

Teija & Nauraa

Muna Hero

RESERVE

PERMANENTS

The first Character you play each day gains 1 boost.  
(Boosts are +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

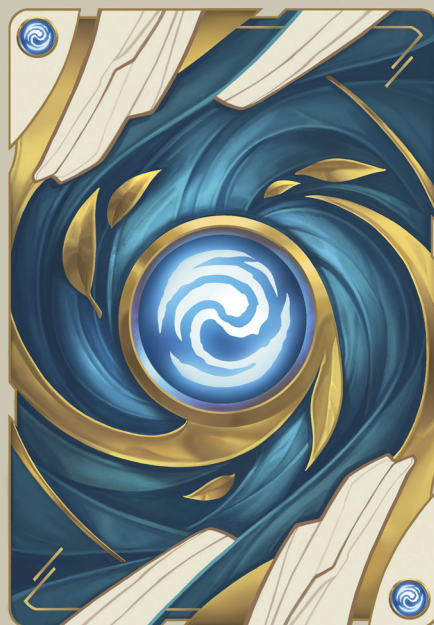
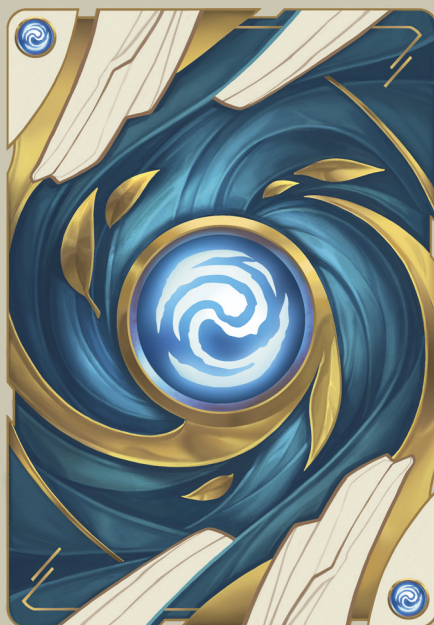
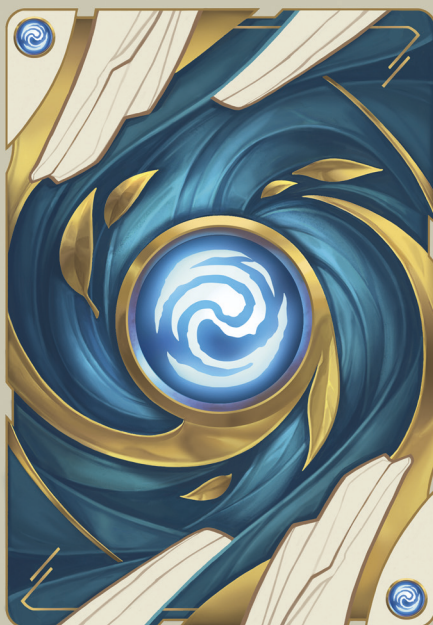
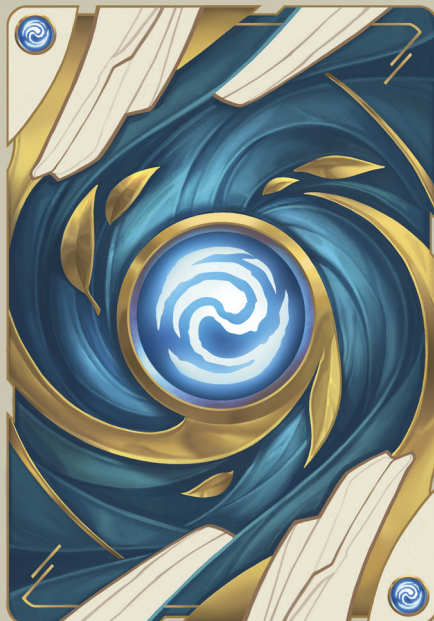
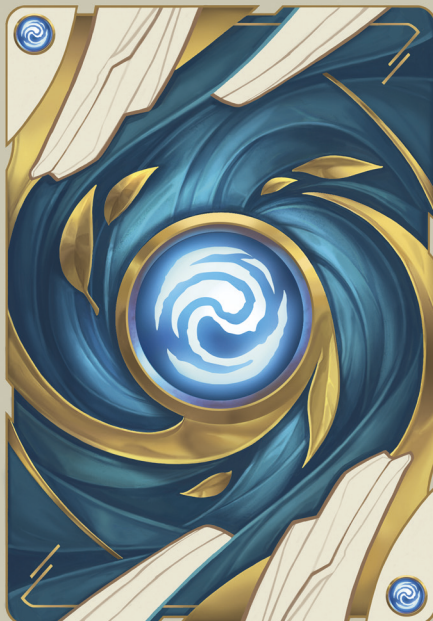
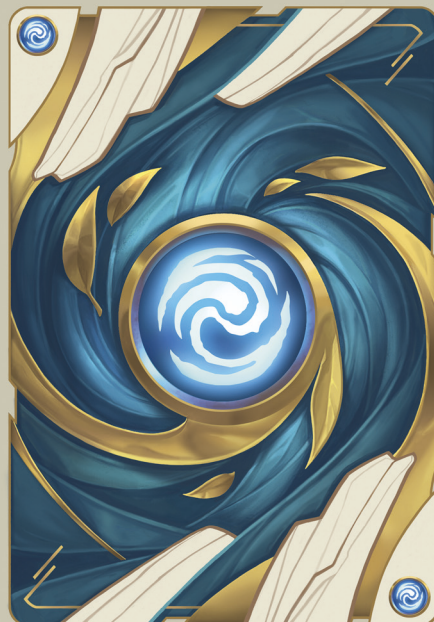
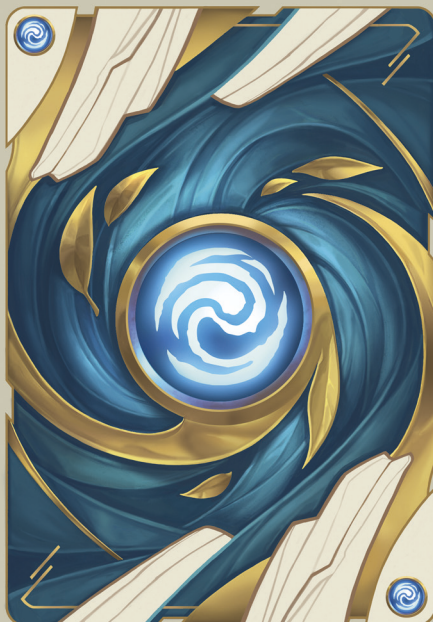
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2

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



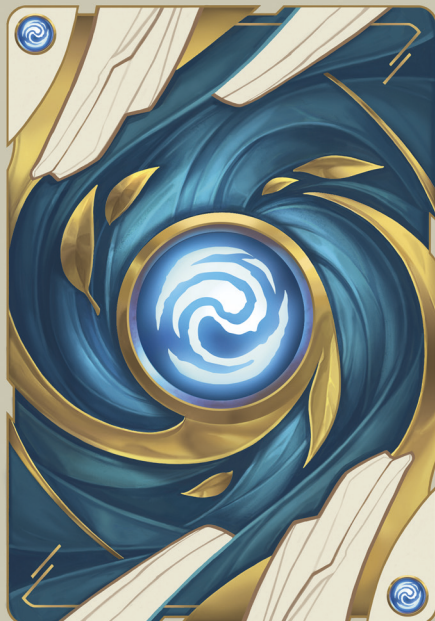
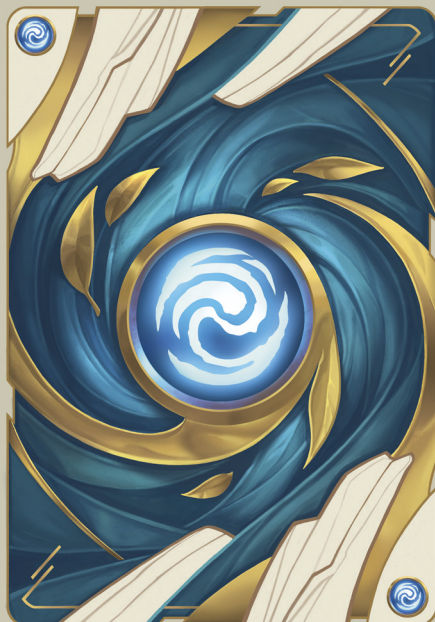
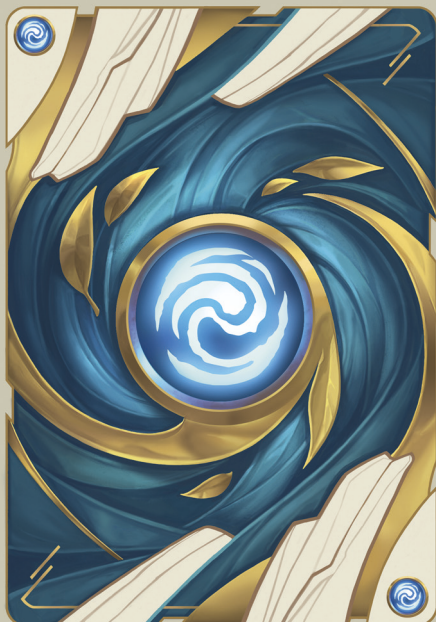
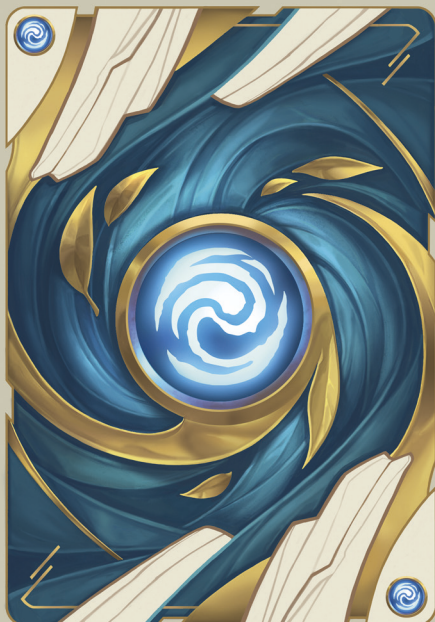
3  
5  
5

→ 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.



Altered Demo Deck

**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.)



Altered Demo Deck

**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.)



Altered Demo Deck

**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.)



Altered Demo Deck

**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.)



Altered Demo Deck

**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.)



Altered Demo Deck

**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.)



Altered Demo Deck

**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.)



Altered Demo Deck

**2** **1** **Nurture**  
Common Spell

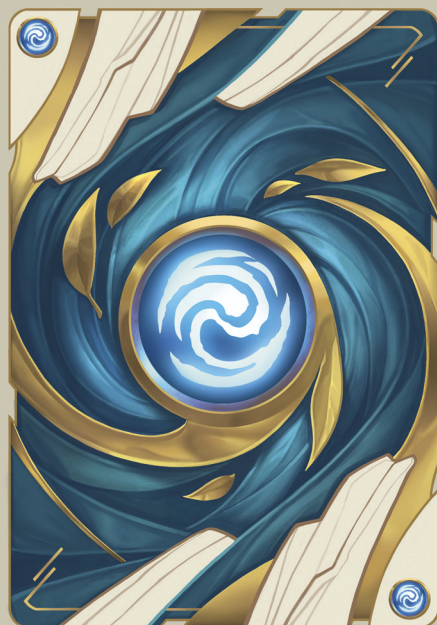


Up to 2 target Characters gain 1 boost.  
(Boosts are +1/+1/+1 counters that are removed when they leave the Expedition Zone.)



Altered Demo Deck







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.)

↓

Altered Demo Deck

2

2

Mowgli

Rare Character - Ranger

☒ : The next Character you play this turn gains 1 boost. (Discard me from your Reserve to activate this effect)

↓

Altered Demo Deck

3

3

Daughter of Yggdrasil

Rare Character - Plant

☞ Gift — Each player draws a card.

↓

Altered Demo Deck

2

2

Sneezer Shroom

Rare Character - Plant

☞ I become **Anchored**.  
At Dawn — I gain 1 boost.  
(Anchored: At Night, I don't go to Reserve and I lose Anchored. Boosts are +1/+1/+1 counters that are removed when they leave the Expedition Zone.)

↓

Altered Demo Deck



