

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 **Bravos Pathfinder**
Character - Adventurer



0
3
3



Altered Demo Deck

2 **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.)



Altered Demo Deck

2 **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.)



Altered Demo Deck

2 **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.)



Altered Demo Deck

3 **Haven Bouncer**
Character - Adventurer



2
2
2

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



Altered Demo Deck

3 **Haven Bouncer**
Character - Adventurer



2
2
2

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



Altered Demo Deck

3 **Haven Bouncer**
Character - Adventurer



2
2
2

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



Altered Demo Deck

3 **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.)



Altered Demo Deck

3 **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.)



Altered Demo Deck



3

4

Sun Wukong

Character - Deity

2

4

2



1 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/+1 counter. Remove it when it leaves the Expedition zone.)



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.



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.



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.



Booda

Token - Companion



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



