

Kojo & Booda

Bravos Hero

RESERVE

LANDMARKS

At Noon, if you are the first player — Create a **Booda 2/2/2** Companion token in your Companion Expedition.

Altered Demo Deck

1

3

Ratatoskr

Character - Messenger

1

1

1

☞ I gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

1

3

Ratatoskr

Character - Messenger

1

1

1

☞ I gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

1

3

Ratatoskr

Character - Messenger

1

1

1

☞ I gain 3 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

2

2

Bravos Tracer

Character - Adventurer

3

3

3

➔ I gain **Fleeting**. (If I would be sent to Reserve, discard me instead.)

Altered Demo Deck

2

2

Bravos Tracer

Character - Adventurer

3

3

3

➔ I gain **Fleeting**. (If I would be sent to Reserve, discard me instead.)

Altered Demo Deck

2

2

Bravos Tracer

Character - Adventurer

4

3

4

➔ I gain **Fleeting**. (If I would be sent to Reserve, discard me instead.)

Altered Demo Deck

2

2

Bravos Pathfinder

Character - Adventurer

0

3

3

Altered Demo Deck

2

2

Bravos Pathfinder

Character - Adventurer

0

3

3

Altered Demo Deck




2

2

Bravos Pathfinder


Character - Adventurer



0

3

3



2

4

Haven Trainee

Character - Apprentice



3

1

1

 I gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)



2

4

Haven Trainee

Character - Apprentice



3

1

1

 I gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)



2

4

Haven Trainee

Character - Apprentice



3

1

1

 I gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)



3

3

Haven Bouncer

Character - Adventurer



2

2

2

 **Sabotage.** (Discard up to one target card from a Reserve.)
 I gain 1 boost.



3

3

Haven Bouncer

Character - Adventurer



2

2

2

 **Sabotage.** (Discard up to one target card from a Reserve.)
 I gain 1 boost.



3

3

Haven Bouncer

Character - Adventurer



2

2

2

 **Sabotage.** (Discard up to one target card from a Reserve.)
 I gain 1 boost.



3

4

Sun Wukong

Character - Deity



2

4

2

 I gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)




3

4

Sun Wukong


Character - Deity




2

4

2

 I gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)





3

4

Sun Wukong

Character - Deity

2

4

2



I gain 2 boosts and lose **Fleeting**.
 (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)



Altered Demo Deck

3

3

Haven Warrior

Character - Soldier

4

2

4





Altered Demo Deck

3

3

Haven Warrior

Character - Soldier

4

2

4





Altered Demo Deck

3

3

Haven Warrior

Character - Soldier

4

2

4





Altered Demo Deck

5

5

Atlas

Character - Titan

3

3

3



Gigantic. (I am considered present in each of your Expeditions.)



Altered Demo Deck

5

5

Atlas

Character - Titan

3

3

3



Gigantic. (I am considered present in each of your Expeditions.)



Altered Demo Deck

5

5

Atlas

Character - Titan

3

3

3



Gigantic. (I am considered present in each of your Expeditions.)



Altered Demo Deck

2

3

Physical Training

Spell - Boon



Target Character gains 3 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)




Altered Demo Deck

2


3

Physical Training

Spell - Boon



Target Character gains 3 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)



Altered Demo Deck



2

3

Physical Training

Spell - Boon



Target Character gains 3 boosts. (A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)



Altered Demo Deck

2

2

Intimidation

Spell - Disruption



Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)

Return target Character or Permanent with Hand Cost 4 or less to its owner's hand.



Altered Demo Deck

2

2

Intimidation

Spell - Disruption



Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)

Return target Character or Permanent with Hand Cost 4 or less to its owner's hand.



Altered Demo Deck

2

2

Intimidation

Spell - Disruption



Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)


Return target Character or Permanent with Hand Cost 4 or less to its owner's hand.




Altered Demo Deck

Booda

Token - Companion



(If I leave the Expedition zone, remove me from the game.)



Altered Demo Deck

