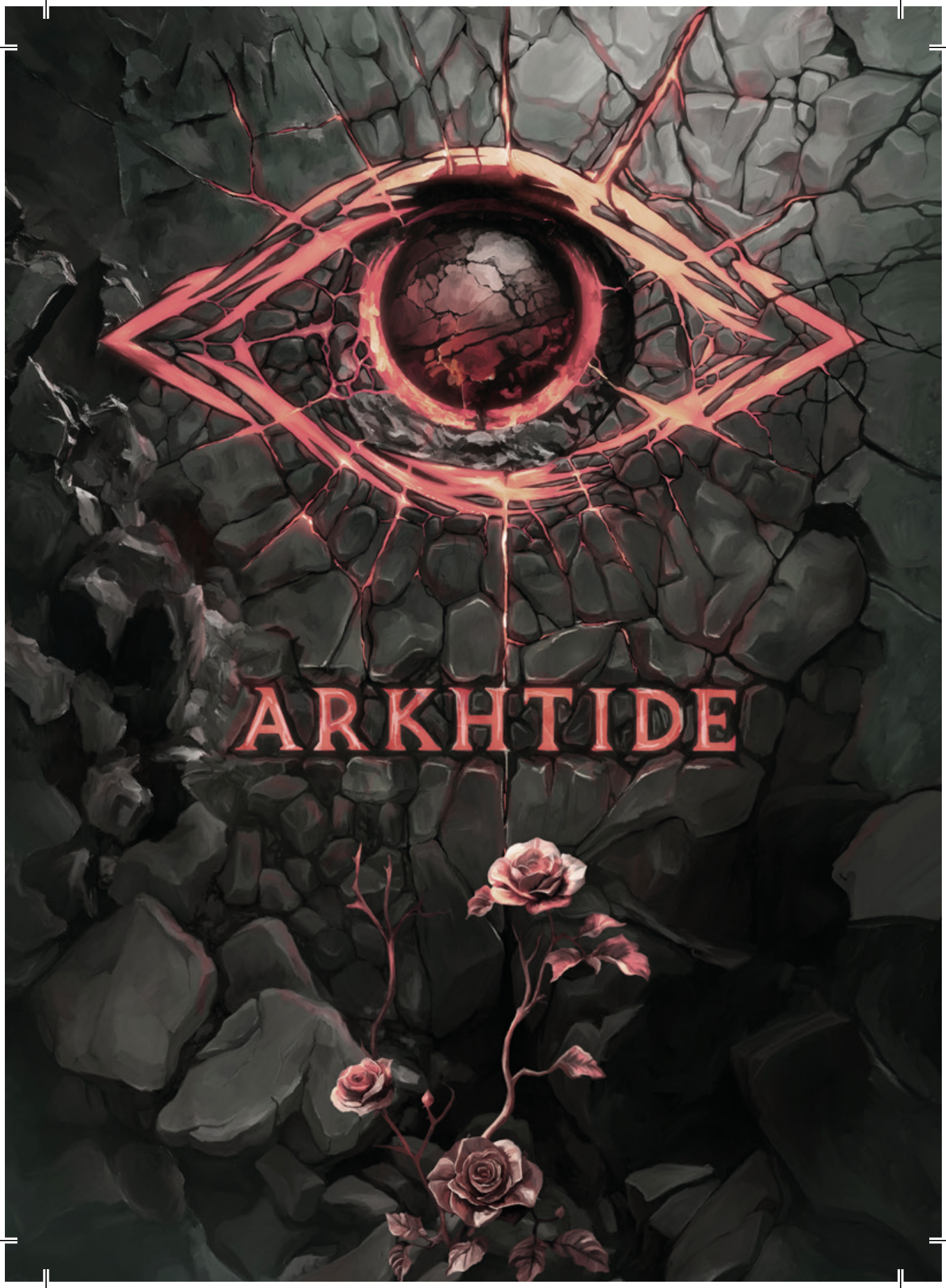
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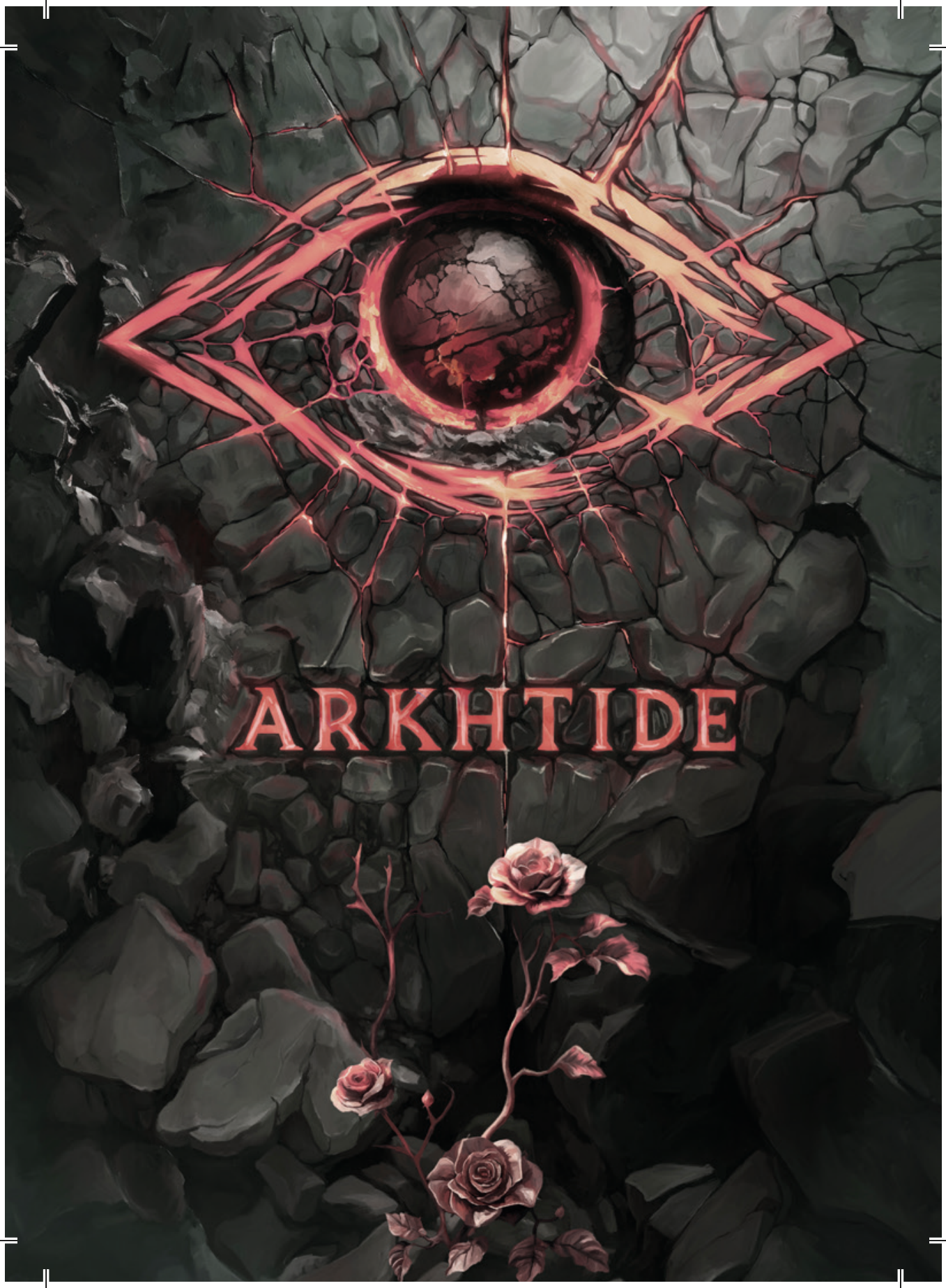
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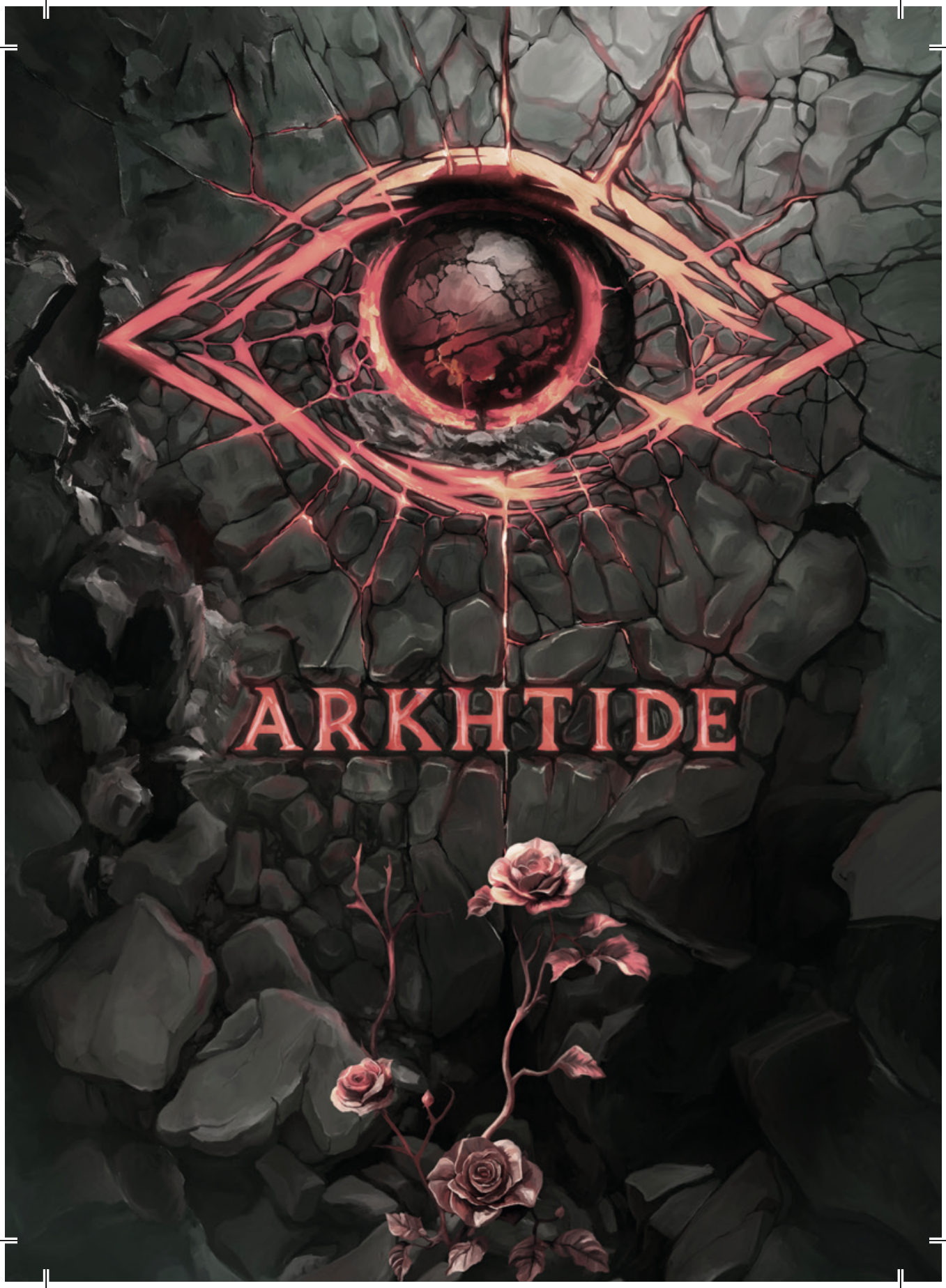
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