

Nevenka & Blotch

Lyra Hero

RESERVE ■ ■

LANDMARKS ■ ■

☞ : Target a Character you control, then roll a die. On a:

- 6+, it gains **Anchored**. (During Rest, it doesn't go to Reserve and it loses Anchored.)
- 2-5, it gains 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)
- 1, send it to Reserve.



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2 1

Ouroboros Trickster

Character - Citizen

0 0 0

☞ : Roll a die. On a 4+, I gain 2 boosts. On a 1-3, I gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

When luck joins in the game, cleverness scores double.



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2 1


Ouroboros Trickster

Character - Citizen

0 0 0

☞ : Roll a die. On a 4+, I gain 2 boosts. On a 1-3, I gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

When luck joins in the game, cleverness scores double.



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2 2

Ouroboros Trickster

Character - Citizen

0 0 0

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

When luck joins in the game, cleverness scores double.



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2 3

Hathor

Character - Artist, Deity

3 3 0

Dance is the language of the soul.

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



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2 3


Hathor

Character - Artist, Deity

3 3 0

Dance is the language of the soul.

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



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2 3

Hathor

Character - Artist, Deity

3 3 0

Dance is the language of the soul.

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



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2 2

Lyra Skald

Character - Artist

3 0 2

We're all stories, in the end.



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2 2

Lyra Skald

Character - Artist

3 0 2

We're all stories, in the end.



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

3
0
2

We're all stories, in the end.

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

0
2
2

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

"Eidolon or not, you are our Shepherdess. You lead and we follow."

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

0
2
2

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

"Eidolon or not, you are our Shepherdess. You lead and we follow."

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2 **3** **Esmeralda**
Character - Artist

0
2
2

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

"Eidolon or not, you are our Shepherdess. You lead and we follow."

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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.)

"Hope you're not afraid of heights!"

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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.)

"Hope you're not afraid of heights!"

BTG-072-C - Fori Y. -™ & © 2024 Equinox

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.)

"Hope you're not afraid of heights!"

BTG-072-C - Fori Y. -™ & © 2024 Equinox

3 **3** **Lyra Chronicler**
Character - Artist

4
0
4

Eidolon or human, we are all shaped by stories. They're the building blocks of our identity.

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3 **3** **Lyra Chronicler**
Character - Artist

4
0
4

Eidolon or human, we are all shaped by stories. They're the building blocks of our identity.

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3 **3** **Lyra Chronicler**
Character - Artist



4
0
4

Eidolon or human, we are all shaped by stories. They're the building blocks of our identity.



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4 **5** **The Hatter**
Character - Citizen



5
5
0

"You can draw water out of a water-well, so I should think you could draw treacle out of a treacle-well - eh, stupid?"

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



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4 **5** **The Hatter**
Character - Citizen



5
5
0

"You can draw water out of a water-well, so I should think you could draw treacle out of a treacle-well - eh, stupid?"

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



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4 **5** **The Hatter**
Character - Citizen



5
5
0

"You can draw water out of a water-well, so I should think you could draw treacle out of a treacle-well - eh, stupid?"

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



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6 **6** **Asmodeus**
Character - Deity



5
5
5

→ Roll a die. On a 4+, I gain **Anchored**. On a 1-3, 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.)

"Wanna play a game?"



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6 **6** **Asmodeus**
Character - Deity



5
5
5

→ Roll a die. On a 4+, I gain **Anchored**. On a 1-3, 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.)

"Wanna play a game?"



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5 **5** **Asmodeus**
Character - Deity



4
4
4

→ Roll a die. On a 4+, I gain **Anchored**. On a 1-3, 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.)

"Wanna play a game?"



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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.)

There's a time to be cautious, and a time to bet it all!



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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.)

There's a time to be cautious, and a time to bet it all!



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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.)

There's a time to be cautious, and a time to bet it all!



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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.



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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.



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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.



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