

# Expedition: Beyond Tutorial

This walk-through requires no components and introduces you to the game mechanics as they would be encountered in an actual game. The rule book goes into full details and is a bit more particular with naming conventions and specific details on different components.

## Overview of Steps

- create a character (and then two more!)
- select a quest and starting location
- organize the cards for the journey
- purchase some goods for the adventure
- go!

# Character Creation

The characters we'll use for this little adventure will be the three very low level characters to help amplify the rules and keep the adventure short.

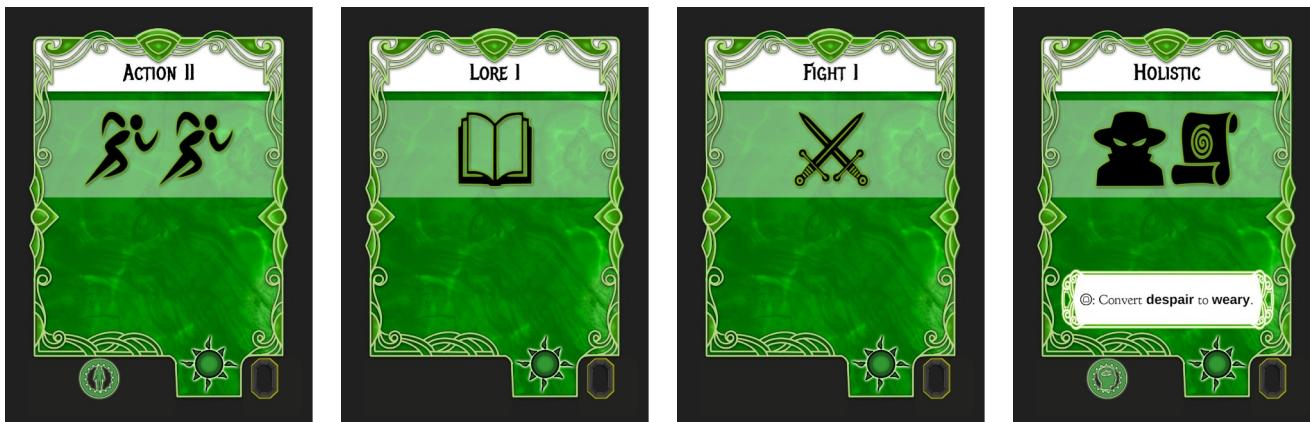


Let's start Gendrik first! The attributes on the right are his mind, body and spirit. These are important when recovering used cards.

He can hold 4 Play Cards, upgrading his level (he is currently level 0) will cost a gem and a bag of coins.

He's got some text down there that will come into play later and some weird icons on the bottom.

These icons are Tokens that he can hold. He can hold 2 tokens, one of which can only be a food-type token, and the other can be any. The dash indicates he can't hold a third Token.



This is what we selected for Gendrik's Play Cards: Action II, Lore I, Fight I and Holistic. The icons shown on these cards are called Glyphs, and are how you avoid taking damage in encounters. These Play Cards are called Aspects. Aspects show a sun in the lower right and represent the character's core skills.

# Character Creation

Attributes are Cool!

Mind, body and spirit attributes have cards associated with them to show the status of the attribute. Let's grab Gendrik's attribute cards! We can stack these with his Play Cards, or lay them all out for a cool looking table.

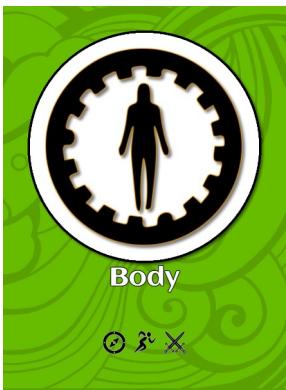
Gendrik's "full" hand of Play Cards and Attributes:



That's it for Gendrik for now! Making characters is fairly simple, but when you make your own, you'll pay more attention to the symbols in the lower left on those Play Cards, because that's the refresh cost, which we'll get into when this adventure is underway!

# Character Creation

Let's make Gendrik's adventuring friends now. We're using the two other zero level characters, Haiyan and Ortem.



When creating a team of characters, leverage some of their abilities along with their attributes. Characters can be quite unique, since any character can have any Play Card combinations.

# Character Creation

Here is Ortem – his attributes are all 1 (very low), so he is a bit on the fragile side, but his ability to combine any of the main Tokens should offset some of that weakness. You can only combine tokens when you receive another token that the character already holds.



With our characters built and ready, we can pick the quest that they'll go on. The quest will determine the starting location as well as which destination setting the team will be traveling to.

# Quest!!

For this quest, we're picking "Hungry". The start location is Bol Herata and the destination is the setting Althon Ruins.

This quest calls for ONE random setting drawn from all other settings that do not belong to Althon Ruins.



This quest allows our character to take whichever Tokens they can hold, so we'll grab some Tokens for each character.

# Token Selection

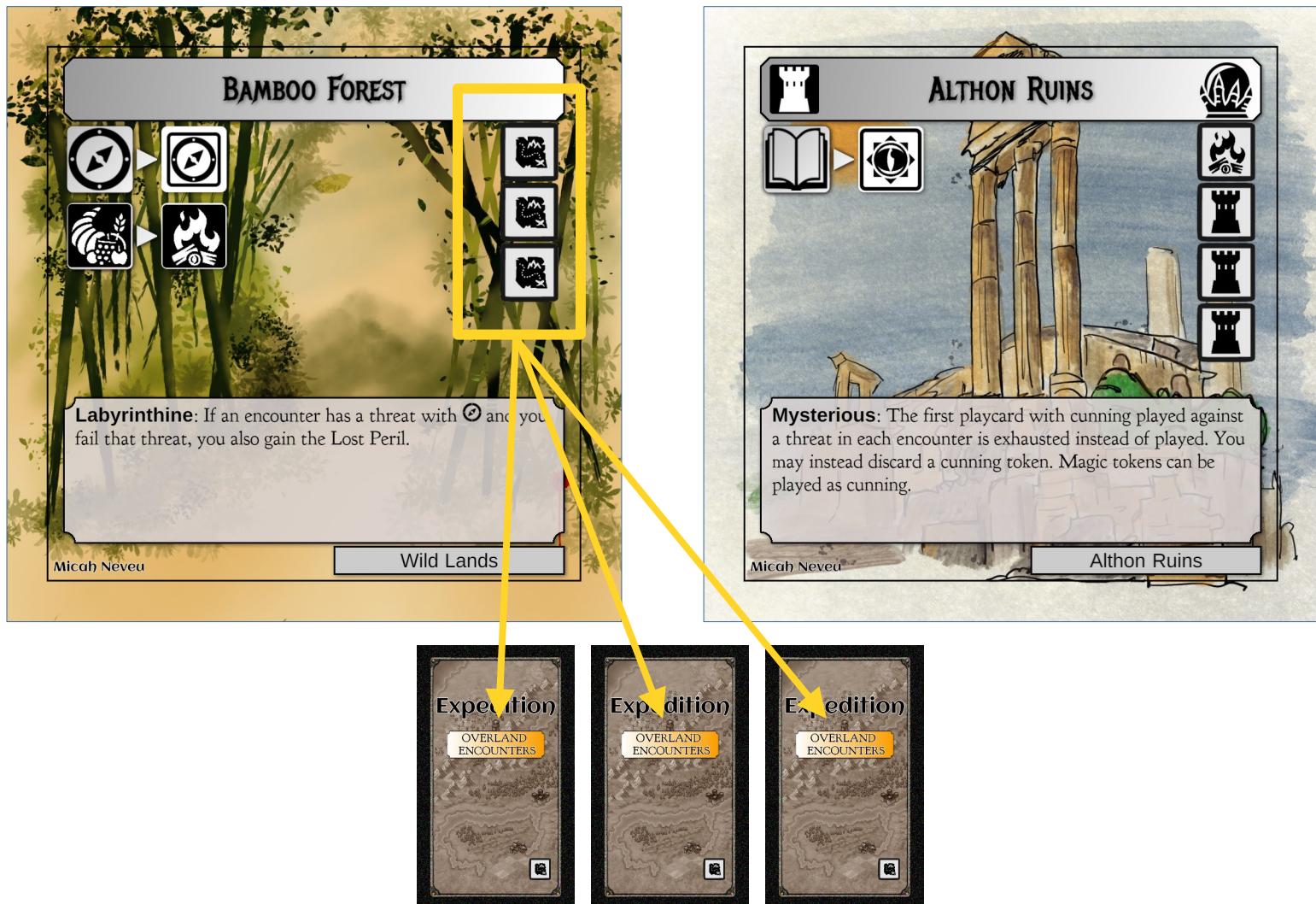


Since Gendrik and Haiyan are limited on their tokens, we selected two different types of food – provisions and rations. When a character picks up rations, it is automatically flipped to the two glyph side. This gives us two chances for rest with one token!

The provisions token that Gendrik has can be used for either a rest action OR during an encounter to give a character some respite and refresh a card.

# Quest!!

Let's draw that random Setting! **Bamboo Forest**. The Bamboo Forest has two actions (on the left) and 3 way points (on the right). Each way point calls for a specific action. These, showing the map, mean that we draw an overland encounter. Once we get through all three way points, we'll arrive at the Althon Ruins setting.



Keep an eye on the special text at the bottom of the setting. The **Bamboo Forest** is **Labyrinthine**, which can add an extra Peril if you fail to match the glyphs on the threat.

There are also two actions on the left:

We may play a play card that has navigate to receive a navigate token.

We may also discard a ration to perform a rest action.

We can only play one action at a time, and only after passing an encounter.

So! Let's draw a random overland encounter and see what perils the crew faces as they venture through the forest.

## Current Setting



This side of the card shows what actions characters can perform. A character can only pick one of these actions, and characters can all pick the same if they choose.

The first action is to play a single Play Card.

The second means a character can remove a Peril.

We draw an overland encounter on the first way point. It's an overland encounter based on the way point icon, a map.



**Taboo:** Play cards with this glyph count as having NO glyphs. You could still play the card for its effects.



**Rewards:** If you match the number of glyphs or greater shown in the upper right (2, in this case) it counts as "passing" the encounter and you can select one reward from this section.



**Extra Difficulty:** Some effects can make encounters more difficult. The glyphs shown here are added to the threats in the lower section.

## 1<sup>st</sup> Random Encounter

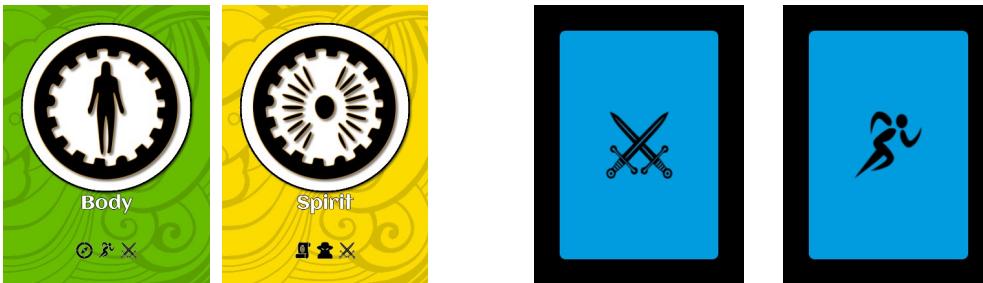
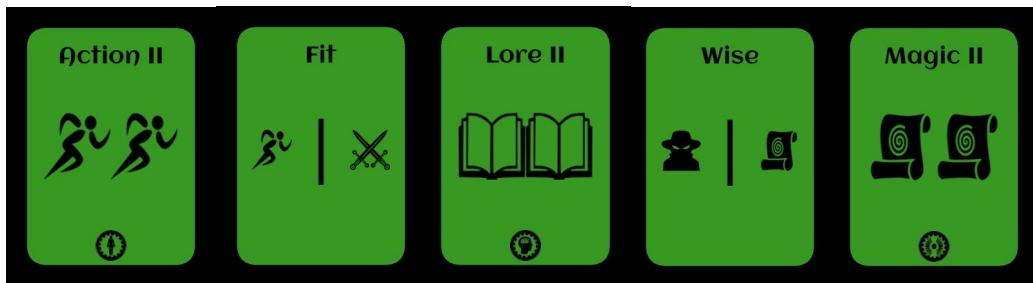
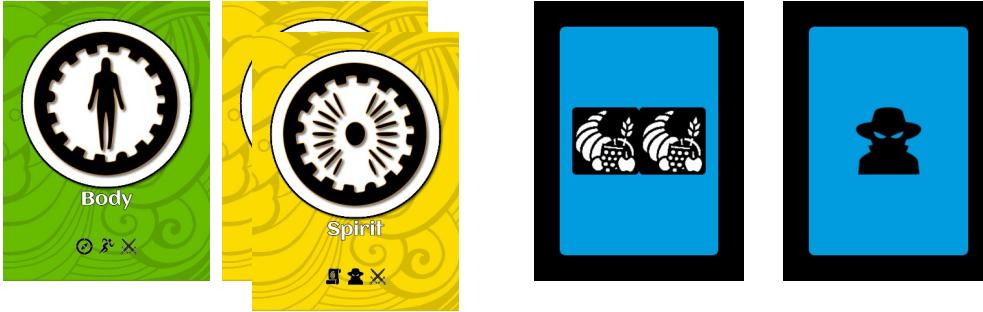


This encounter has two threats in the lower section. One with the Lost peril and one with the Weariness peril. To avoid the negative effects (Lost, Weariness), we need to play cards and tokens that match. A play card cannot be split between the two threats.

For instance, playing Pathfinding (with two navigate glyphs) would only be able to apply to either Lost or Weariness.

A Threat has glyphs and a peril. To avoid the peril, you need to match the glyphs. So, to avoid Lost, you'll need to play one Action and one Navigate glyph. Playing these two glyphs would count as successfully passing the encounter, even if you do not match the Weariness Threat.

# Characters



# Encounter that Encounter!



Now that we have an idea of what the negative effects are on this encounter, we can select our characters' actions.

We could simply have one character play one card with Navigate (to avoid **Weariness**), and take the **Lost** Peril. Since we need to match 2 glyphs to pass this encounter, we won't be able to collect a reward.

If we look back at the setting (**Bamboo Forest**) and read the text about *Labyrinthine*, you'll notice any threat that has Navigate and we fail, we also gain **Lost** Peril. If we get a Lost while we already have one, we'll get a **Doom**!

Three **Doom** and the adventure is over.

That changes things a bit on how we'll proceed. We will have all three characters choose the *Play Card* action to resolve these perils.



Gendrik will play his **Navigate Token** on the **Weariness** threat. Played Tokens are discarded, while played Aspect cards are turned over to the exhausted side.



Haiyan will play the aspect card **Arcanist** on **Lost**.



Ortem will play the aspect card **Fit** on **Lost**.

# Encounter that Encounter!



Each character can choose one action from the left. Since no one has any perils to discard, each character will select the Play Card action (as shown by the hand).

Before we do that, let's understand the possible outcomes, so we can make the best decision on which cards to play. Sometimes NOT using a play card is the best strategy.

**Lost** will reset our progress, which can be very difficult to deal with, especially if you've completed a few way points on the setting.

**Weary** makes it more difficult to recover used play cards.

## Threats and Perils? What's what?

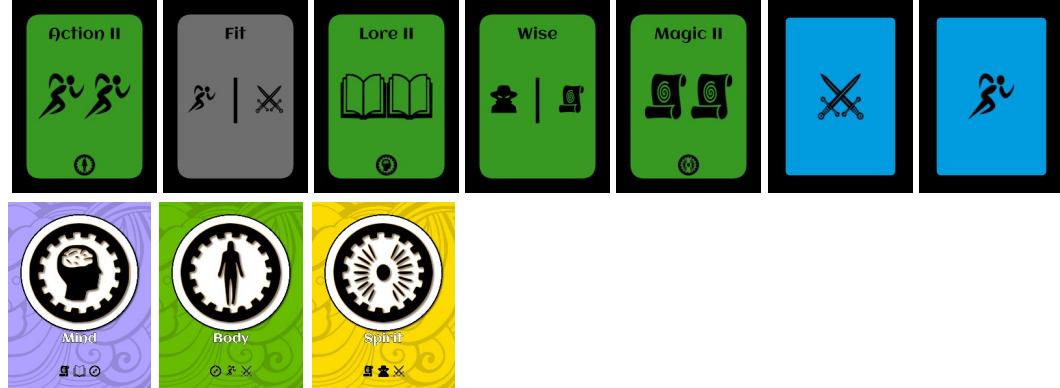
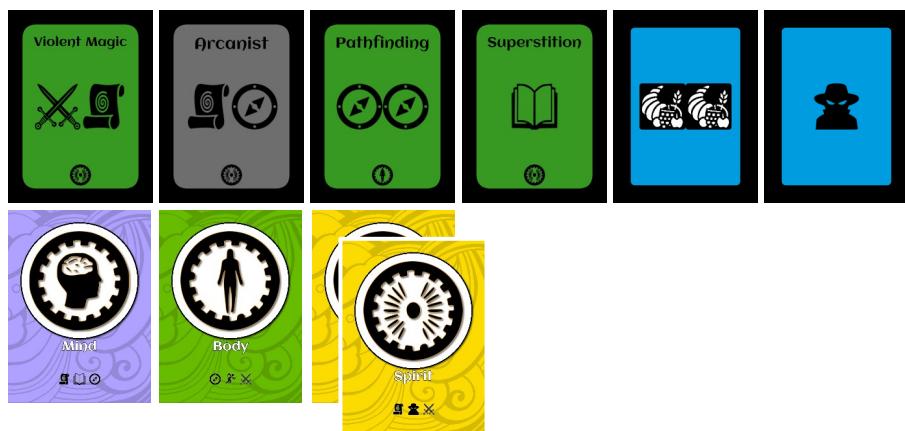
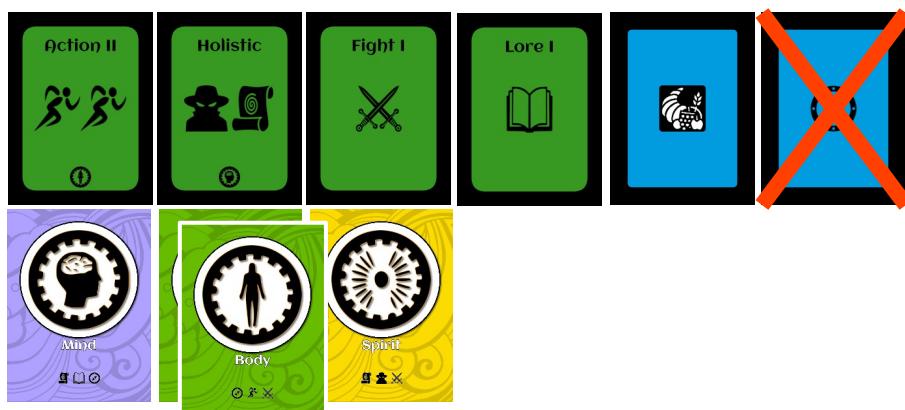
A Threat represents a possible outcome, if the price isn't paid. A Peril is a condition that occurs. You can get a Peril without it being on a Threat. A *Threat is a Peril with a cost*.



# Encounter

Since all glyphs were matched on both Threats, we don't take any damage. Additionally, since we matched 2+ glyphs, this encounter is considered "passed". We get to pick a reward! Since we just used one of Gendrik's tokens, we can replace it with a new one, in this case, it is an Action token. Tokens are identified by a glyph in a square.

Character status after the first encounter:

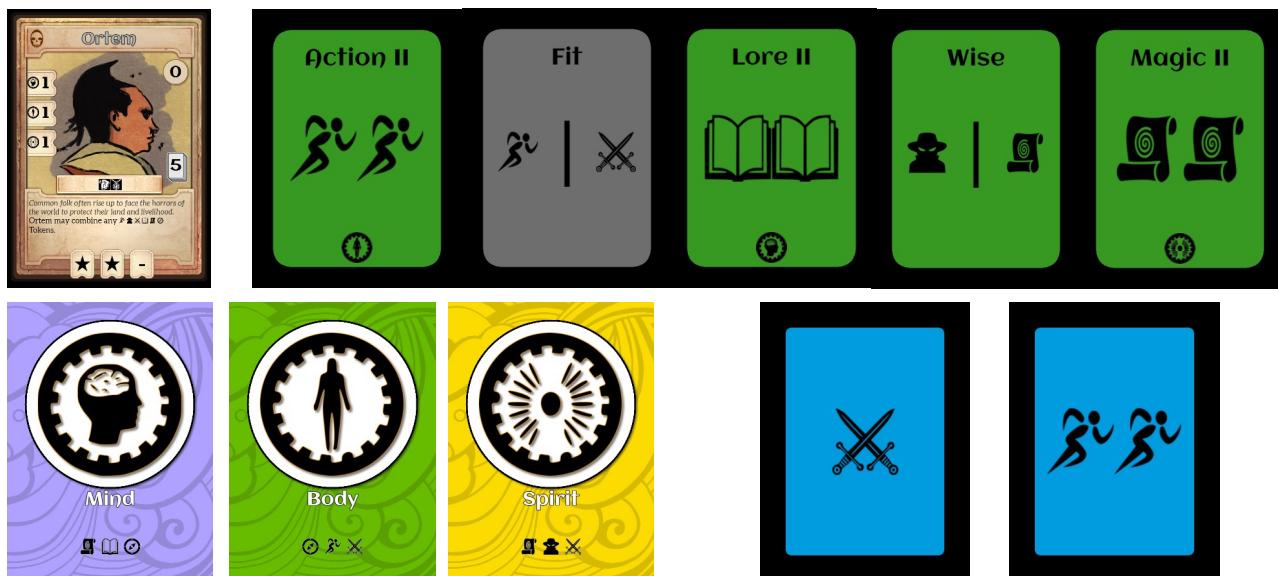


# Encounter

Since Ortem can combine Tokens, we'll give the newly gained Action Token to him. Since his ability allows him to combine Tokens, we can flip his existing Action Token over to show the side with two Action glyphs.



With his newly acquired doubled Token, Ortem's hand now looks like this:

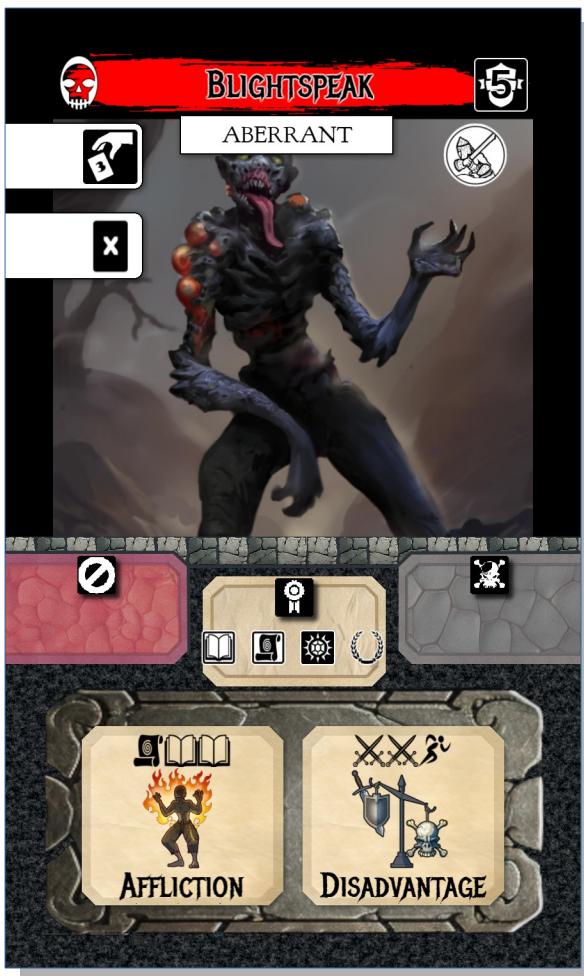


Now that we're complete with that encounter, we can draw the next one, but FIRST, lets look at the Bamboo Forest setting and decide if we want to take one of the actions.



The Bamboo Forest has two actions, for one, we can play a card with Navigate on it to gain a Navigate Token, or we can spend a food Token to gain a rest. We don't really want to exhaust Pathfinding to gain a Token and we're not in need of a rest, so we won't perform a Setting action just yet. We'll draw the next overland encounter...

# Encounter Next Encounter!



We draw another overland encounter and get... oh my, what is this monstrosity?! Blightspeak, a contorted, ruinous, blasphemy. Most likely an ancient priest of Ursamao – these horrors are known to wander the wild lands.

Our team has it cut out for them, that's for sure. For this encounter, a character can either play up to 3 cards or discard a Peril that has the card with the x on it. Right now, no one has a peril, so it won't be needed.

It will take us matching 5 glyphs to pass this encounter and get the reward. I'm eyeing that treasure counter! It looks like a radiant gem, and it can be a monetary resource, or a powerful artifact.

**Affliction** and **Disadvantage** are both pretty nasty Perils – we also have an open opportunity to perform a rest action after this encounter (from the Setting), so we're just going to clear both Threats.



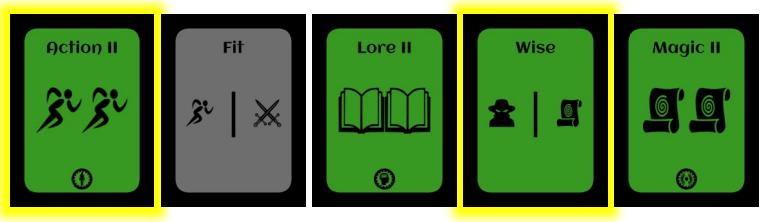
Gendrik will play both **Action II** and **Fight I**. With a little help from Haiyan, they'll be able to avoid the **Disadvantage** Peril.



Haiyan will blast the monstrosity with **Violent Magic** (for the fight glyph on **Disadvantage**).



Ortem can play **Action II** and **Wise** to remove the **Affliction** Peril. Way to go! Heroic actions indeed! **Wise** can be played as either Cunning OR Magic.



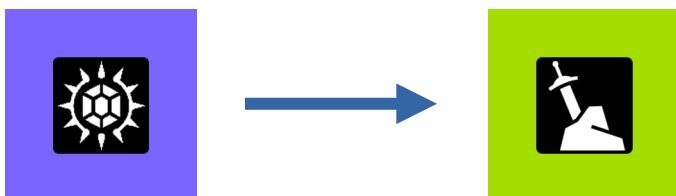
# Get that Reward!

Since we matched 5 or more glyphs (we matched 6 and defeated Blightspeak without any negative effects), we get to pick one reward from the center of the encounter card.



This section, displayed in the center of the encounter card, shows the rewards you can get for defeating the encounter. You don't have to counter all threats to receive a reward. The number in the top right of the encounter card tells you how many glyphs you have to match to consider it successful.

We can select from two different tokens, Lore or Magic, a draw from the loot cache, or a prestige point. Prestige is used to advance characters. We're going to draw a punchout from the loot cache.

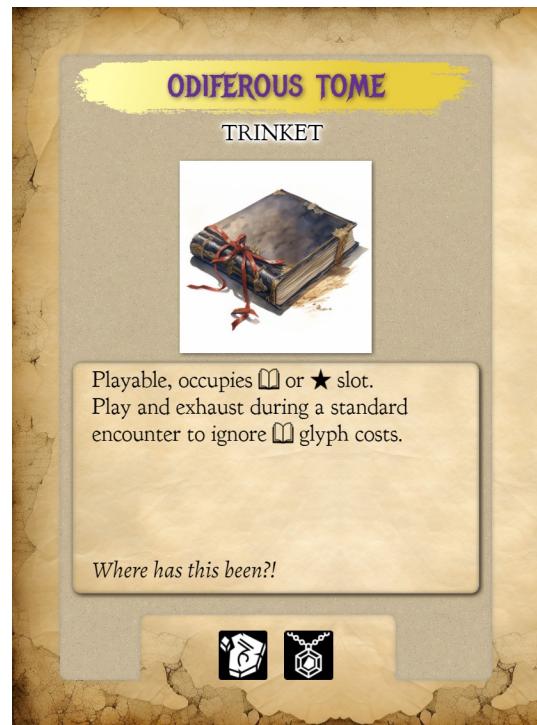


We draw a random loot and turn it over. It's an artifact! This means that we can draw a card from the Treasure deck!

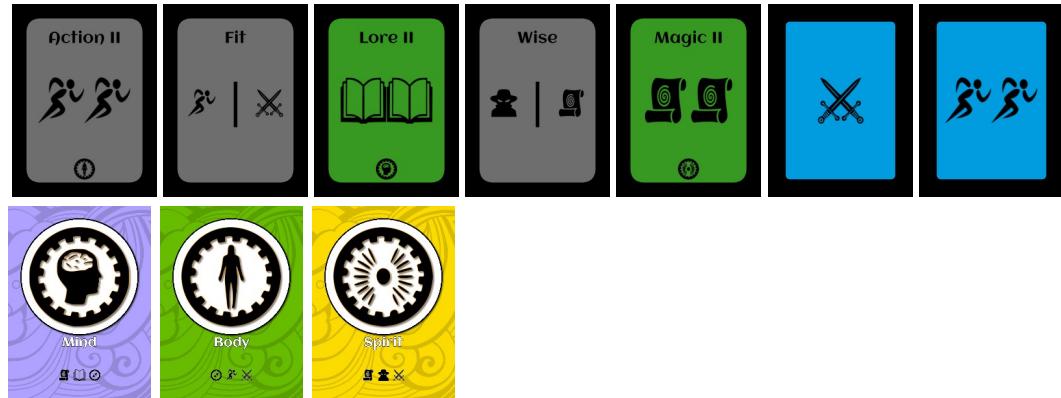
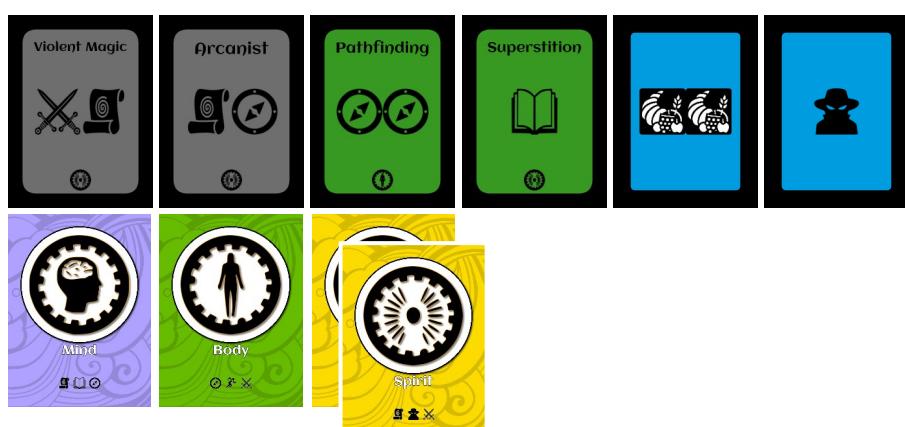
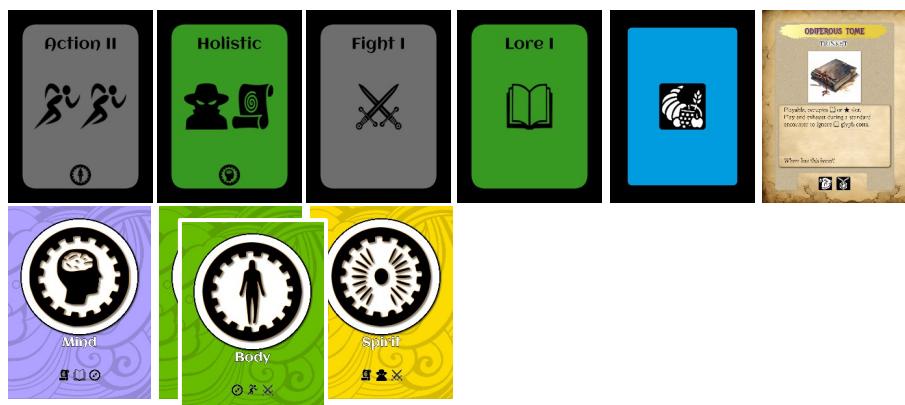
Not too shabby! We drew a stinky book! The Odiferous Tome might come in handy in a future adventure. The great thing about these treasures is they can be kept after the adventure. Tokens are removed from characters and discarded at the end of the quest.

Since this particular item requires a "slot", it will be assigned to a character.

We're going to give it to Gendrik, since he has an open Token slot. We could trade Tokens between characters (except for the doubled Token that Ortem has), but I don't see a need for that.



Here's how the team looks after the second encounter. No damage, just a few exhausted cards and a brand new stinky book!





Gendrik's ability is available when the encounter has the ABERRANT tag, which Blightspeak does.

Why didn't we use Gendrik's ability to remove a glyph from one of the Threats?

Since we're planning on taking a rest action, using a Play Card is a better option here.