

4

Sigismar & Wingspan

Ordis Hero

RESERVE

LANDMARKS

At Noon — Create an **Ordis Recruit 1/1/1** Soldier token in your Hero Expedition.

2

2

Ordis Cadets

Character - Apprentice, Soldier

1

1

0

→ Create an **Ordis Recruit 1/1/1** Soldier token in my Expedition.

2

2

Ordis Cadets

Character - Apprentice, Soldier

1

1

0

→ Create an **Ordis Recruit 1/1/1** Soldier token in my Expedition.

2

2

Ordis Cadets

Character - Apprentice, Soldier

1

1

0

→ Create an **Ordis Recruit 1/1/1** Soldier token in my Expedition.

2

2

Monolith Rune-Scribe

Character - Scholar

2

2

2

2

2

Monolith Rune-Scribe

Character - Scholar

2

2

2

2

2

Monolith Rune-Scribe

Character - Scholar

1

2

2

👑 If you control a token, **Resupply**.
(Put the top card of your deck in Reserve.)

2

2

Frog Prince

Character - Bureaucrat, Noble

3

0

3

2

2

Frog Prince

Character - Bureaucrat, Noble

3

0

3



2 **Frog Prince**
Character - Bureaucrat, Noble

3
0
3

Altered Demo Deck

3 **Kakoba, Legion Commander**
Character - Soldier, Noble

2
2
2

→ If you control three or more other Characters, I gain 2 boosts. (Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

3 **Kakoba, Legion Commander**
Character - Soldier, Noble

2
2
2

→ If you control three or more other Characters, I gain 2 boosts. (Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

3 **Kakoba, Legion Commander**
Character - Soldier, Noble

2
2
2

→ If you control three or more other Characters, I gain 3 boosts. (Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

1 **Ordis Trooper**
Character - Soldier

1
1
1

Altered Demo Deck

1 **Ordis Trooper**
Character - Soldier

1
1
1

Altered Demo Deck

1 **Ordis Trooper**
Character - Soldier

1
1
1

Altered Demo Deck

3 **Ordis Spy**
Character - Citizen

2
2
2

👉 **Sabotage.** (Discard up to one target card from a Reserve.)

Altered Demo Deck

3 **Ordis Spy**
Character - Citizen

2
2
2

👉 **Sabotage.** (Discard up to one target card from a Reserve.)

Altered Demo Deck



3 **2** **Ordis Spy**
Character - Citizen

2 **2** **2**

Sabotage. (Discard up to one target card from a Reserve.)

Altered Demo Deck

4 **4** **Jeanne d'Arc**
Character - Soldier

2 **2** **2**

When I leave the Expedition zone — Create an **Ordis Recruit 1/1/1** Soldier token in each of your Expeditions.

Altered Demo Deck

4 **4** **Jeanne d'Arc**
Character - Soldier

2 **2** **2**

When I leave the Expedition zone — Create an **Ordis Recruit 1/1/1** Soldier token in each of your Expeditions.

Altered Demo Deck

5 **5** **Jeanne d'Arc**
Character - Soldier

2 **2** **2**

When I leave the Expedition zone — Create **two Ordis Recruit 1/1/1** Soldier tokens in each of your Expeditions.

Altered Demo Deck

2 **2** **Charge!**
Spell - Maneuver

Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Characters you control gain 1 boost. (Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

2 **2** **Charge!**
Spell - Maneuver

Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Characters you control gain 1 boost. (Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

2 **2** **Charge!**
Spell - Maneuver

Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Characters you control gain 1 boost. (Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

Altered Demo Deck

3 **3** **Sticky Note Seals**
Spell - Disruption

Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Choose one:
• Send to Reserve target Character with Hand Cost **4** or more.
• Discard target Permanent with Hand Cost **4** or more.

Altered Demo Deck

3 **3** **Sticky Note Seals**
Spell - Disruption

Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Choose one:
• Send to Reserve target Character with Hand Cost **4** or more.
• Discard target Permanent with Hand Cost **4** or more.

Altered Demo Deck



3

3

Sticky Note Seals

Spell - Disruption

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

Choose one:

- Send to Reserve target Character with Hand Cost 4 or more.
- Discard target Permanent with Hand Cost 4 or more.

Altered Demo Deck

3

3

Ordis Carrier

Permanent - Landmark

At Noon — Create an **Ordis Recruit** 1/1 Soldier token in your Companion Expedition.

Altered Demo Deck

3

3

Ordis Carrier

Permanent - Landmark

At Noon — Create an **Ordis Recruit** 1/1 Soldier token in your Companion Expedition.

Altered Demo Deck

3

3

Ordis Carrier

Permanent - Landmark

At Noon — Create an **Ordis Recruit** 1/1 Soldier token in your Companion Expedition.

Altered Demo Deck

1

1

1

Ordis Recruit

Token - Soldier

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

Altered Demo Deck

1

1

1

Ordis Recruit

Token - Soldier

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

Altered Demo Deck

1

1

1

Ordis Recruit

Token - Soldier

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

Altered Demo Deck

1

1

1

Ordis Recruit

Token - Soldier

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

Altered Demo Deck

1

1

1

Ordis Recruit

Token - Soldier

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

Altered Demo Deck

