



# Expedition

## The adventurer's guide to printing

- I. Download this PDF and take it to your local print shop.
- II. Have it printed on heavy white cardstock (usually 80-pound or heavier). Although the cards are black and white, you'll get nicer results on a color printer.
- III. Make sure to print double-sided, and to set to document to 100% zoom.
- IV. Cut the cards using a paper cutter. The more precise you are, the easier they'll be to handle later.
- V. Secure your cards with a small box or rubber band, and prepare to adventure!

Blank page for printing purposes. Save paper by only printing pages 3+!

## THE BOUNTY HUNTER

12 ♣

+4 to non-ability rolls involving:

Firemaking  
Tracking

Starting abilities:

4 Ranged, 2 Warrior

*An expert tracker, raised in the wild.*

ADVENTURER 0 1 2 3 4

## THE PACK RAT

12 ♣

+4 to non-ability rolls involving:

Bargaining  
Engineering

Starting abilities:

2 Ranged, 2 Mage, 2 Warrior

*It's not hoarding, it's being prepared for anything.*

ADVENTURER 0 1 2 3 4

## THE ADVENTUROUS POET

12 ♣

+4 to non-ability rolls involving:

Translation  
Art

Starting abilities:

6 Musician

ADVENTURER 0 1 2 3 4

## THE CURIOUS SKEPTIC

12 ♣

+4 to non-ability rolls involving:

Mathematics  
Translation

Starting abilities:

6 Mage

*Book-learning but not street-smart.*

ADVENTURER 0 1 2 3 4

## THE STEALTHY RECLUSE

12 ♣

+4 to non-ability rolls involving:

Low-light vision  
Stealth

Starting abilities:

6 Ranged

*Good at avoiding people and arrows alike.*

ADVENTURER 0 1 2 3 4

## THE HUNGRY HALFLING

12 ♣

+4 to non-ability rolls involving:

Cooking  
Agriculture

Starting abilities:

4 Musician, 2 Warrior

*Hell hath no fury like a hungry halfling.*

ADVENTURER 0 1 2 3 4

## THE DUTIFUL SOLDIER

12 ♣

+4 to non-ability rolls involving:

Intimidation  
Navigation

Starting abilities:

6 Warrior

*Fighting for queen and country.*

ADVENTURER 0 1 2 3 4

## THE GRIEVING WIDOW

12 ♣

+4 to non-ability rolls involving:

Low-light vision  
Magical lore

Starting abilities:

3 Warrior, 3 Musician

*With a dark and tragic tale to tell.*

ADVENTURER 0 1 2 3 4

## THE ALCOHOLIC DIPLOMAT

12 ♣

+4 to non-ability rolls involving:

Diplomacy  
Drinking

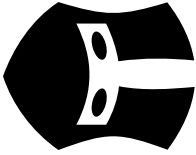
Starting abilities:

3 Warrior, 2 Musician

*Shaken, not stirred.*

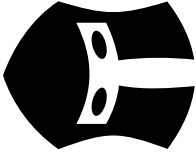
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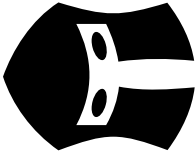
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**ADVENTURER**



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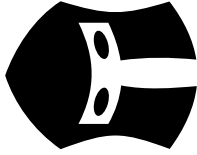
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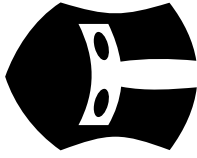
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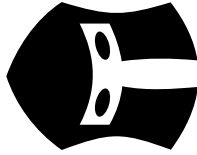
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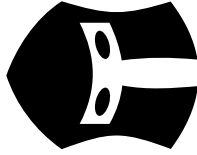
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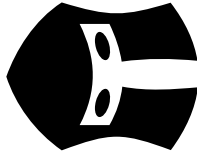
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**ADVENTURER**



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## BRIGAND

10 ♥

+1 ⚔ from ⚡

**Surge:** Next round, all 🃏 draw 1 less ability.

*Commonly seen ambushing travellers between cities.*

I \_\_\_\_\_ BANDIT

## THIEF

8 ♥

+1 ⚔ from ⚡

**Surge:** Next round, Thief is immune to ⚔.

*Definitely a shady character.*

I \_\_\_\_\_ BANDIT

## ROGUE

18 ♥

+1 ⚔ from ⚡

**Surge:** All 🃏 with at least one 🃏 take 2 ⚡.

*He's uncannily fast on his feet.*

II \_\_\_\_\_ BANDIT

## ARCHER

8 ♥

+1 ⚔ from ⚡

**Surge:** The 🃏 with the most ♥ takes 2 ⚡.

*A bow-wielding scowflaw.*

I \_\_\_\_\_ BANDIT

## QUARTERMASTER

20 ♥

+1 ⚔ from ⚡

**Surge:** The Quartermaster drops +1 additional 🃏 when killed.

*No law is going to stop him.*

II \_\_\_\_\_ BANDIT

## HIGHWAYMAN

20 ♥

+1 ⚔ from ⚡

**Surge:** All 🃏 must discard 1 🃏.

*Often seen riding away on horseback, with your Loot.*

II \_\_\_\_\_ BANDIT

## THE DELUDED MAGE

12 ♥

**+4 to non-ability rolls involving:**

Appraising  
Alchemy

**Starting abilities:**

4 Mage, 2 Warrior

11

10

9

8

7

6

5

*A strange individual, but an expert in the elements.*

ADVENTURER \_\_\_\_\_ 0 1 2 3

## FOOTPAD

10 ♥

+1 ⚔ from ⚡

**Surge:** The 🃏 with the least ♥ loses 1 random 🃏.

*Her weapon is kept polished and in good repair.*

I \_\_\_\_\_ BANDIT

## VETERAN

16 ♥

+1 ⚔ from ⚡

**Surge:** The Veteran regains 5 ♥.

*A wicked-looking scar runs across this bandit's face.*

II \_\_\_\_\_ BANDIT

**BANDIT**



**II**

**BANDIT**



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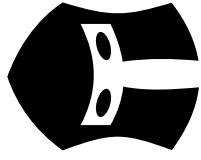
**II**

**BANDIT**



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## ASPIC VIPER

+1 ⚔ from ☸

**Surge:** Remove from the encounter and place on 🐉 with the least ♥. They 1 ✖ per round for the rest of the encounter.

6 ♥



*A fork-tongued serpent with a broad, triangular head.*

I \_\_\_\_\_ BEAST

## SPIDER

+1 ⚔ from ☸

½ ⚔ from ✖

**Surge:** All 🐉 roll a die. 🐉 with the lowest 🎲 deals -3 ⚔ next round.

9 ♥



*A hairy black arachnid, as big as a buckler shield.*

I \_\_\_\_\_ BEAST

## DIRE WOLF

+1 ⚔ from ☸

½ ⚔ from ✖

**Surge:** The 🐉 with the most ♥ takes ✖ equal to the number of wolves in play.

20 ♥



*An apex predator, and leader of its pack.*

II \_\_\_\_\_ BEAST

## CAPTAIN

+1 ⚔ from ⚡

**Surge:** Add 1 random ∞ to the encounter.

35 ♥



*His position was earned through treachery.*

IV \_\_\_\_\_ BANDIT

## WILD BEAR

+1 ⚔ from ☸

**Surge:** All 🐉 roll a die. 🐉 with the lowest 🎲 takes 5 ✖.

10 ♥



*A cave-dwelling beast with shaggy fur.*

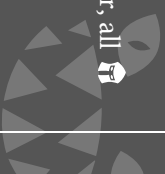
I \_\_\_\_\_ BEAST

## GIANT SPIDER

+1 ⚔ from ☸

**Surge:** For the rest of the encounter, all 🐉 deal -1 ⚔ to spiders.

20 ♥



*The size of a riding horse, and much less agreeable.*

II \_\_\_\_\_ BEAST

## NIGHTBLADE

+1 ⚔ from ⚡

**Surge:** All 🐉 take 2x ⚔ this round.

22 ♥



*Her dagger emits a soft pale glow.*

III \_\_\_\_\_ BANDIT

## WILD WOLF

+1 ⚔ from ☸

**Surge:** The 🐉 with the least ♥ takes 3 ✖.

8 ♥



*Wolves hardly ever travel alone...*

I \_\_\_\_\_ BEAST

## WOLFMAN

+1 ⚔ from ☸

½ ⚔ from ✖

**Surge:** All 🐉 take ✖ equal to number of wolf Beasts in play.

16 ♥



*Half warrior, half wolf, and fully fearsome in combat.*

II \_\_\_\_\_ BEAST

BEAST



II

BEAST



I

BEAST



I

BEAST



II

BEAST



I

BANDIT



IV

BEAST



II

BEAST



I

BANDIT



III



## TROLL

35 ♥

+1 ☆☆ from ✨

**Surge:** The Troll regains 6 ♥.



*Chips on its tusks are the only remains of past foes.*

IV \_\_\_\_\_ BEAST

## DIRE BEAR

30 ♥

+1 ☆☆ from ✨

**Surge:** The 🐾 with the least ♥ takes 3 ✕ and deals -3 ☆☆ next round.



*It won't hesitate to rip apart what might be edible.*

III \_\_\_\_\_ BEAST

## GIANT RAT

26 ♥

+1 ☆☆ from ✨

**Surge:** Each 🐭 discards 1 🍵.



*A rodent of unusual size!*

III \_\_\_\_\_ BEAST

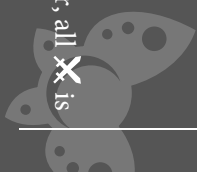
## BLUECAP FAERY

6 ♥

+1 ☆☆ from ✕

½ ☆☆ from ⚡

**Surge:** For the rest of the encounter, all ✕ is ⚡ instead.



*A small flying faery, prone to bursting into blue fire.*

I \_\_\_\_\_ FAE

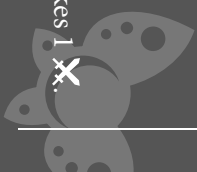
## KORRIGAN ELF

8 ♥

+1 ☆☆ from ✕

½ ☆☆ from ⚡

**Surge:** The 🐾 with the most ♥ takes 1 ✕.



*A small creature with a hooked nose and ill intent.*

I \_\_\_\_\_ FAE

## IMP

7 ♥

+1 ☆☆ from ✕

½ ☆☆ from ⚡

**Surge:** Next round, the Imp is immune to all ☆☆.



*A little winged green man with very sharp teeth.*

I \_\_\_\_\_ FAE

## VOID IMP

13 ♥

+1 ☆☆ from ✕

½ ☆☆ from ✨

**Surge:** All 🐾 take 1 ✨. The Void Imp regains ♥ equal to the total ✨ ☆☆ taken.



*Its eyes are black pits; it leers and beckons with a claw.*

II \_\_\_\_\_ FAE

## WILL O' THE WISP

6 ♥

+1 ☆☆ from ✕

½ ☆☆ from ✨

**Surge:** All allies and enemies take 3 ⚡.



*A phosphorescent orb, floating gently over the ground.*

I \_\_\_\_\_ FAE

## MAGIC MUSHROOM

6 ♥

+1 ☆☆ from ✕

½ ☆☆ from ⚡

**Surge:** The 🐾 with the most ♥ must attack an 🐾 next round.



*A tendrilous purple fungus emitting a sickly smell.*

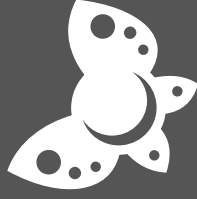
I \_\_\_\_\_ FAE

FAE



II

FAE



I

BEAST



IV

FAE



I

FAE



I

BEAST



III

FAE



I

FAE



I

BEAST



III

## SHAPESHIFTER

25 ♥

+1 ✖ from ✖

½ ✖ from ⚡

**Surge:** Put a Beast on top of the Shapeshifter. When it is killed, resume fighting the Shapeshifter.



*Its form defies explanation.*

IV \_\_\_\_\_ FAE

## SKELETAL RAT

6 ♥

+1 ✖ from 🐭

**Surge:** Revive to ½ ♥ if dead.



*A collection of rat bones enclosing an eerie blue mist.*

I \_\_\_\_\_ UNDEAD

## VIKING

12 ♥

+1 ✖ from 🐭

**Surge:** Revive to ½ ♥ if dead.



*A wise and dangerous adventurer, back from the dead.*

II \_\_\_\_\_ UNDEAD

## SATYR

24 ♥

+1 ✖ from ✖

½ ✖ from ❄️

**Surge:** All ✖ dealt by any 🐼 this round is dealt to the 🐼 to their right.



*A red-haired, goat-hooved magical creature.*

III \_\_\_\_\_ FAE

## ZOMBIE HAND

6 ♥

+1 ✖ from 🐭

**Surge:** Revive to ½ ♥ if dead.



*A desiccated hand, scuttling quickly towards you.*

I \_\_\_\_\_ UNDEAD

## ZOMBIE

8 ♥

+1 ✖ from 🐭

**Surge:** Revive to ½ ♥ if dead.



*It appears to be missing some important body parts.*

I \_\_\_\_\_ UNDEAD

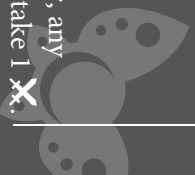
## DUERGAR

20 ♥

+1 ✖ from ✖

½ ✖ from 🐭

**Surge:** For the rest of the encounter, any using Mage abilities causes the 🐼 to take 1 ✖.



*A Dwarf corrupted by dark energies.*

II \_\_\_\_\_ FAE

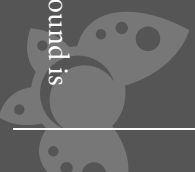
## RIFT WALKER

40 ♥

+1 ✖ from ✖

½ ✖ from 🐭 ❄️ ⚡

**Surge:** All ✖ dealt by any 🐼 this round is dealt to themselves.



*Reality tears around a being of all elements combined.*

V \_\_\_\_\_ FAE

## FLOATING SKULL

8 ♥

+1 ✖ from 🐭

**Surge:** Revive to ½ ♥ if dead.



*A shrieking, bodyless skull trailing a blue haze.*

I \_\_\_\_\_ UNDEAD

UNDEAD



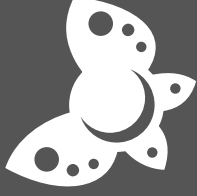
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FAE



IV

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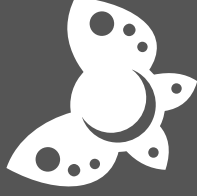
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FAE



III

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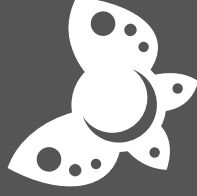
I

FAE



V

FAE



II

## VAMPIRE

+1 ☆ from 🦋

**Surge:** All 🎲 take 1 ❄️ (cannot be reduced). The Vampire regains ♥ equal to the total taken.

*Caped, fanged, and very fond of the dead.*

III

UNDEAD

24 ♥

## WIGHT

+1 ☆ from 🦋

Immune to ☆

**Surge:** Not immune to ☆ this round.

*The Wight stays hidden until it sees a chance to strike.*

II

UNDEAD

6 ♥

## SKELETON SWORDSMAN

+1 ☆ from 🦋

**Surge:** Regains 1 ♥ for each Undead in play (alive and dead).

*A reanimated skeleton. Nearby corpses strengthen it.*

II

UNDEAD

15 ♥

## LICH

+1 ☆ from 🦋

**Surge:** Add 1 random 🎲 to the encounter.

*Death is merely an inconvenience for this bound soul.*

V

UNDEAD

36 ♥

## SKELETON MAGE

+1 ☆ from 🦋

**Surge:** All 🎲 take 1 ❄️ for each Undead in play (alive and dead).

*Once a wizard, it's now just an empty husk, full of rage.*

IV

UNDEAD

34 ♥

## COLD SNAP

🎲 ≥ 13  
🎯 2  
☆ 2

**On Success:** 🎯 take 2x ☆ from critical successes next round.

*You summon a biting frost that freezes your enemies.*

ABILITY

## FROST FUNNEL

🎲 ≥ 11  
🎯 1  
☆ 2

**On Success:** Deal a second target 2 🦋.

*You transfer heat energy from one place to another.*

ABILITY

## CONJURE

🎲 ≥ 9  
🎯 SELF

**On Success:** Next round, roll and resolve your action twice.

*The air shimmers in anticipation as your form splits in two.*

ABILITY

## CHANNEL

🎲 ≥ 13  
🎯 SELF

Play with two abilities from your hand.

**On Success:** Roll and resolve both abilities.

**On** 🎲 = 20: +2 🎲 for both abilities' rolls.

*You focus your arcane knowledge, unleashing a blast of magic.*

ABILITY

UNDEAD



III

UNDEAD



II

UNDEAD



II

MAGE



ABILITY

EXPEDITION

UNDEAD



V

UNDEAD



IV

MAGE



ABILITY

EXPEDITION

MAGE



ABILITY

EXPEDITION

MAGE



ABILITY

EXPEDITION

## DISPEL

⬡ ≥ 9  
⊕ 1

**On Success:** Remove all ongoing effects from ⊕.

*You draw a rune on the ground that wards off.*

ABILITY \_\_\_\_\_

## ELEMENTAL CASCADE

⬡ ≥ 10  
⊕ 1  
★ 3

**On Success:** ⊕ is dealt 1 ⚡, 1 ⚡, and 1 🔥.

*You blast your opponent with pure elemental energy.*

ABILITY \_\_\_\_\_

## DEFENSIVE WARD

⬡ ≥ 14  
⊕ ALL 🛡

**On Success:** All 🛡 are protected from ★ this round.

*You raise both hands, producing a protective blue mist.*

ABILITY \_\_\_\_\_

## LIGHTNING BOLT



⬡ ≥ 13  
⊕ 1  
★ 4

**On** ⬡ = 20: ⊕ takes ⚡ equal to ½ its current ♥.

*You call down a bolt of lightning from above.*

ABILITY \_\_\_\_\_

## ARCANE WARD

⬡ ≥ 10  
⊕ ALL 🛡  
♥ 1

**On Success:** You regain 1 additional ♥.

*A totem rises from the ground, lending its strength to your allies.*

ABILITY \_\_\_\_\_

## FIREBALL



⬡ ≥ 11  
⊕ 2  
★ 3

**On Failure:** You take 2 🔥.

*You conjure a ball of searing flame and hurl it at your enemies.*

ABILITY \_\_\_\_\_

## IGNITE



⬡ ≥ 6  
⊕ 1

**On Success:** Place on ⊕.  
For the rest of the encounter, it deals 🔥 and deal +1 ★.

*You materialize flames and focus them onto a single point.*

ABILITY \_\_\_\_\_

## REGENERATIVE FROST

⬡ ≥ 8  
⊕ ALL 🛡  
♥ 3

*You summon a solid wall of ice to protect your allies from harm.*

ABILITY \_\_\_\_\_

## ICE SHARD



⬡ ≥ 8  
⊕ 1  
★ 3

*Shards of ice materialize and speed towards your target.*

ABILITY \_\_\_\_\_

**MAGE**



**ABILITY**

EXPEDITION

**MAGE**



**ABILITY**

EXPEDITION

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**ABILITY**

EXPEDITION



## MAGIC MISSILE



⬡ ≥ 5  
⊕ 1  
★ 2



## FLAMING SWORD



⬡ ≥ 13  
⊕ 1



**On Success:** Place on ⊕.  
For the rest of the encounter, it  
takes 1 🔥 per round.

## PHASE SHIFT

⬡ ≥ 8  
⊕ **SELF**  
♥ 3



**On** ⬡ = 20: You are  
immune to ★ next round.

*A many-hued orb of light rockets  
toward the target.*

ABILITY \_\_\_\_\_

*You summon a floating sword,  
wreathed in blue fire.*

ABILITY \_\_\_\_\_

*Light bends around you as you step  
firmly into another astral plane.*

ABILITY \_\_\_\_\_

## SHOCKWAVE



⬡ ≥ 13  
⊕ **ALL ENEMIES**  
★ 2



**On Failure:** All allies and  
enemies take 1 ⚡.

*You strike your weapon on the  
ground; lightning lashes out.*

ABILITY \_\_\_\_\_

## SOUL FIRE



⬡ ≥ 13  
⊕ 1



**On Success:** Deal ⊕ 🔥  
equal to the number of  
enemies in play.

*You twist the souls of the fallen into  
a fiery inferno.*

ABILITY \_\_\_\_\_

## CHAIN LIGHTNING



⬡ ≥ 8  
⊕ 1  
★ 2



**On Success:** Choose ⊕ that  
has not yet been targeted by  
this spell, resolve this spell on  
it.

*Lightning leaps from your weapon  
to your enemy, then to another...*

ABILITY \_\_\_\_\_

## IMBUE



⬡ ≥ 8  
⊕ 1



**On Success:** Next round, ⊕  
deals +3 ❄️.

*You capture the elements in your  
mind and draw them into cold steel.*

ABILITY \_\_\_\_\_

## GIVE AND TAKE



⬡ ≥ 9  
⊕ 1 🧛, 1 **ENEMY**  
★ X



Take all damage dealt to 🧛.

**On Success:** Deal all damage  
you take this round to target  
enemy.

*You leap in front of an enemy  
strike, attacking their weak point.*

ABILITY \_\_\_\_\_

## BASH



⬡ ≥ 8  
⊕ 1  
★ 3



*You give the enemy a swift knock.*

ABILITY \_\_\_\_\_

**MAGE**



**ABILITY**

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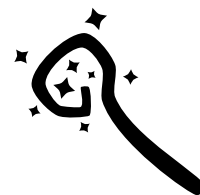
**MAGE**



**ABILITY**

EXPEDITION

**MAGE**



**ABILITY**

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**MAGE**



**ABILITY**

EXPEDITION

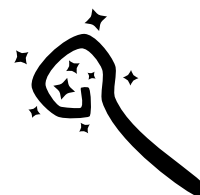
**MAGE**



**ABILITY**

EXPEDITION

**MAGE**



**ABILITY**

EXPEDITION

**WARRIOR**



**ABILITY**

EXPEDITION

**WARRIOR**



**ABILITY**

EXPEDITION

**MAGE**



**ABILITY**

EXPEDITION

## BLOOD RAGE

≥ 6  
SELF

Usable only if at least 1 ally or enemy died last round.

Play with 2 abilities from your hand.

**On Success:** Roll and resolve both abilities.

*Your fury is so great, you ignore the end of your turn.*

ABILITY \_\_\_\_\_

## BERSERK

≥ 12  
SELF

**On Success:** Next round, you deal 2x ⚡ and take 2x ⚡.

**On** ⚡ = 20: deal and take 4x ⚡.

*If you're going to die tonight, then so are they.*

ABILITY \_\_\_\_\_

## BLOODLUST

≥ ♥  
1  
4

Your roll must match or exceed your remaining ♥ for the ability to succeed.

*Make them feel your pain.*

ABILITY \_\_\_\_\_

## CHARGE

≥ 10  
1  
5

**On Failure:** You take 2 ✖.

*No one lives forever!*

ABILITY \_\_\_\_\_

## DESPERATE STRIKE

≥ 12  
1

**On Success:** ☯ takes ✖ equal to your missing ♥.

*The pain only makes you stronger.*

ABILITY \_\_\_\_\_

## FEINT

≥ 6  
1  
3

**On Failure:** You take 1 ✖.

*Be where the enemy's blade isn't.*

ABILITY \_\_\_\_\_

## FOLLOW THROUGH

≥ 6  
SELF

**On Success:** Replay and roll to resolve one ability you used last round, at ½ ⚡.

*The enemy is off balance - quick, attack again!*

ABILITY \_\_\_\_\_

## GRAPPLE

≥ 11  
1  
3

**On Surge:** You may roll and resolve an ability from your hand.

*Grab hold. Don't let go.*

ABILITY \_\_\_\_\_

## SPLIT STRIKE

≥ 6  
SELF

**On Success:** Your next ability affects +1 ☯.

*Two attacks are better than one.*

ABILITY \_\_\_\_\_

**WARRIOR**



**ABILITY**

**EXPEDITION**

**WARRIOR**



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**ABILITY**

**EXPEDITION**

**WARRIOR**



**ABILITY**

**EXPEDITION**

## PRESS THE ATTACK

≥ ♥  
 1  
 2

Risk equals your current ♥.

*Time for them to die.*

ABILITY \_\_\_\_\_

## PUMMEL

≥ 11  
 1  
 3

**On Success:** If is below ½ ♥, it takes 2 extra ✕.

*Keep swinging!*

ABILITY \_\_\_\_\_

## RAGE

≥ 9  
 SELF

**On Success:** Next round, you deal +1 ☆ and take +1 ☆.

*Clench your jaw; fight through the pain.*

ABILITY \_\_\_\_\_

## RENDING STRIKE

≥ ♥  
 1  
 2

Risk equals 's current ♥.

*You strike with great force and damage their armor.*

ABILITY \_\_\_\_\_

## SLAM

≥ 11  
 1  
 2

**On** = 20: is reduced to ½ its remaining ♥.

*Crush your target into the ground!*

ABILITY \_\_\_\_\_

## THRUST

≥ 10  
 1  
 3

**If Thrust kills** : Deal 3 ✕ to an additional .

*Make the enemy get your point.*

ABILITY \_\_\_\_\_

## GUT INSTINCT

≥ 9  
 1

**On Success:** Draw an ability from your deck. If it is , play without .

*They should have known not to lower their guard.*

ABILITY \_\_\_\_\_

## WHIRLWIND

≥ 8  
 3  
 3

**On Success:** You take 2 ✕.

**On Failure:** You take 3 ✕.

*Surrounded? Not for long.*

ABILITY \_\_\_\_\_

## MEAT CLUB

≥ 8  
 1  
 6

Usable only if at least 1 ally or enemy died last round.

*You rip off a dead foe's limb, and proceed to use it as a club.*

ABILITY \_\_\_\_\_

**WARRIOR**



**ABILITY**

**EXPEDITION**

**WARRIOR**



**ABILITY**

**EXPEDITION**

**WARRIOR**



**ABILITY**

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**WARRIOR**



**ABILITY**

**EXPEDITION**

## BATTLE MARCH

🎲 ≥ 13  
🎯 ALL 🎭

**On Success:** Place in the center. For the rest of the encounter, all ⚡ dealt by enemies is reduced by 1.

*An empowering 2/4 rhythm bolsters your allies.*

ABILITY \_\_\_\_\_

## CADENZA

🎲 ≥ 12  
🎯 3

**On Success:** Next round, -2 ⚡ dealt by all 🎯.

*A quick, masterful interlude. Your enemies stop and listen, enthralled.*

ABILITY \_\_\_\_\_

## CRESCENDO

🎲 ≥ 12  
🎯 1

**On Success:** Next round, 1 🎭 affects +2 🎯 with their ability.

*You imbue the target with musical energy.*

ABILITY \_\_\_\_\_

## DIMINUENDO

🎲 ≥ 8  
🎯 1

**On Success:** Cancel one effect on the 🎯.

*The music slows and quiets - your enemy relaxes.*

ABILITY \_\_\_\_\_

## DECEPTIVE CADENCE

🎲 ≥ 10  
🎯 1

**On Success:** Place on 🎯. -2 to ⚡ dealt by 🎯 next round.

*You cause frustration by failing to finish the melody on purpose.*

ABILITY \_\_\_\_\_

## FINALE

🎲 ≥ 11  
🎯 1

**On Success:** If 🎯 remaining ♥ < 7, it is destroyed.

**On** 🎲 = 20: Finale affects +1 🎯.

*As the last note fades into silence, your target collapses.*

ABILITY \_\_\_\_\_

## LIMERICK

🎲 ≥ 10  
🎯 ALL 🎭

**On Success:** All 🎭 gain +1 to their roll next round.

*You improvise a bawdy poem about the enemy; your party laughs.*

ABILITY \_\_\_\_\_

## PIZZICATO

🎲 ≥ 8  
🎯 1

**On Success:** Any ⚡ you would take this round reflects to 🎯.

*A run of sharp, percussive notes that turn your enemies on each other.*

ABILITY \_\_\_\_\_

## POEM OF VIGOR

🎲 ≥ 6  
🎯 1

**On Success:** 🎯 draws and plays +1 ability next round.

*Your prose reminds them of their own skill and prowess.*

ABILITY \_\_\_\_\_

**MUSICIAN**



**ABILITY**

**EXPEDITION**

**MUSICIAN**



**ABILITY**

**EXPEDITION**

**MUSICIAN**



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**MUSICIAN**



**ABILITY**

**EXPEDITION**



## POWER CHORD



⚔ ≥ 5  
🎯 1  
★ 2



## REVEILLE

⚔ ≥ 10  
🎯 1

**On Success:** Revive 🎯 to 2  
♥.

*A rousing tune that invigorates its target.*

ABILITY \_\_\_\_\_

## PERFECT CADENCE

⚔ ≥ 6  
🎯 1

**On Success:** 🎯 deals +2 ★  
next round.

*You resolve the measure beautifully,  
inspiring your target.*

ABILITY \_\_\_\_\_

## SHANTY

⚔ ≥ 14  
🎯 ALL 🏠  
♥ 2



## SONG OF DOOM

⚔ ≥ 12  
🎯 1

**On Success:** Place on 🎯. -2  
★ dealt by 🎯 for the rest of  
the encounter.

*You play a contrapuntal melody,  
forcing the target into hysterics.*

ABILITY \_\_\_\_\_

## SONG OF FORESIGHT

⚔ ≥ 9  
🎯 1

**On Success:** Place in the  
center. For the rest of the  
encounter, all 🏠 get +1 to  
ability rolls.

*You sing a song of folly and lessons  
learned.*

ABILITY \_\_\_\_\_

## SONG OF HEROISM

⚔ ≥ 13  
🎯 ALL 🏠

**On Success:** Place in the  
center. For the rest of the  
encounter, all 🏠 deal +1 ★.

*Your song reminds Explorers of  
heroes from a past age.*

ABILITY \_\_\_\_\_

## SOSTENUTO

⚔ ≥ 10  
🎯 1

**On Success:** 🎯 takes no  
damage next round.

*Your music rings out, forming a  
protective aura around the target.*

ABILITY \_\_\_\_\_

## TRANSPOSE

⚔ ≥ 12  
🎯 1

**On Success:** Transfer an  
effect from 🎯 to another 🎯.

*An musical aura shrouds the target;  
their misfortune is now another's.*

ABILITY \_\_\_\_\_

**MUSICIAN**



**ABILITY**

**EXPEDITION**

**MUSICIAN**



**ABILITY**

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**EXPEDITION**

**MUSICIAN**



**ABILITY**

**EXPEDITION**

## OBSCURE TECHNIQUE

🎲 ≥ 7  
🎯 ALL 🏠

**On Success:** Place in the center. For the rest of the encounter, no surges can occur.

*You aim upwards to account for distance.*

ABILITY \_\_\_\_\_

## ARC SHOT

🎲 ≥ 9  
🎯 1  
★ 3

**On Success:** If used out of combat, 🎯 takes +4 ★.

ABILITY \_\_\_\_\_



## DODGE

🎲 ≥ 9  
🎯 SELF  
♥ 2

**On Success:** You take no ★ this round.

*You nimbly move out of the way.*

ABILITY \_\_\_\_\_

## CAREFUL AIM

🎲 ≥ 14  
🎯 SELF

Play an ability from your hand.

**On Success:** Roll for that ability. If it succeeds, it is a critical success.

**On 🎲 = 20:** That ability critically succeeds.

*Take a deep breath and focus on the target...*

ABILITY \_\_\_\_\_

## DISTRACTING SHOT

🎲 ≥ 8  
🎯 1

**On Success:** All ★ you would take this round reflects to 🎯.

*Your missile trips up the target, and directs them into someone else.*

ABILITY \_\_\_\_\_

## HASTY SHOTS

🎲 ≥ 5  
🎯 2  
★ 1

*Many of them miss, but a few make their mark.*

ABILITY \_\_\_\_\_

## ANTICIPATE

🎲 ≥ 5  
🎯 SELF

**On Success:** Draw next round's abilities before the round begins.

*You plan ahead and anticipate your future options.*

ABILITY \_\_\_\_\_

## SENSE THE WIND

🎲 ≥ 6  
🎯 SELF

**On Success:** Draw and play 1 additional ability next round.

*You draw back your weapon and consider additional options.*

ABILITY \_\_\_\_\_

## NOCK

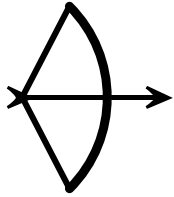
🎲 ≥ 6  
🎯 SELF  
♥ 2

**On Success:** Draw an additional ability next round.

*You reach into your quiver and pull out a few tricks.*

ABILITY \_\_\_\_\_

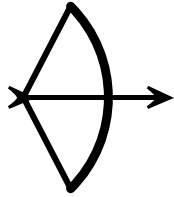
**RANGER**



**ABILITY**

EXPEDITION

**RANGER**



**ABILITY**

EXPEDITION

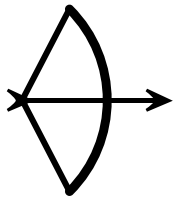
**MUSICIAN**



**ABILITY**

EXPEDITION

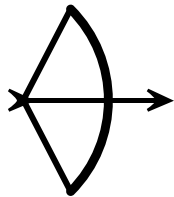
**RANGER**



**ABILITY**

EXPEDITION

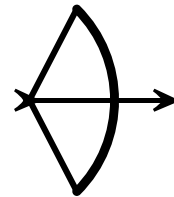
**RANGER**



**ABILITY**

EXPEDITION

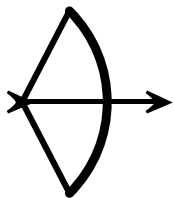
**RANGER**



**ABILITY**

EXPEDITION

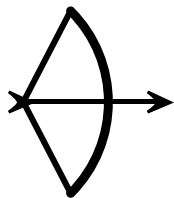
**RANGER**



**ABILITY**

EXPEDITION

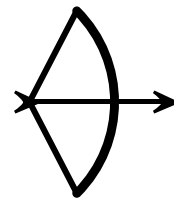
**RANGER**



**ABILITY**

EXPEDITION

**RANGER**



**ABILITY**

EXPEDITION

## CRIPPLING SHOT



≥ 6  
1  
2

**On Success:** Place on .  
For the rest of the encounter,  
takes 1 ✂ per round.

*You fire an arrow with serrated edges, designed to maim.*

ABILITY

## PRECISION SHOT



≥ 12  
1  
4

*Every enemy has a weak spot. You think you see one...*

ABILITY

## RAPID FIRE



≥ 8  
1  
2

Play an ability from your hand.

**On Success:** Roll and resolve that ability.

**On** = 20: Roll and resolve that ability twice.

*The only solution: more arrows.*

ABILITY

## REFLEX SHOT

≥ 6  
SELF

Play an ability from your hand.

**On Success:** Roll and resolve that ability twice.

**On Failure:** Roll and resolve that ability once.

**On** = 1: -3 to damage dealt by you next round.

*The target's surprise attack is anything but.*

ABILITY

## RISKY SHOT



≥ 11  
1  
5

**On Failure:** You take 2 ✂.

*It's worth a shot.*

ABILITY

## SPLIT SHOT



≥ 8  
2  
3

*You sight and fire; the shot breaks in half and pierces both targets.*

ABILITY

## FLAMING ARROW



≥ 10  
1  
4

*You ignite your arrow before you fire it.*

ABILITY

## TRICK SHOT



≥ 10  
1  
3

**On Success:** Draw an additional ability next round.

**On Failure:** Your arrow hits something important in the environment.

*You glance one off the ground and up into your target.*

ABILITY

## FOCUSED PERCEPTION

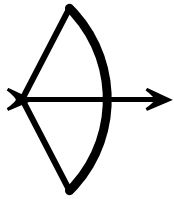
≥ 8  
SELF

**On Success:** +4 to your next roll.

*There's something off about your enemy's armor...*

ABILITY

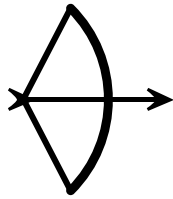
**RANGER**



**ABILITY**

EXPEDITION

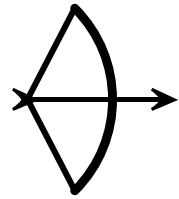
**RANGER**



**ABILITY**

EXPEDITION

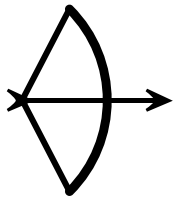
**RANGER**



**ABILITY**

EXPEDITION

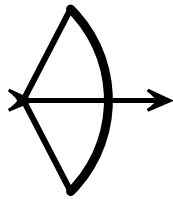
**RANGER**



**ABILITY**

EXPEDITION

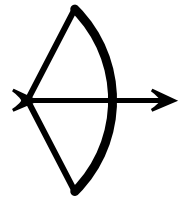
**RANGER**



**ABILITY**

EXPEDITION

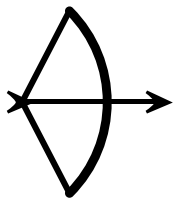
**RANGER**



**ABILITY**

EXPEDITION

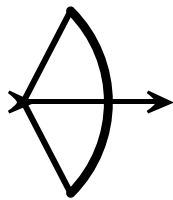
**RANGER**



**ABILITY**

EXPEDITION

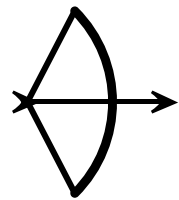
**RANGER**



**ABILITY**

EXPEDITION

**RANGER**



**ABILITY**

EXPEDITION

## WITHDRAW

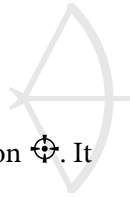
🎲 ≥ 8  
🎯 SELF  
♥ 3



*You fall back and catch your breath.*  
ABILITY \_\_\_\_\_

## HUNTER'S QUARRY

🎲 ≥ 7  
🎯 1



**On Success:** Place on 🎯. It takes +1 ⚡ from ✂.

*You stand still and take aim.*  
ABILITY \_\_\_\_\_

## POINT BLANK



🎲 ≥ 5  
🎯 1  
★ 2



**On Success:** You take +1 ★ next round.

*Getting so close is risky, but there's no way you can miss.*  
ABILITY \_\_\_\_\_

## ICE SHARD

💰 10  
Single Use



Deal 1 🎯 3 ❄ damage.

*A dangerously sharp icicle.*  
LOOT \_\_\_\_\_

## LUCKY CHARM

💰 10  
Single Use



+4 to your next roll.

*A small metal trinket enchanted with a god's luck.*  
LOOT \_\_\_\_\_

## BLACKBRIAR RESERVE

💰 10  
Single Use



**Choose one:**  
1 🎯 regains 4 ♥  
OR

Your Guide describes the next encounter in advance.

*This purple drink has a nice, sweet smell to it.*  
LOOT \_\_\_\_\_

## MEAD

💰 10  
Single Use



**Choose one:**  
+1 to your rolls for the rest of the encounter.  
OR  
Place on 1 🎯. Takes 2x damage the next time they are dealt 🔥.

*It's a yellowish bottle of a honey-like alcohol.*  
LOOT \_\_\_\_\_

## BARGAIN POTION

💰 10  
Single Use

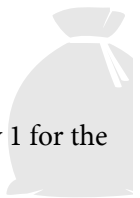


Roll a die.  
🎲 ≥ 7: You regain 5 ♥  
🎲 < 7: You lose 1 ♥

*Is it supposed to have little flecks of stuff in it?*  
LOOT \_\_\_\_\_

## OXIDATION POTION

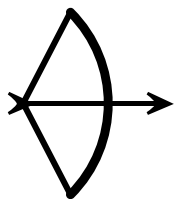
💰 10  
Single Use



**Choose one:**  
1 🎯 tier is reduced by 1 for the rest of the encounter.  
OR  
4 🎯 take 2 🔥

*Magically enchanted liquid oxygen.*  
LOOT \_\_\_\_\_

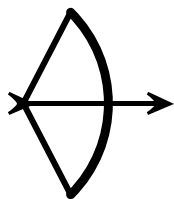
**RANGER**



**ABILITY**

EXPEDITION

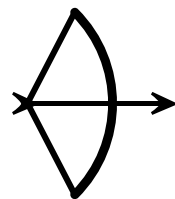
**RANGER**



**ABILITY**

EXPEDITION

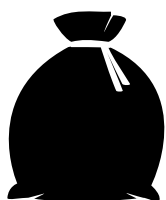
**RANGER**



**ABILITY**

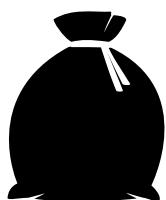
EXPEDITION

**LOOT**



EXPEDITION

**LOOT**



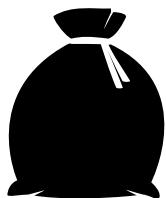
EXPEDITION

**LOOT**



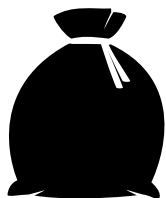
EXPEDITION

**LOOT**



EXPEDITION

**LOOT**



EXPEDITION

**LOOT**



EXPEDITION



## VENISON

10

Single Use

1 ☉ regains 5 ♥



*Salty and delicious.*

LOOT

## HARD TACK

10

Single Use

Choose one:

1 ☉ regains 3 ♥

OR

1 ☉ takes 3 ✂



*It may taste like an old sock, but at least it's edible.*

LOOT

## PROTECTIVE SCROLL

10

Single Use

Choose one:

1 ☉ regains 3 ♥

OR

1 ☉ takes no ✨ next round.



*The scroll's runes leap from the parchment and surround the target.*

LOOT

## FIREBALL SCROLL

10

Single Use

Choose one:

1 ☉ takes 3 🔥

OR

3 ☉ take 1 🔥



*An ancient magical scroll designed to channel eldritch fire.*

LOOT

## STOPPERED FLASK

10

Always Available

Store various liquids or gases.



*A sturdily built flask, made of a hardened glass.*

LOOT

## ELEMENTAL SHARD

10

Single Use

Choose one:

Deal +1 ⚡ for the rest of the encounter.

OR

Deal +1 ✨ for the rest of the encounter.



*These crystals are made entirely of energy.*

LOOT

## LOCKSMITH'S KIT

10

Single Use

Choose one:

Open one lock.

OR

Lock a door or container permanently.



*Just pointy enough to get the job done.*

LOOT

## FRYING PAN

10

Always Available

During combat, you may choose to deal 1 ☉ 2 ✂ instead of using an ability.



*No adventure or kitchen is complete without one.*

LOOT

## LIGHTNING ROD

10

Single Use

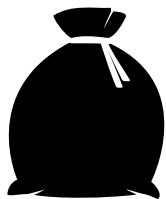
All ⚡ redirects to 1 ☉ for the rest of the encounter or until target is destroyed.



*Magically enchanted to attract Electricity.*

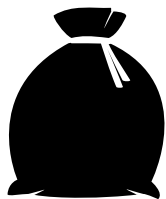
LOOT

**LOOT**



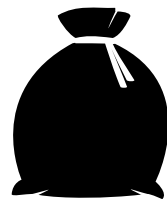
**EXPEDITION**

**LOOT**



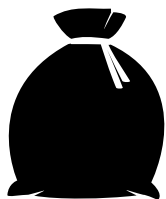
**EXPEDITION**

**LOOT**



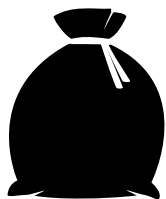
**EXPEDITION**

**LOOT**



**EXPEDITION**

**LOOT**



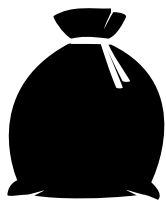
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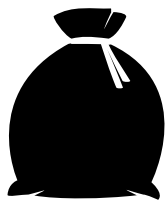
**EXPEDITION**

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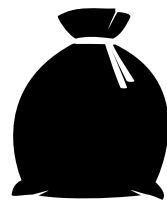
**EXPEDITION**

**LOOT**



**EXPEDITION**

**LOOT**



**EXPEDITION**

## STURDY ROPE

👉 10

Always Available

You may scale steep surfaces, bind objects together, hang objects, etc.

*A long, sturdy rope. Handy for adventuring.*

LOOT

## FLASH CRYSTAL

👉 20

Single Use

**Choose one:**

Enemies do not deal damage this round.

OR

Move 1 🏹 or 🗡 to a specific, visible location.

*A small, black crystal roughly the size of your fist.*

LOOT

## HEROISM POTION

👉 20

Single Use

**Choose one:**

1 🏹 regains 6 ❤

OR

Your abilities deal +1 ⚡ for the rest of the encounter.

*The bottle is opaque, and it smells strongly of urine. Hmm.*

LOOT

## NIGHTSHADE EXTRACT

👉 20

Single Use

**Choose one:**

1 🏹 takes 3 ✖

OR

1 unaware 🏹 takes 10 ✖

*It's a bottle of yellowish liquid. Don't try to smell it.*

LOOT

## MYSTERIOUS DRUG

👉 20

Single Use

Roll a die.

🎲 >15: You learn 1 Ability.

🎲 10-15: Your next 🎲 is a critical success.

🎲 <10: You suffer -1 to rolls next encounter.

*Purchased from a sketchy street vendor.*

LOOT

## NEGATION SCROLL

👉 20

Single Use

**Choose one:**

Cancel a surge.

OR

Cancel 1 effect, attack or ability on 1 🏹

*A magical incantation that halts an object in its tracks.*

LOOT

## REANIMATION SCROLL

👉 20

Single Use

Revive 1 🏹 to 4 ❤

*Death sigils and necromantic rituals are inscribed within.*

LOOT

## WORN MAP FRAGMENT

👉 20

Single Use

**Choose one:**

Your Guide reveals a nearby landmark.

OR

Your Guide reveals the next encounter.

*The cartography is questionable, but it's better than nothing.*

LOOT

## WEYSTONE

👉 30

Single Use

**Choose one:**

Transport all 🗡 to the closest town.

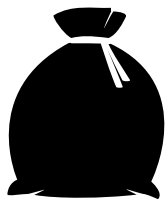
OR

Transport 1 🏹 anywhere.

*It's a porous stone, bearing carved magical sigils.*

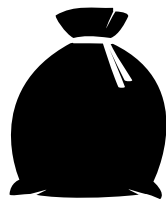
LOOT

**LOOT**



**EXPEDITION**

**LOOT**



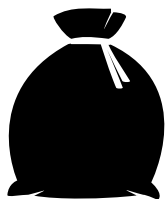
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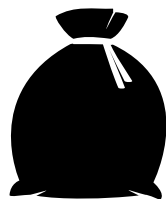
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**LOOT**



**EXPEDITION**

**LOOT**



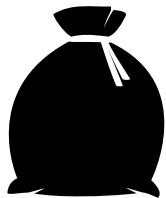
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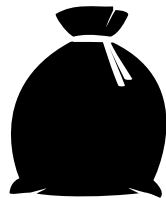
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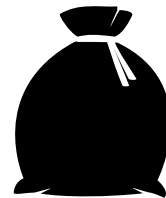
**EXPEDITION**

**LOOT**



**EXPEDITION**

**LOOT**




**EXPEDITION**

## MAGICAL BAUBLE

 **30**

Single Use

Critically succeed at your next attempt to persuade or influence 1 .


*Round, smooth, and very distracting when its magic is used.*

LOOT

## TOME OF LORE

 **30**

Single Use

Each  may discard one ability from their ability deck and learn a new ability of their choice (draw 3, pick 1).



*A dusty old tome, replete with hidden knowledge.*

LOOT

## DIFFRACTING GEM

 **30**

Once per Day

Once per day, transfer 1 effect from 1  to 2 .

*This gem splits nearby light into brilliant colors.*

LOOT

## ELIXIR



 **30**

Single Use

**Choose one:**

1  is revived to ½ 

OR

1  takes no  this round and next round.



*A potent, electric blue drink strong enough to wake the dead.*

LOOT

## BALANCING GEM

 **40**

Once per Day

Once per day, reduce or regain 1  to ½ .

*Single facets illuminate one at a time as you turn it in your hand.*

LOOT

## ICON CHEAT SHEET

-  Roll  $\geq$  this to succeed
-  Target(s)
-  Damage (all types)
-  Physical damage
-  Fire damage
-  Frost damage
-  Shock damage
-  Health / regain Health
-  Adventurer
-  Gold value (buy & sell)
-  Loot item

CHEAT SHEET

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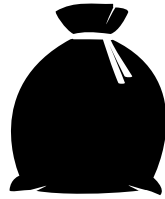
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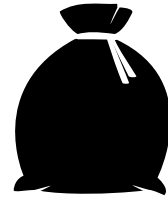
EXPEDITION

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EXPEDITION

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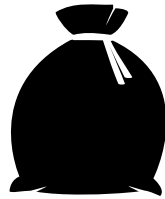
EXPEDITION

## ROLE PLAYING IDEAS

- Share backstories
- Loot the bodies!
- Search the dark corner
- Talk to the locals
- Break into jail
- Break out of jail
- Hang out at the tavern
- Visit the local merchant
- Cause a disturbance

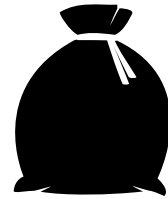
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EXPEDITION

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