

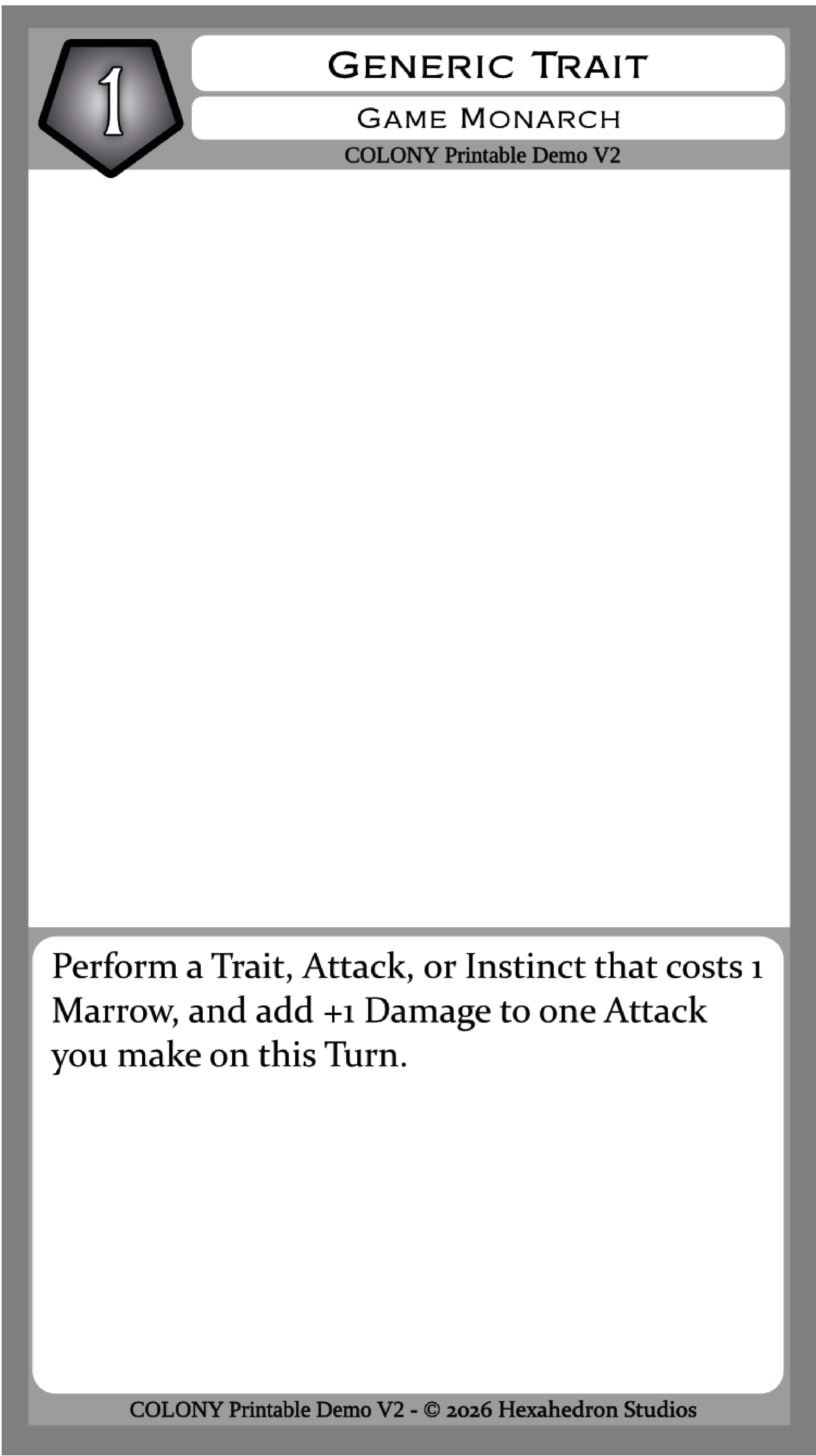
GAME MONARCH DEMO DECK 2026

Thank you for trying out our game!
We have left the card art frames
intentionally blank for you to draw
your own depictions from your
own imagination! If you would
like to share your work with us,
you can do so on our Discord server,
our Bluesky, or our website:
www.hex.studio

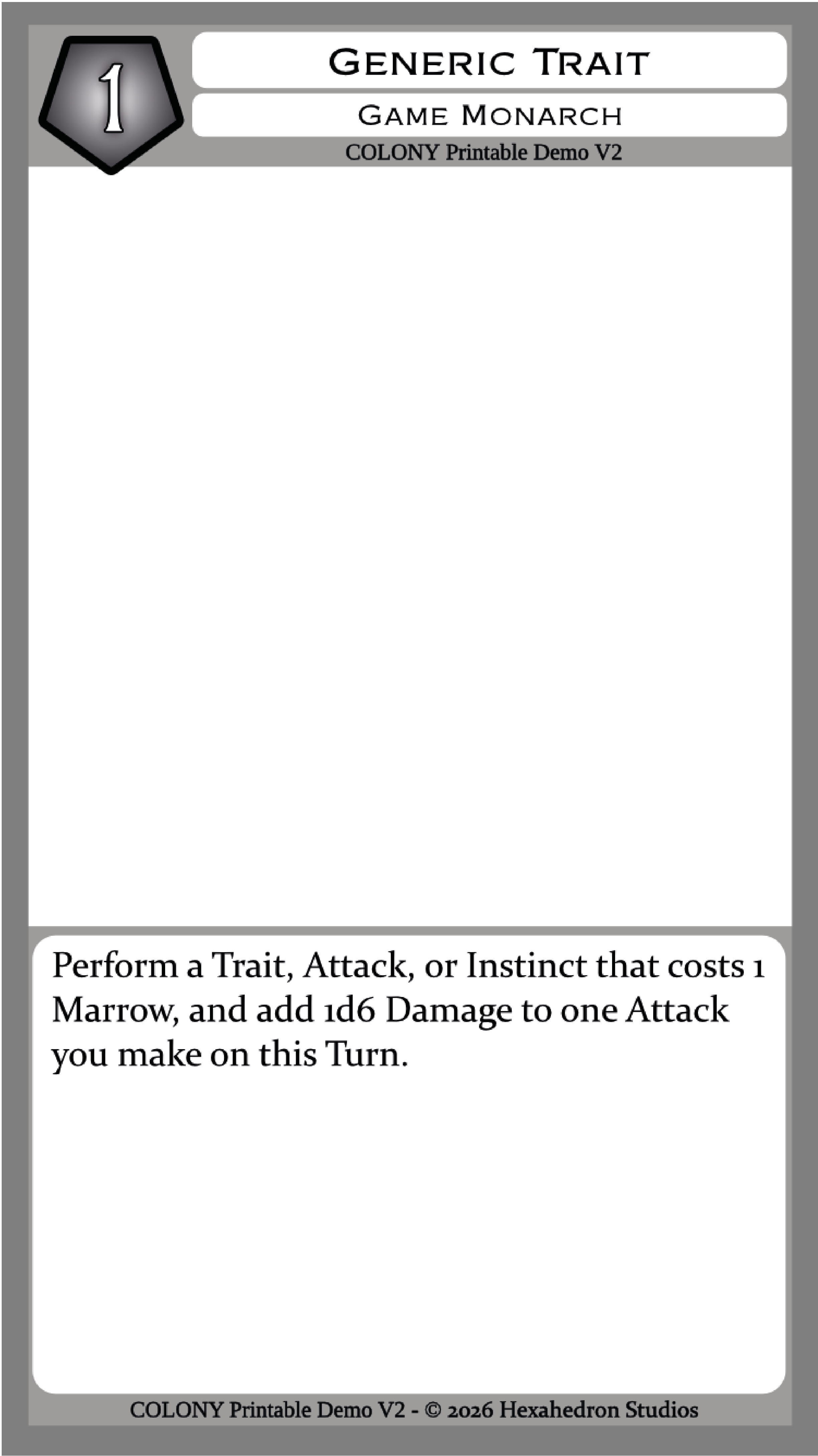
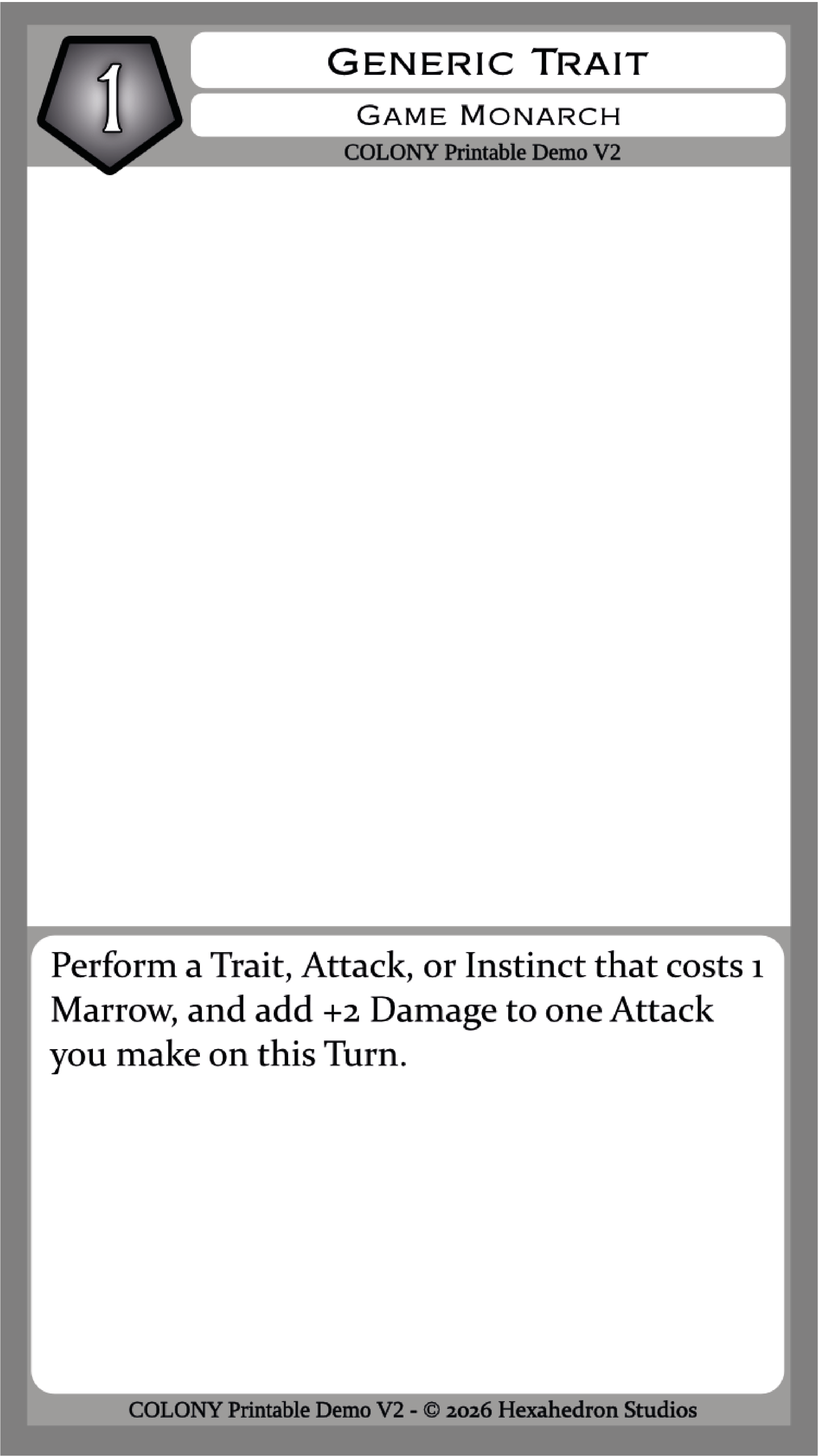
Discord



Bluesky



GM 1





GM 1B



1

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 1 Marrow, and add 2d6 Damage to one Attack you make on this Turn.

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1

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 1 Marrow, and add +1 to a Skill Score for one Check you make on this Turn.

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GM 2

1

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 1 Marrow.

-- OR --

Add +1 to a Skill Score for one Check you make on this Turn.

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1

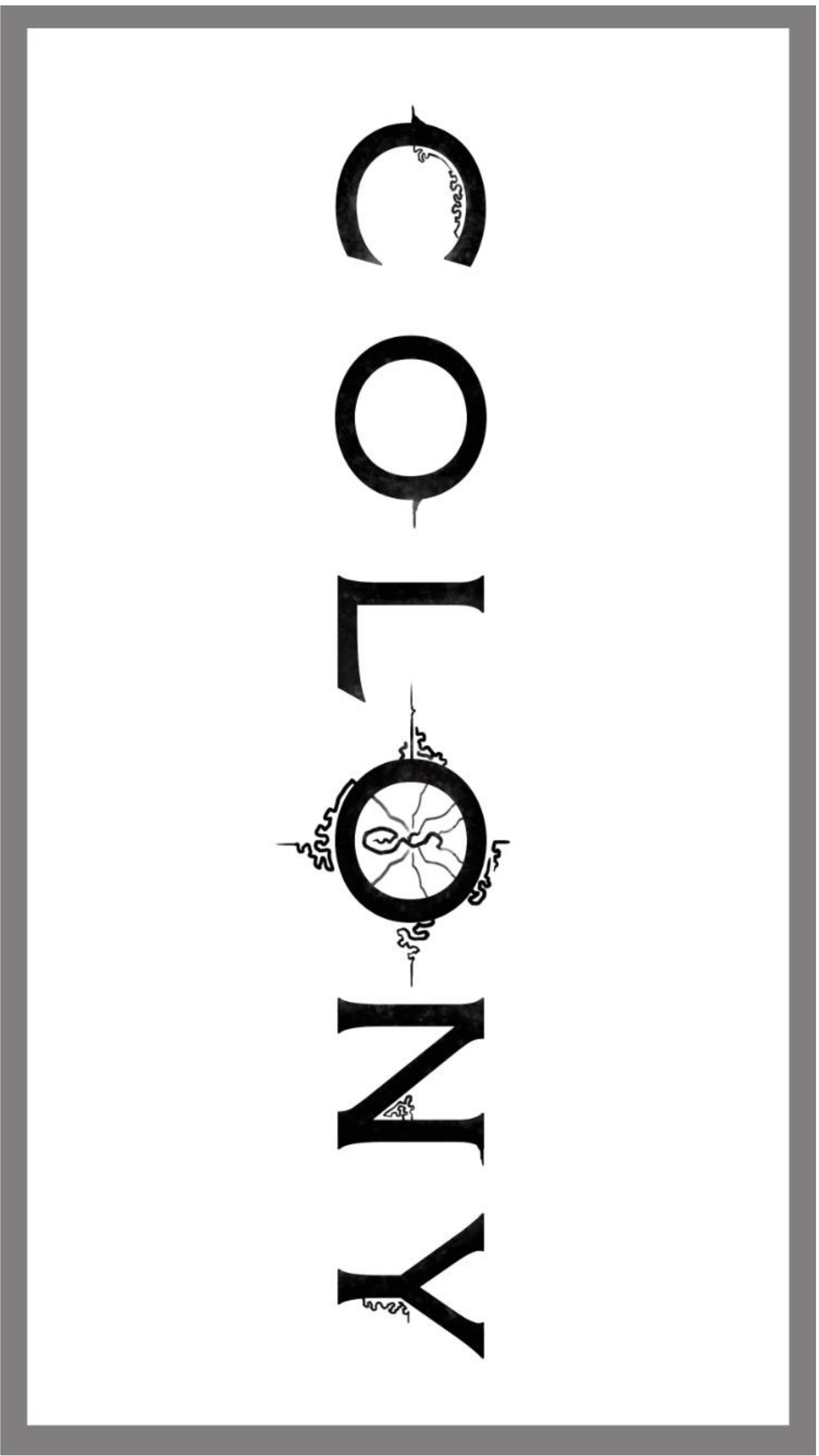
GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 1 Marrow, and Draw a Card.

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GM 2B



1

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 1 Marrow, and Draw a Card.

-- OR --

Perform a Trait, Attack, or Instinct that costs 1 Marrow at no Marrow cost.

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1

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 1 Marrow.

-- OR --

Discard this Card, then Draw a Card.

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GM 3

1

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 1 Marrow.

-- OR --

You may reroll 1d6 on a roll you make this Turn.

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2

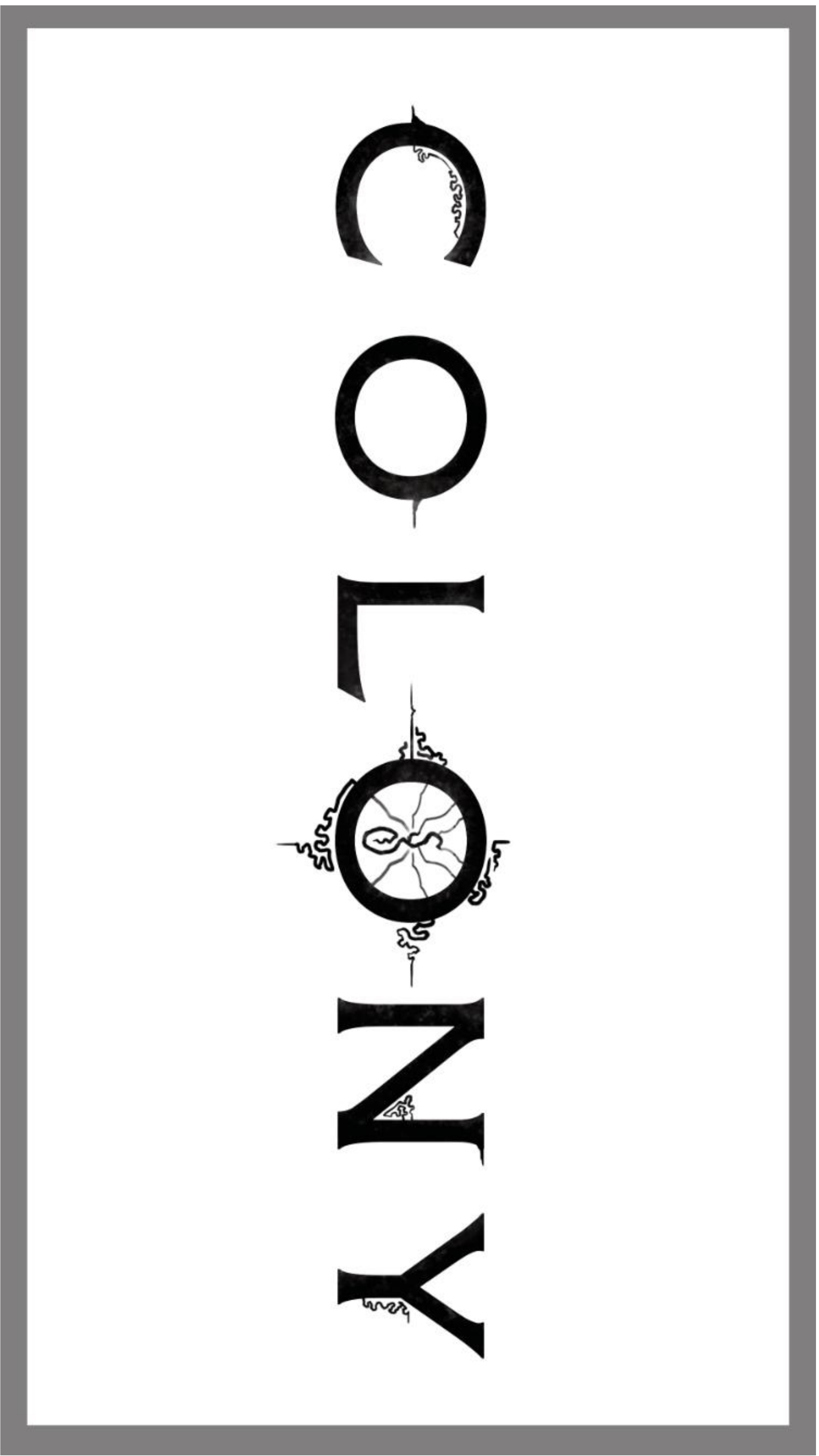
GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 2 or less Marrow, and add 2d6 Damage to one Attack you make on this Turn.

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GM 3B



2

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 2 or less Marrow, and add 3d6 Damage to one Attack you make on this Turn.

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2

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 2 or less Marrow, and add +2 to a Skill Score for one Check you make on this Turn.

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GM 4

2

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 2 or less Marrow, and Draw a Card.

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2

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 2 or less Marrow, and Draw a Card.

-- OR --

Perform a Trait, Attack, or Instinct that costs 2 or less Marrow at no Marrow cost.

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GM 4B



2

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 2 or less Marrow.

-- OR --

Discard this Card, then Draw a Card.

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3

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 3 or less Marrow.

-- OR --

Add 4d6 Damage to one Attack you make on this Turn.

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GM 5

3

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 3 or less Marrow, and add +3 to a Skill Score for one Check you make on this Turn.

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3

GENERIC TRAIT

GAME MONARCH

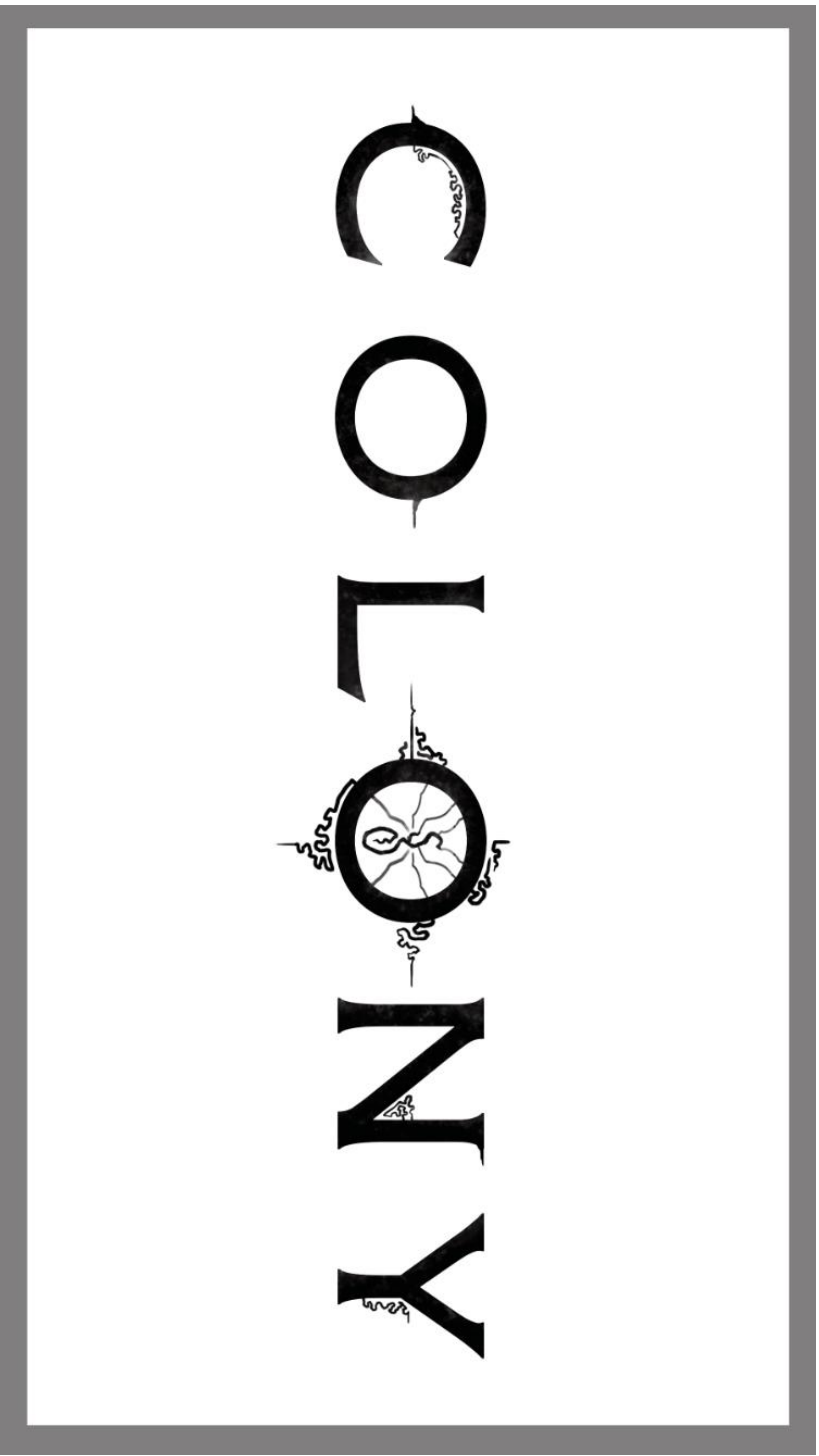
COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 3 or less Marrow.

-- OR --

Add +4 to a Skill Score for one Check you make on this Turn.

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GM 5B



3

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 3 or less Marrow.

-- OR --

Draw a Card.

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3

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 3 or less Marrow, and Draw a Card.

-- OR --

Perform a Trait, Attack, or Instinct that costs 3 or less Marrow at no Marrow cost.

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GM 6

4

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 4 or less Marrow.

-- OR --

Add 5d6 Damage to one Attack you make on this Turn.

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4

GENERIC TRAIT

GAME MONARCH

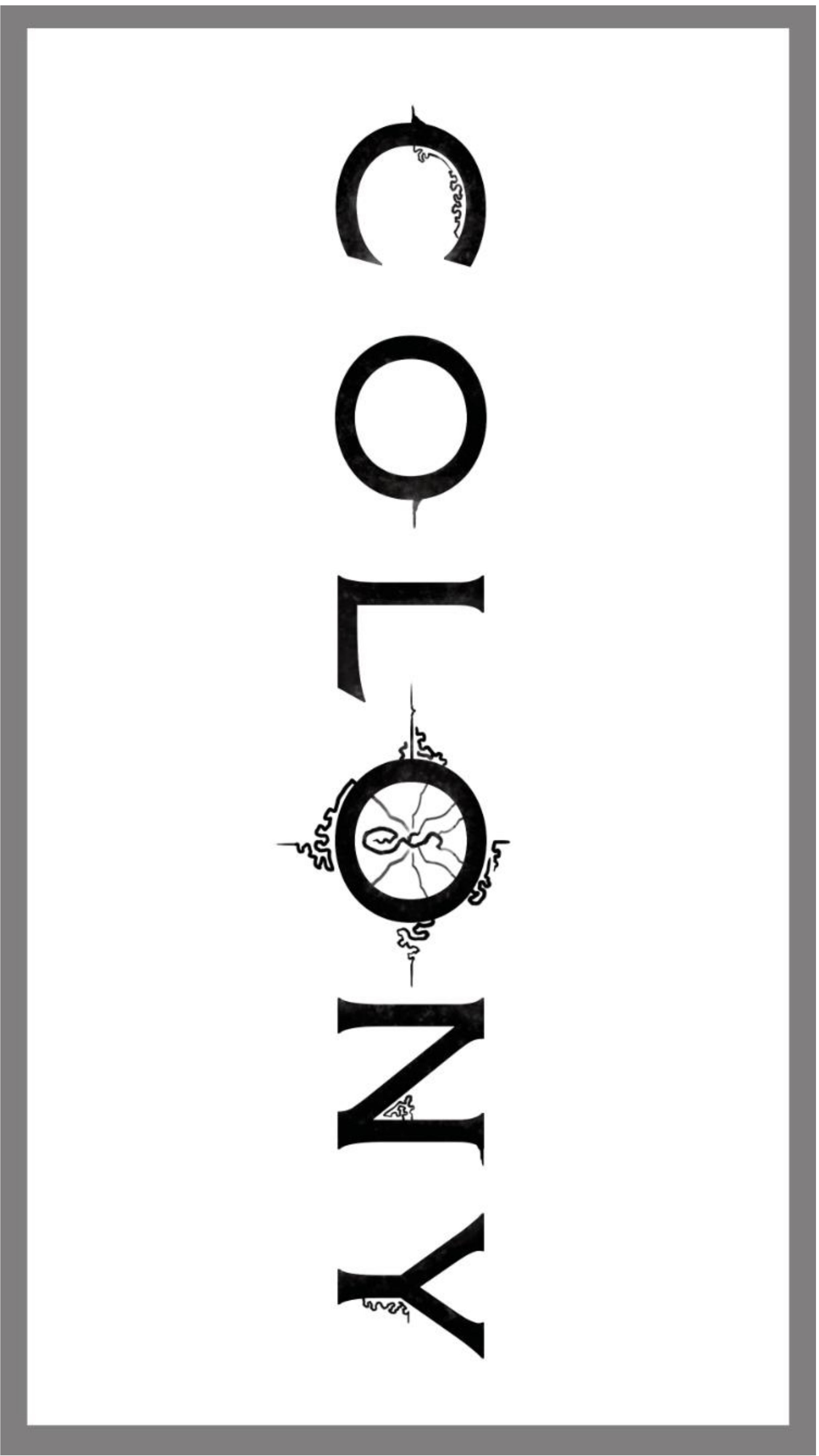
COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 4 or less Marrow.

-- OR --

Add +4 to a Skill Score for one Check you make on this Turn.

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GM 6B



4

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 4 or less Marrow.

-- OR --

Add +5 to a Skill Score for one Check you make on this Turn.

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4

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 4 or less Marrow, and Draw 2 Cards.

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GM 7

5

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 5 or less Marrow, and add +1 to a Skill Score for one Check you make on this Turn.

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5

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 5 or less Marrow.

-- OR --

Add +2 to a Skill Score for one Check you make on this Turn.

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GM 7B



5

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 5 or less Marrow.

-- OR --

Add +5 to a Skill Score for one Check you make on this Turn.

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6

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 6 or less Marrow.

-- OR --

Add +3 to a Skill Score for one Check you make on this Turn.

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GM 8

6

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 6 or less Marrow.

-- OR --

You may initiate an Environmental Event that corresponds to the Biome you are currently in.

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7

GENERIC TRAIT

GAME MONARCH

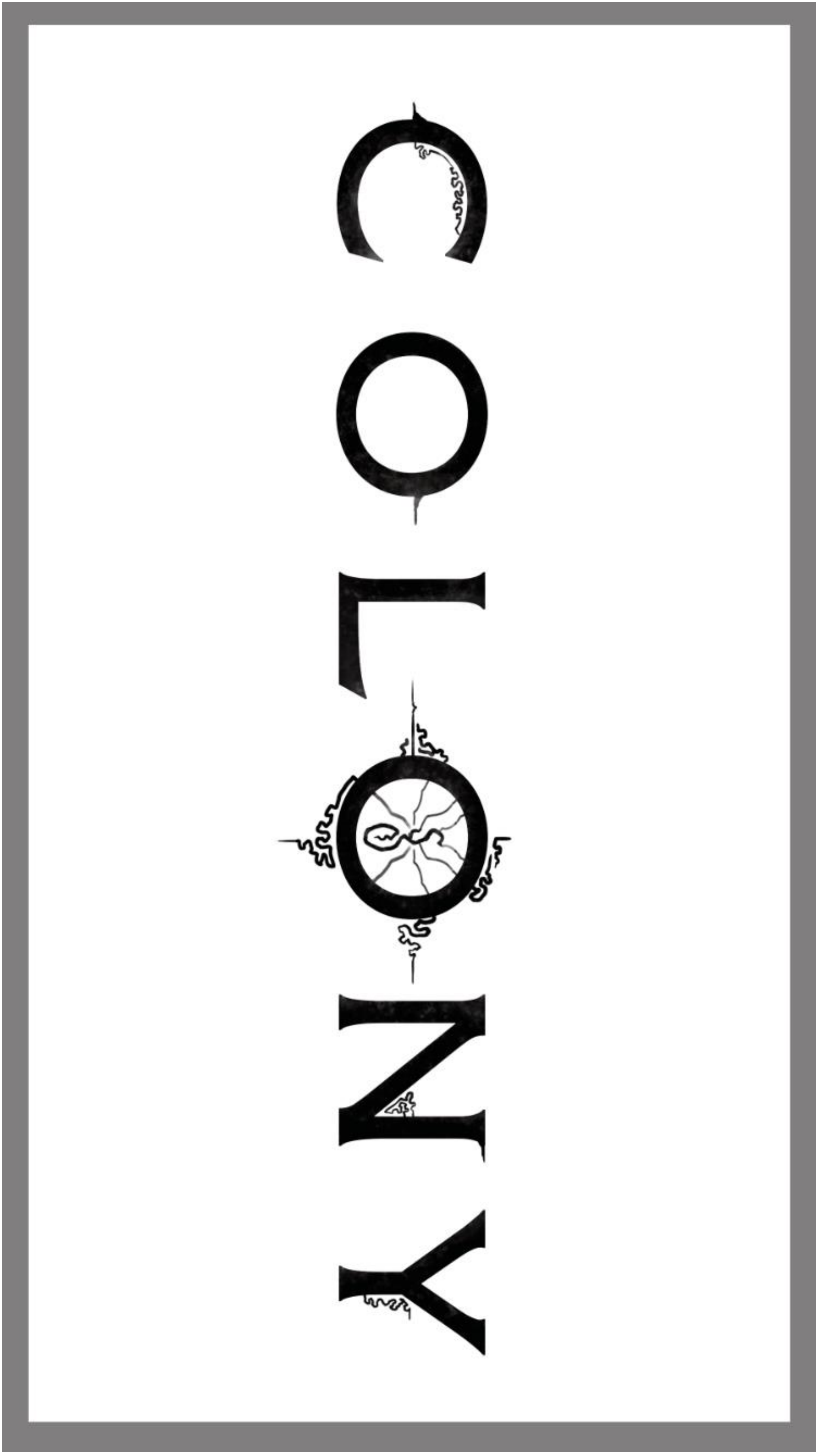
COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 7 or less Marrow, and add +3 to a Skill Score for one Check you make on this Turn.

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GM 8B



7

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 7 or less Marrow.

-- OR --

You may initiate an Environmental Event that corresponds to the Biome you are currently in.

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8

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 8 or less Marrow.

-- OR --

Add +4 to a Skill Score for one Check you make on this Turn.

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GM 9

8

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 8 or less Marrow.

-- OR --

You may initiate an Environmental Event that corresponds to the Biome you are currently in.

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9

GENERIC TRAIT

GAME MONARCH

COLONY Printable Demo V2

Perform a Trait, Attack, or Instinct that costs 9 or less Marrow.

-- OR --

Add +5 to a Skill Score for one Check you make on this Turn.

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GM 9B



CREATURE SIZES

The following are standardized Creature Sizes.

