

A glowing, heart-shaped portal made of wood and moss in a forest. The portal is a bright, swirling orange and yellow light, framed by a thick, mossy wooden structure. It is set in a lush, green forest with tall trees and a stream in the background. The image is watermarked with '© 2026 Reactor Realms' and 'Reactor Realms' in a stylized font.



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A large, glowing, golden anchor with a glowing blue gem at its base, set against a dark, moody background with a large, gnarled tree trunk and a full moon.



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Ambermoss Knot

REACTOR

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Barkskin Stand

BLESSING

A friendly Creature gets +2 DEF this combat.

The bark does not ask what struck first.

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A friendly Creature gets +2 DEF this combat.

The bark does not ask what struck first.

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Rootway Ambush

BLESSING

A friendly Creature gets +2 ATK this combat.

The path was empty until the roots decided otherwise.

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Verdant Severance

BLESSING

An opposing Enhancement cannot trigger this turn.

The living realm rejects what no longer belongs—and closes the wound it leaves behind.

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Sudden Regrowth

BLESSING

A friendly Creature gets +1 ATK/+1 DEF this combat.

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Bramble Counter 2

BLESSING

An attacking Creature gets -2 ATK this combat.

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Amber Shelter 2

BLESSING

Prevent 2 damage to a Dragon this turn.

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Grove Warden Initiate 2

CREATURE - DRUID

The Thornbound do not mend what can be made stronger.
Grove Warden Initiate is proof.

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Thornspire Scout 2

CREATURE - WARRIOR

Roots hold the dead, feed the living, and remember who caused the difference.

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Thornspire Scout 2

CREATURE - WARRIOR

Roots hold the dead, feed the living, and remember who caused the difference.

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Rootling Companion

1

CREATURE - COMPANION

Rootling Companion knows the grove changes slowly—
and remembers forever.

1

2

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Rootling Companion

1

CREATURE - COMPANION

Rootling Companion knows the grove changes slowly—
and remembers forever.

1

2

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Grovefront Guardian

2

CREATURE - GUARDIAN

Grovefront Guardian was taught to protect the grove first.
The grove taught the rest.

1

3

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Grovefront Guardian

2

CREATURE - GUARDIAN

Grovefront Guardian was taught to protect the grove first.
The grove taught the rest.

1

3

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Barkmail Defender

2

CREATURE - WARRIOR

Barkmail defenders harden when danger approaches,
their bodies becoming the shield.

1

3

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Sapling Tender

2

CREATURE - DRUID

Sapling tenders speak softly to the youngest growth,
coaxing roots into the earth.

2

2

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Verdant Strider2

CREATURE - WARRIOR

Verdant striders walk where the canopy is thickest, seeing what the light cannot reach.

2

2

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Thornweft Cub1

CREATURE - BEAST

Thornweft cubs play where the thorns are sharpest, learning pain before they learn mercy.

1

2

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Barkroot Sentry2

CREATURE - GUARDIAN

Barkroot sentries mark the boundary where grove meets ruin, watching for what returns.

1

3

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Shelter of Living Bark3

ENHANCEMENT

Once each turn, when a Creature defends, add 1 AP.

The forest does not need walls when every trunk remembers whom it shelters.

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Amberlite Tendrils3

ENHANCEMENT

Once each turn, when a Creature wins combat, add 1 AP.

Balance spreads farther when the roots are allowed to carry it.

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Vine-Woven Mantle2

ENHANCEMENT

Once each turn, when a Creature defends, add 1 AP.

The forest weaves armor for those who stand their ground.

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Rootbinding Ring2

RELIC

Creature Capacity +1.

Some roots were taught to bind stone before they were taught to grow.

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Rootbinding Ring2

RELIC

Creature Capacity +1.

Some roots were taught to bind stone before they were taught to grow.

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Amberseed Locket2

RELIC

Creature Capacity +1.

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Barkbound Token2

RELIC

Creature Capacity +1.

The grove keeps even its smallest promises in wood and amber.

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Sapkeeper Totem2

RELIC

Creature Capacity +1.

What the roots are given, they return.

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Outer-Grove Sanctuary2

SETTLEMENT

Creature Capacity +2.

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Amberroot Grove

SETTLEMENT

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Outer-Grove Sanctuary

SETTLEMENT

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Amberroot Grove

SETTLEMENT

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Briarhide Brother

DRAGON

Blessing - A creature you control gets +0/+1 until end of turn.

The briars grow thickest where the Brother keeps watch.

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Amberwing Sister

DRAGON

Blessing - Restore 1 DEF to a damaged friendly creature.

Amberwing remembers every wound the grove has suffered.

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