

Teija & Nauraa

Muna Hero

RESERVE

PERMANENTS

The first Character you play each day gains 1 boost.
(Boosts are +1/+1/+1 counters that are removed when they leave the Expedition Zone.)

Altered Demo Deck

1

1

Kitsune

Common Character - Spirit

1

1

1

→ Gift — Each player draws a card.

Altered Demo Deck

1

1

Kitsune

Common Character - Spirit

1

1

1

→ Gift — Each player draws a card.

Altered Demo Deck

1

1

Kitsune

Common Character - Spirit

1

1

1

→ Gift — Each player draws a card.

Altered Demo Deck

1

1

Spindle Harvesters

Common Character - Plant

1

0

0

→ I become **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)

Altered Demo Deck

1

1

Spindle Harvesters

Common Character - Plant

1

0

0

→ I become **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)

Altered Demo Deck

1

1

Spindle Harvesters

Common Character - Plant

1

0

0

→ I become **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)

Altered Demo Deck

2

2

Mowgli

Common Character - Ranger

2

2

2

Altered Demo Deck

2

2

Mowgli

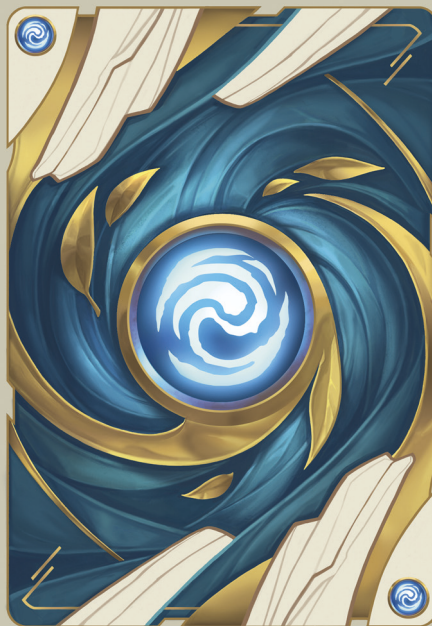
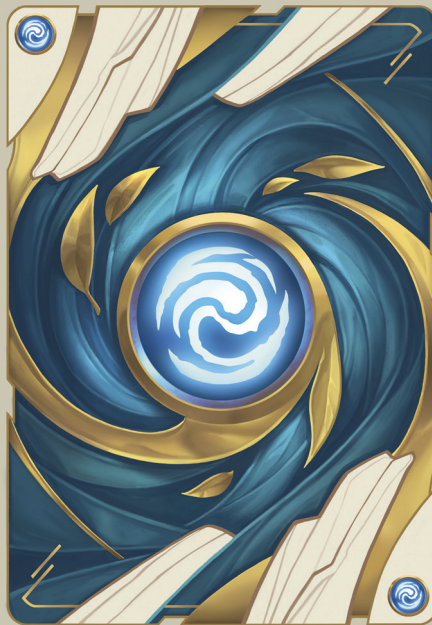
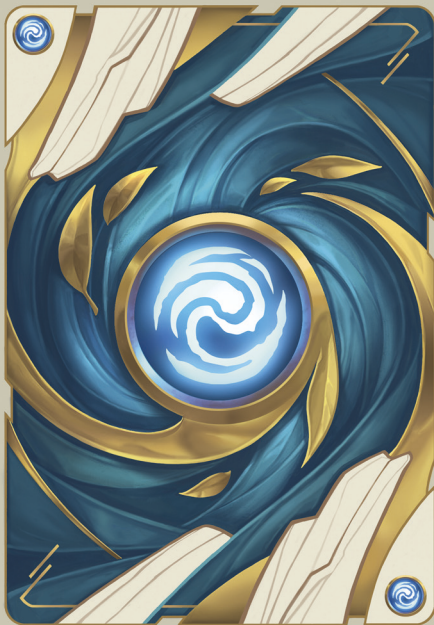
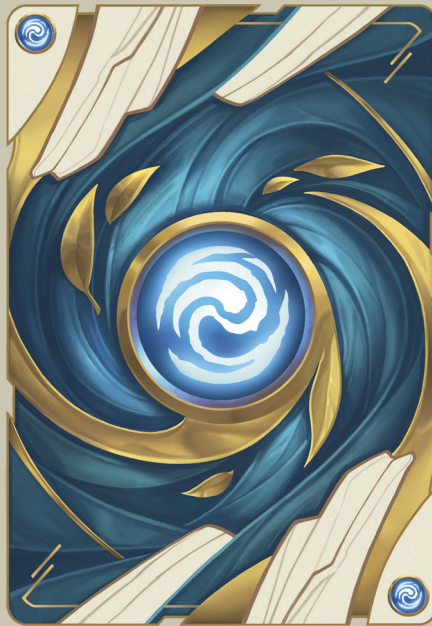
Common Character - Ranger

2

2

2

Altered Demo Deck



2

2

Sneezer Shroom

Common Character - Plant

1

1

1

→ I become **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)

Altered Demo Deck

2

2

Sneezer Shroom

Common Character - Plant

1

1

1

→ I become **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)

Altered Demo Deck

3

2

Inari

Common Character - Divinity

3

1

3

Altered Demo Deck

3

2

Inari

Common Character - Divinity

3

1

3

Altered Demo Deck

3

2

Inari

Common Character - Divinity

3

1

3

Altered Demo Deck

3

2

Muna Druid

Common Character - Druid

3

2

2

X : Target Character with hand cost 3 or less becomes **Anchored**. (Sacrifice me from your Reserve to activate this effect)

Altered Demo Deck

3

2

Muna Druid

Common Character - Druid

3

2

2

X : Target Character with hand cost 3 or less becomes **Anchored**. (Sacrifice me from your Reserve to activate this effect)

Altered Demo Deck

3

2

Muna Druid

Common Character - Druid

3

2

2

X : Target Character with hand cost 3 or less becomes **Anchored**. (Sacrifice me from your Reserve to activate this effect)

Altered Demo Deck

3

3

Daughter of Yggdrasil

Common Character - Plant

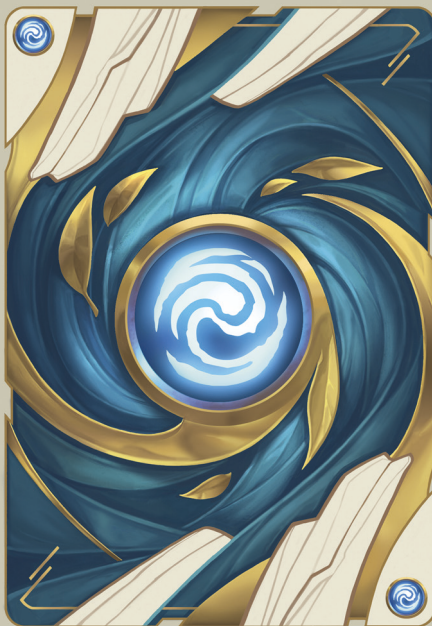
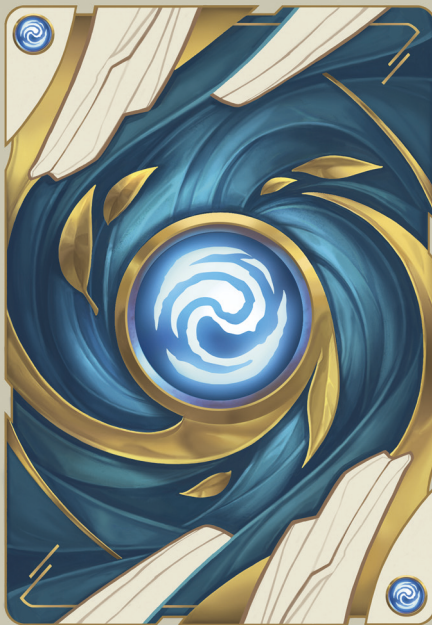
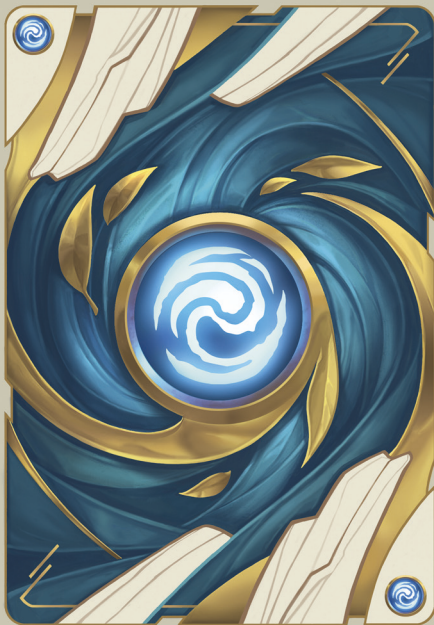
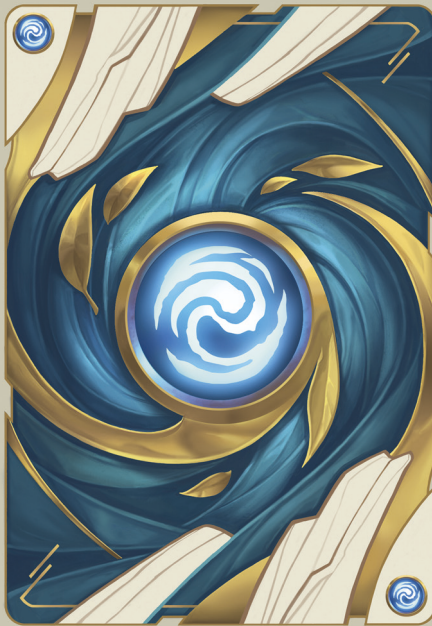
3

5

5

→ Gift — Each opponent draws a card.

Altered Demo Deck




3

3

Daughter of Yggdrasil

Common Character - Plant




3

5

5

→ **Gift** — Each opponent draws a card.



5

5

Coniferal Coneman

Common Character - Plant



3

3

3

→ I become **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)



5

5

Coniferal Coneman

Common Character - Plant



3

3

3

→ I become **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)



5

5

Coniferal Coneman

Common Character - Plant



3

3

3

→ I become **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)



2

3

Meditation Training

Common Spell



Target Character of hand cost 3 or less becomes **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)



2

3

Meditation Training

Common Spell



Target Character of hand cost 3 or less becomes **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)



2

3

Meditation Training

Common Spell



Target Character of hand cost 3 or less becomes **Anchored**.
(Anchored: At Night, I don't go to Reserve and I lose Anchored.)



2

1

Nurture

Common Spell



Up to 2 target Characters gain 1 boost.
(Boosts are +1/+1/+1 counters that are removed when they leave the Expedition Zone.)



2

1

Nurture

Common Spell



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