

**2** **3**

**Hathor**  
Character - Deity, Artist

**3** **3** **0**

**X** : Return another card from your Reserve to your hand. (Discard me from Reserve to do this.)

Altered Demo Deck







2

2

Lyra Skald

Character - Artist

3

0

2

Altered Demo Deck

2

2

Esmeralda

Character - Artist

0

2

2

Altered Demo Deck

2

2

Esmeralda

Character - Artist

0

2

2

Altered Demo Deck

2

3

Esmeralda

Character - Artist

0

2

2

→ **Resupply.** (Put the top card of your deck in Reserve.)

Altered Demo Deck

3

2

Lyra Cloth-Dancer

Character - Artist

0

3

2

↗ Up to one target Character gains **Fleeting**. (If it would be sent to Reserve, discard it instead.)

Altered Demo Deck

3

2

Lyra Cloth-Dancer

Character - Artist

0

3

2

↗ Up to one target Character gains **Fleeting**. (If it would be sent to Reserve, discard it instead.)

Altered Demo Deck

3

2

Lyra Cloth-Dancer

Character - Artist

0

3

2

↗ Up to one target Character gains **Fleeting**. (If it would be sent to Reserve, discard it instead.)

Altered Demo Deck

3

3

Lyra Chronicler

Character - Artist

4

0

4

Altered Demo Deck

3

3

Lyra Chronicler

Character - Artist

4

0

4

Altered Demo Deck







3

3

Lyra Chronicler

Character - Artist



4

0

4



Altered Demo Deck

4

5

The Hatter

Character - Citizen



5

5

0



 : Target Character with Hand Cost 3 or less gains **Anchored**. (Discard me from Reserve to do this.)


Altered Demo Deck

4

5

The Hatter


Character - Citizen




5

5

0



 : Target Character with Hand Cost 3 or less gains **Anchored**. (Discard me from Reserve to do this.)

Altered Demo Deck

4

5

The Hatter

Character - Citizen



5

5

0



 : Target Character with Hand Cost 3 or less gains **Anchored**. (Discard me from Reserve to do this.)

Altered Demo Deck

6

6

Asmodeus

Character - Deity



5

5

5



→ Roll a die. On a 4 or higher, I gain **Anchored**. Otherwise, I gain 3 boosts. (During Rest, I don't go to Reserve and I lose Anchored. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

6

6

Asmodeus

Character - Deity



5

5

5



→ Roll a die. On a 4 or higher, I gain **Anchored**. Otherwise, I gain 3 boosts. (During Rest, I don't go to Reserve and I lose Anchored. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

5

5

Asmodeus

Character - Deity



4

4

4



→ Roll a die. On a 4 or higher, I gain **Anchored**. Otherwise, I gain 3 boosts. (During Rest, I don't go to Reserve and I lose Anchored. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

3

3

All In!

Spell - Boon





Roll a die. Target Character gains X boosts, where X is the result. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

3

3

All In!

Spell - Boon





Roll a die. Target Character gains X boosts, where X is the result. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck







**3** **All In!**  
Spell - Boon

Roll a die. Target Character gains X boosts, where X is the result. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)



Altered Demo Deck



**5** **Paint Prison**  
Spell - Disruption

**Fleeting.** (Send me to Discard instead of Reserve after my effect resolves.)  
You may discard a card from your Reserve to reduce my cost by 2.  
Return target Character or Permanent to the top of its owner's deck.



Altered Demo Deck



**5** **Paint Prison**  
Spell - Disruption

**Fleeting.** (Send me to Discard instead of Reserve after my effect resolves.)  
You may discard a card from your Reserve to reduce my cost by 2.  
Return target Character or Permanent to the top of its owner's deck.



Altered Demo Deck



**5** **Paint Prison**  
Spell - Disruption

**Fleeting.** (Send me to Discard instead of Reserve after my effect resolves.)  
You may discard a card from your Reserve to reduce my cost by 2.  
Return target Character or Permanent to the top of its owner's deck.



Altered Demo Deck



