

2

1

Nevenka & Blotch

Lyra Hero

RESERVE

LANDMARKS

Target a Character you control, then roll a die.

On a 6 or higher, it gains **Anchored**. (During Rest, it doesn't go to Reserve and it loses Anchored.)

On a 1, send it to Reserve.

On all other results, it gains 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

2

1

Ouroboros Trickster

Character - Citizen

0

0

0

Roll a die. On a 4 or higher, I gain 2 boosts. Otherwise, I gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

2

1

Ouroboros Trickster

Character - Citizen

0

0

0

Roll a die. On a 4 or higher, I gain 2 boosts. Otherwise, I gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

2

2

Ouroboros Trickster

Character - Citizen

0

0

0

Roll a die. On a 4 or higher, I gain 3 boosts. Otherwise, I gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

2

3

Hathor

Character - Deity, Artist

3

3

0

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

Altered Demo Deck

2

3

Hathor

Character - Deity, Artist

3

3

0

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

Altered Demo Deck

2

3

Hathor

Character - Deity, Artist

3

3

0

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

Lyra Skald

Character - Artist

3

0

2

Altered Demo Deck



2 **2** **Lyra Skald**
Character - Artist

3
0
2

Altered Demo Deck

2 **2** **Esmeralda**
Character - Artist

0
2
2

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

Altered Demo Deck

2 **2** **Esmeralda**
Character - Artist

0
2
2

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

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 **Lyra Chronicler**
Character - Artist

4
0
4

Altered Demo Deck

4 **The Hatter**
Character - Citizen

5
5
0

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

Altered Demo Deck

4 **The Hatter**
Character - Citizen

5
5
0

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

Altered Demo Deck

4 **The Hatter**
Character - Citizen

5
5
0

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

Altered Demo Deck

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 **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 **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 **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



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

5

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

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

5

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Altered Demo Deck

