

**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.)*

Altered Demo Deck







**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 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 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 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



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

Altered Demo Deck

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



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



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



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







33

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

33

Ordis Carrier

Permanent - Landmark

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

Altered Demo Deck

33

Ordis Carrier

Permanent - Landmark

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

Altered Demo Deck

33

Ordis Carrier

Permanent - Landmark

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

Altered Demo Deck

Ordis Recruit

Token - Soldier

111

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

Altered Demo Deck

Ordis Recruit

Token - Soldier

111

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

Altered Demo Deck

Ordis Recruit

Token - Soldier

111

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

Altered Demo Deck

Ordis Recruit

Token - Soldier

111

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

Altered Demo Deck

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Token - Soldier

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

Altered Demo Deck



