

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!

Aspect Cards: bold and underlined

Settings: bold and **indigo**

Perils: bold and **dark red 2**

Encounters: bold **dark teal 2**

TODO:

Standardize font sizes

Ensure capitalization is correct for Threats, Perils, etc.

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.

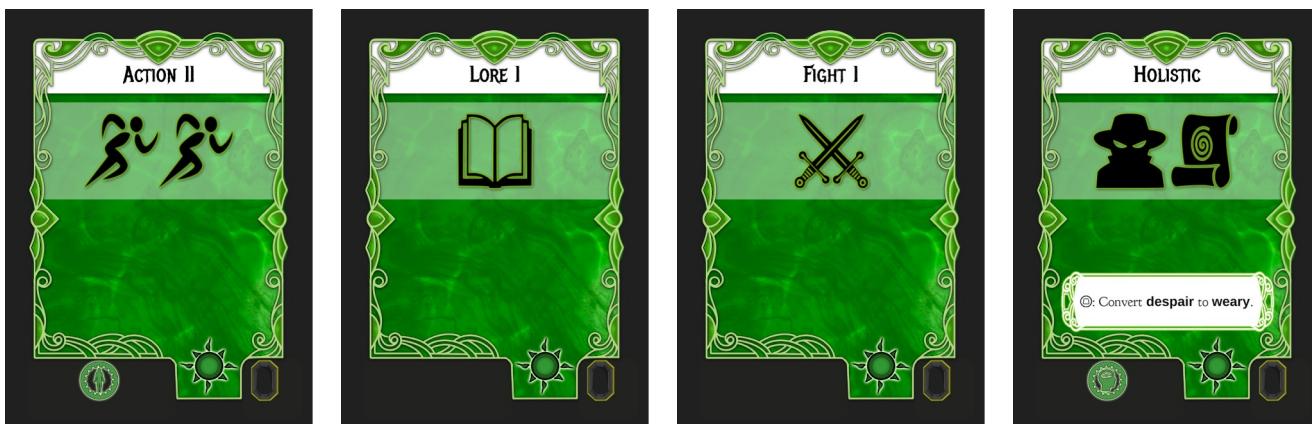


Let's start Gendrik first! The attributes on the right are his mind, body and spirit. These are important when recovering used cards.

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.

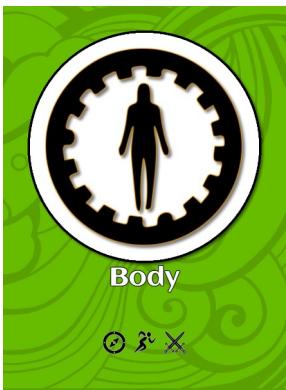
Gendrik's "full" hand of Play Cards and Attributes:



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 TWO random settings 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

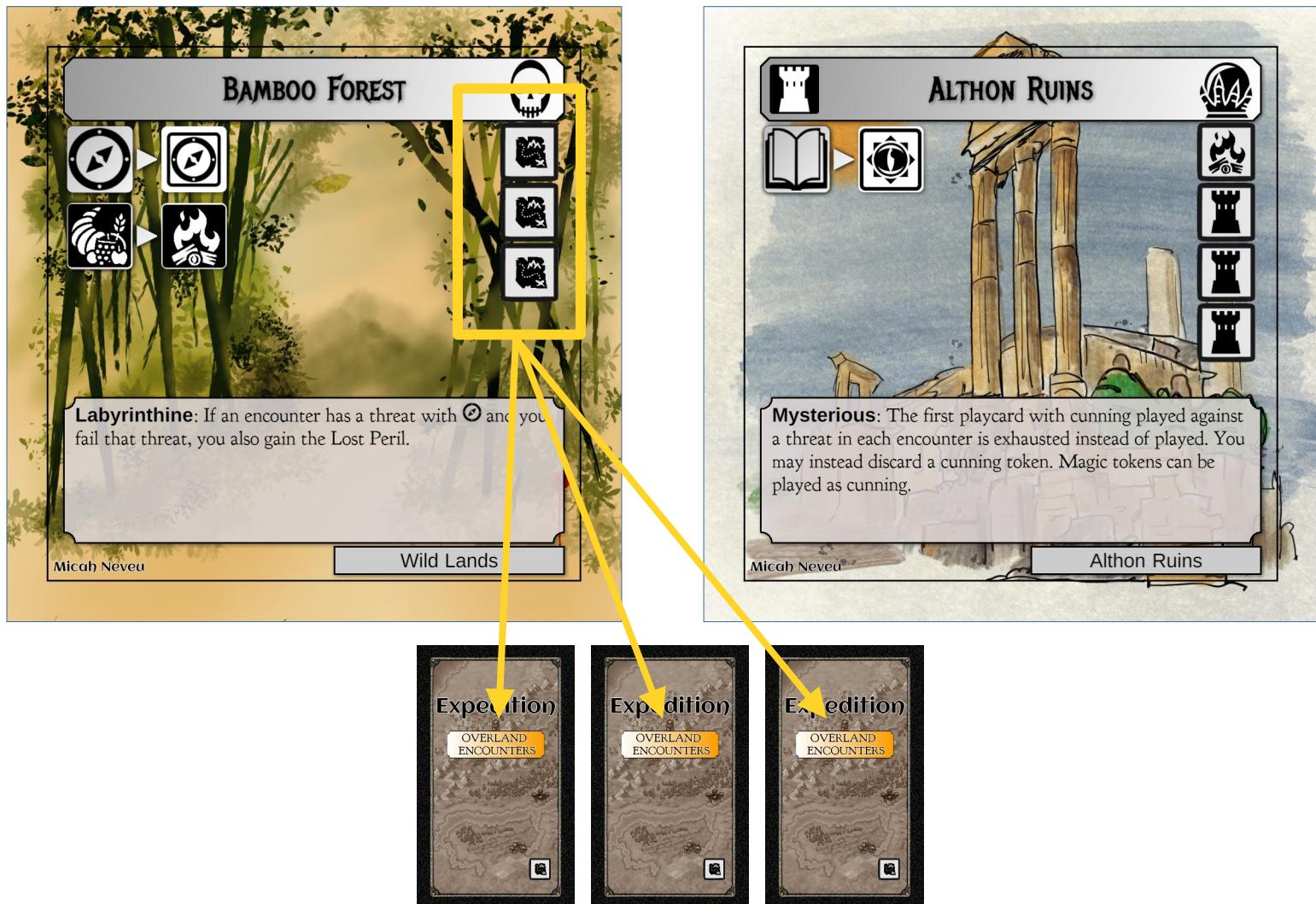


Since Gendrik and Haiyan are limited on their tokens, we selected two different types of food – provisions and rations. When a character picks up rations, it is automatically flipped to the two glyph side. This gives us two chances for rest with one token!

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 draw another Setting card to travel though, then **Althon Ruins**.



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.

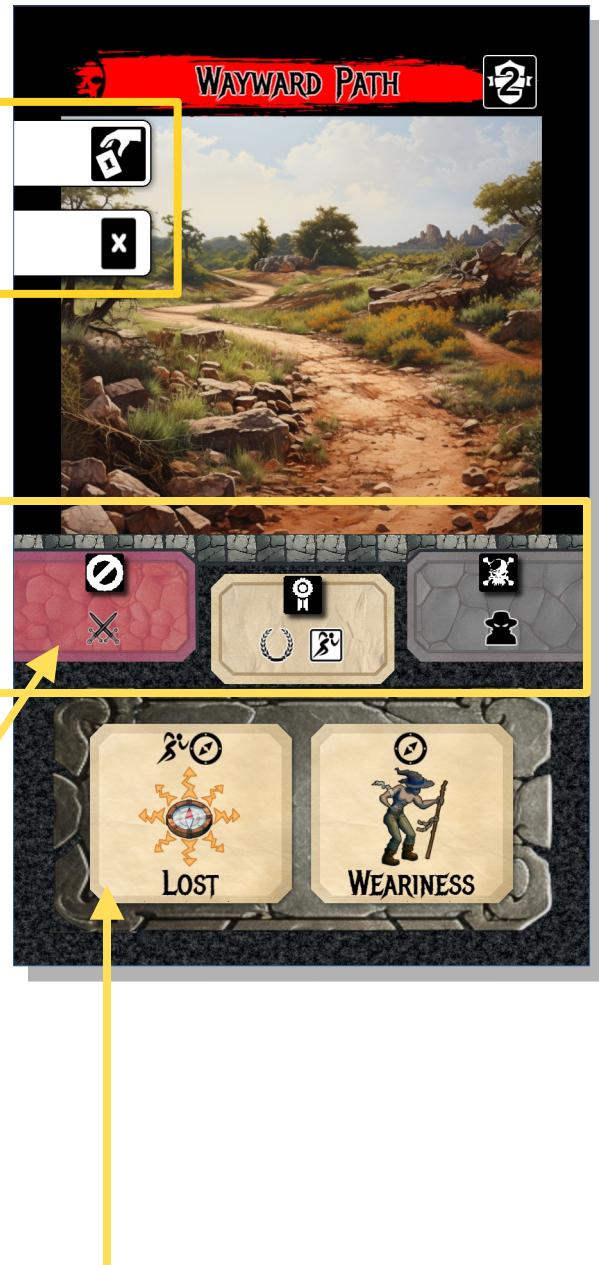


Rewards: If you match the number of glyphs or greater shown in the upper right (2, in this case) it counts as "passing" the encounter and you can select one reward from this section.



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

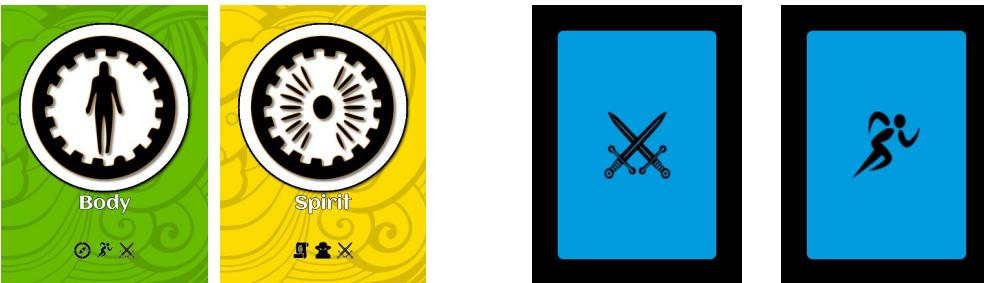
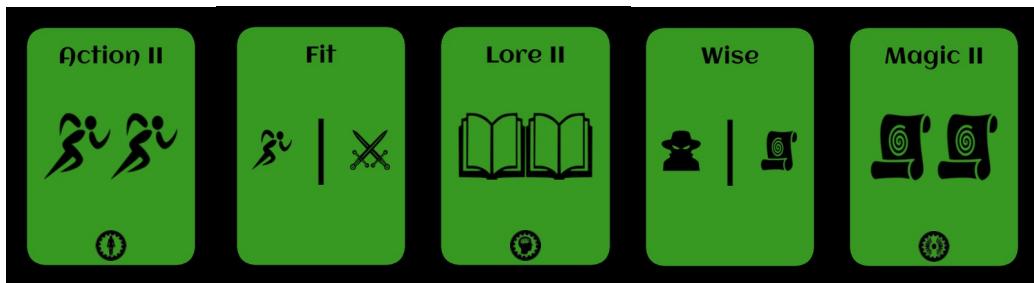
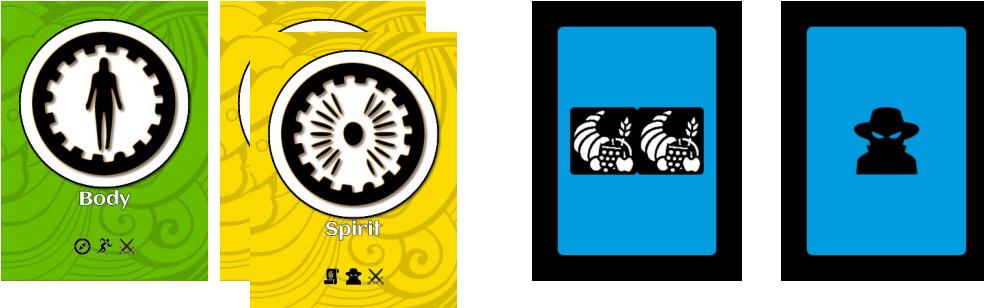
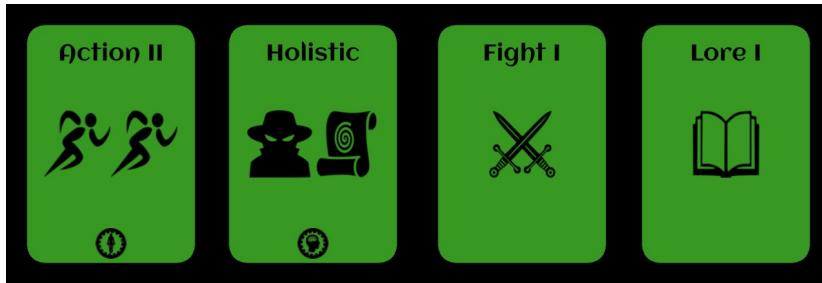
1st Random Encounter



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 avoid both Threats.

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.



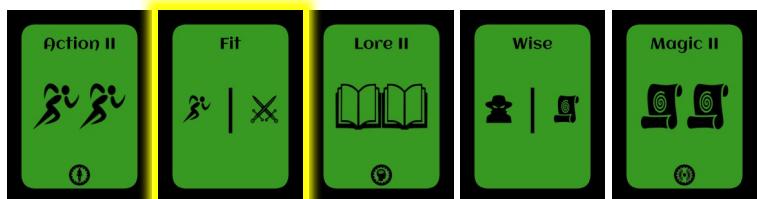
Gendrik will play his **Navigate Token** on the **Weariness** threat. Played Tokens are discarded, while played Aspect cards are turned over to the *exhausted* side.



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?

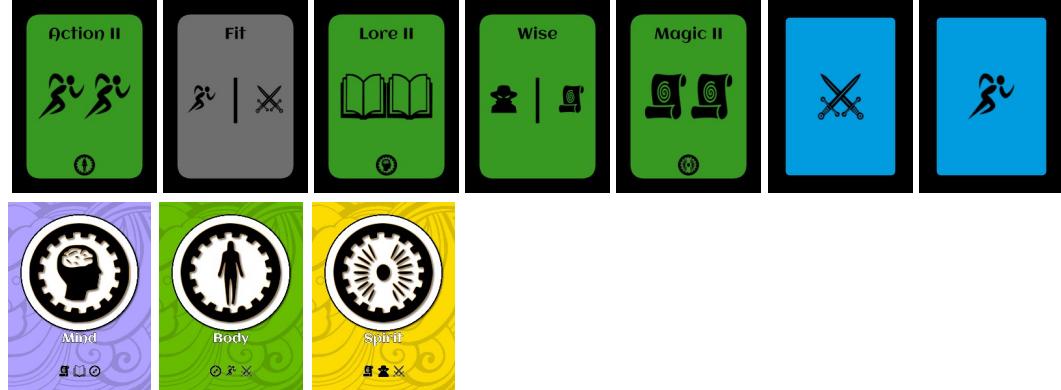
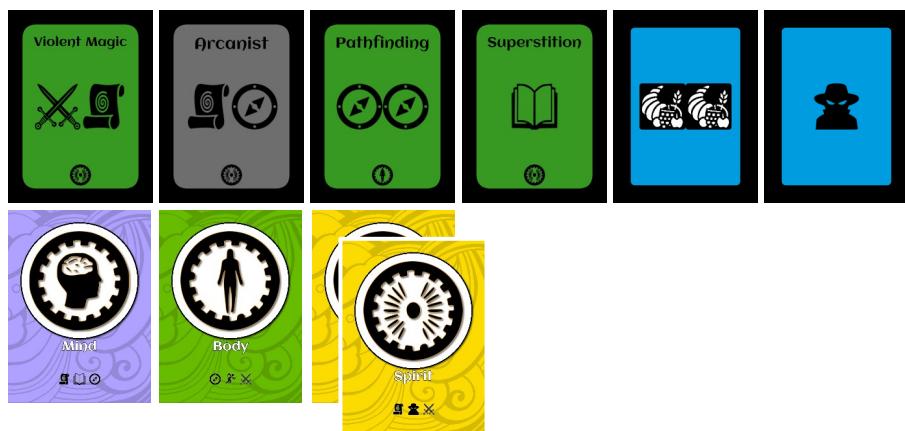
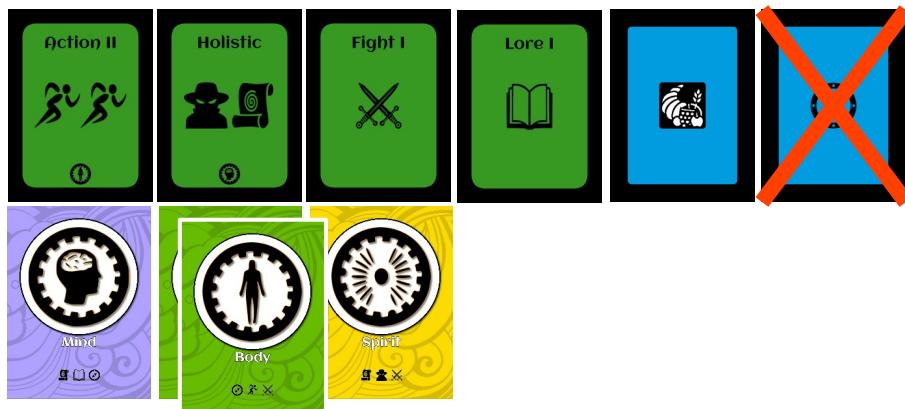
A Threat represents a possible outcome, if the price isn't paid. A Peril is a condition that occurs. You can get a Peril without it being on a Threat. A *Threat is a Peril with a cost*.



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:

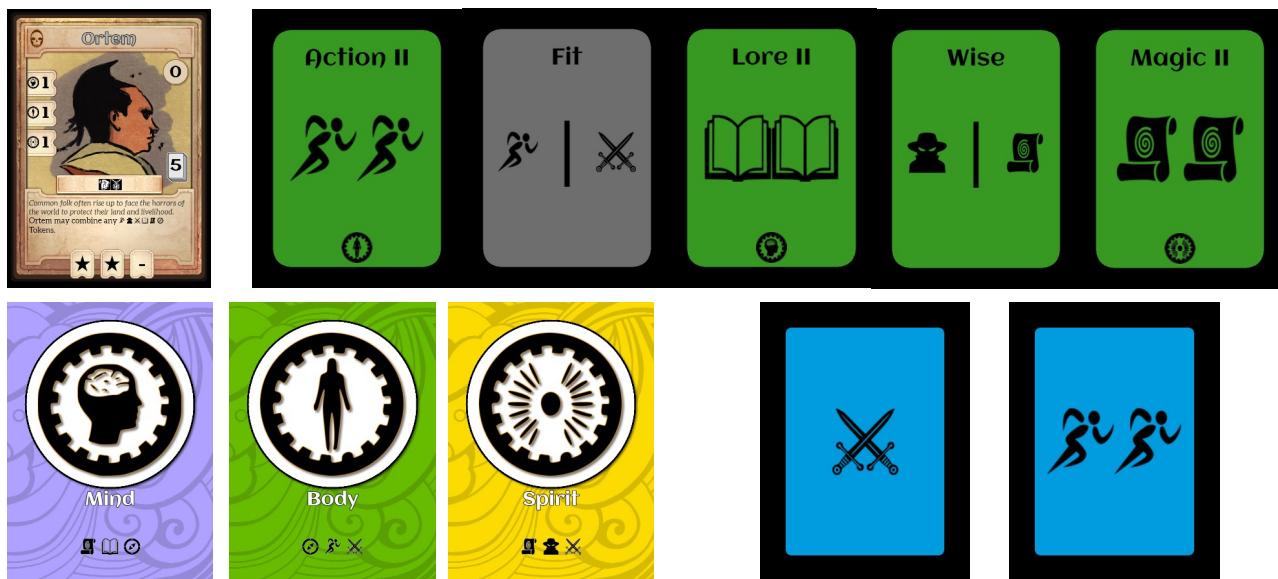


Encounter

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:

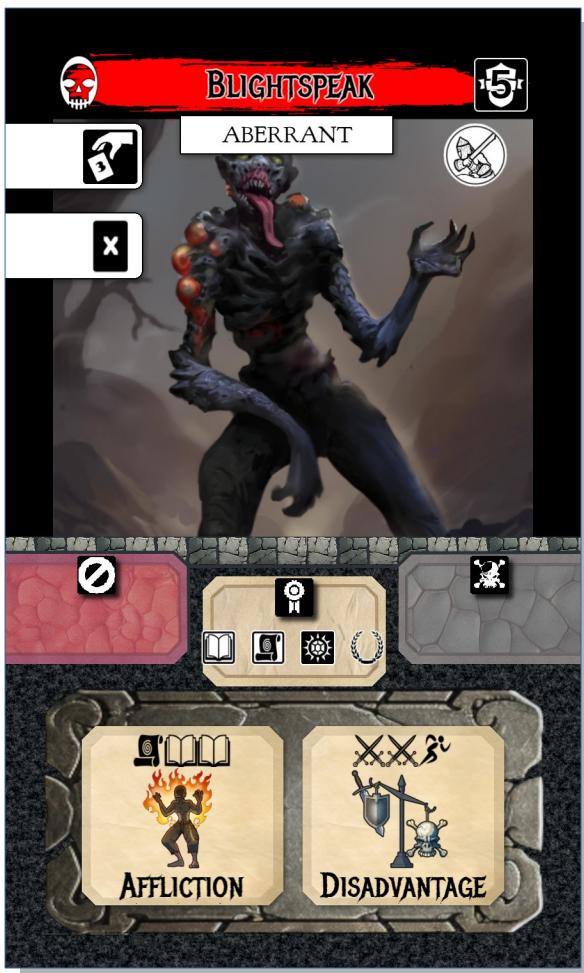


Now that we're complete with that encounter, we can draw the next one, but FIRST, lets look at the **Bamboo Forest** setting and decide if we want to take one of the actions.



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.

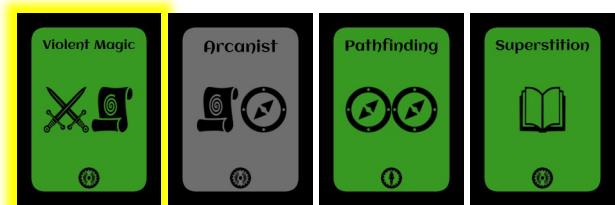
Affliction and **Disadvantage** are both pretty nasty Perils – we also have an open opportunity to perform a rest action after this encounter (from the Setting), so we're just going to clear both Threats.



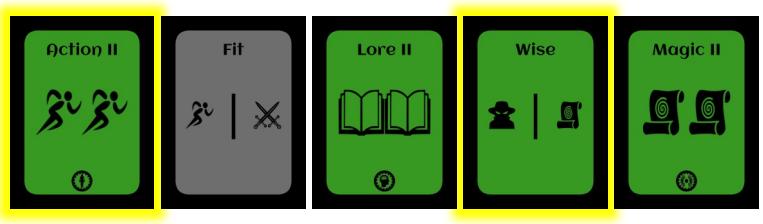
Gendrik will play both **Action II** and **Fight I**. With a little help from Haiyan, they'll be able to avoid the **Disadvantage** Peril.



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.



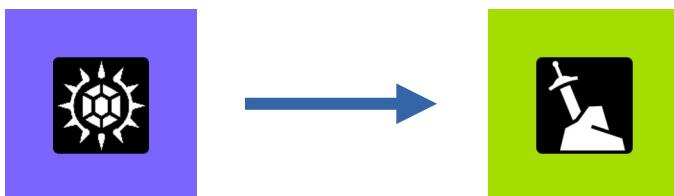
Get that Reward!

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!

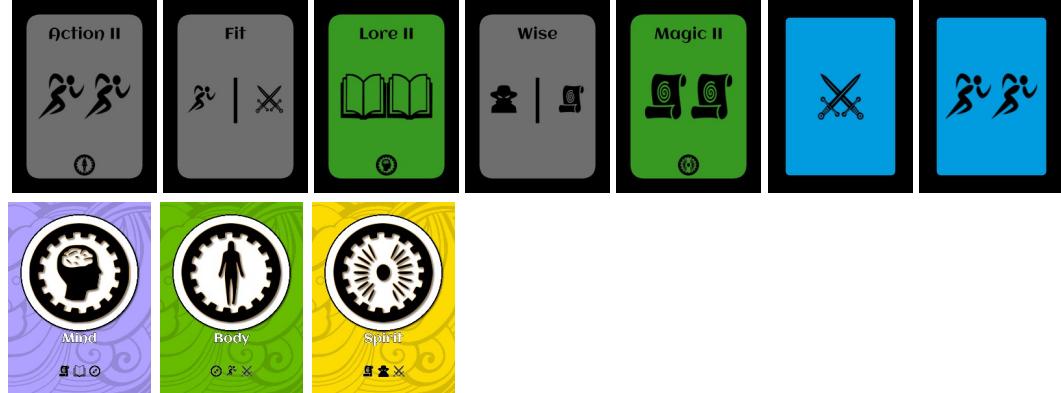
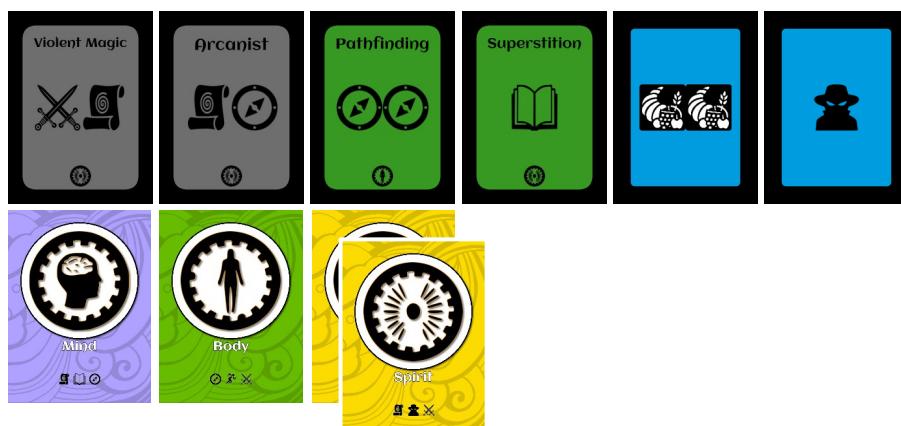
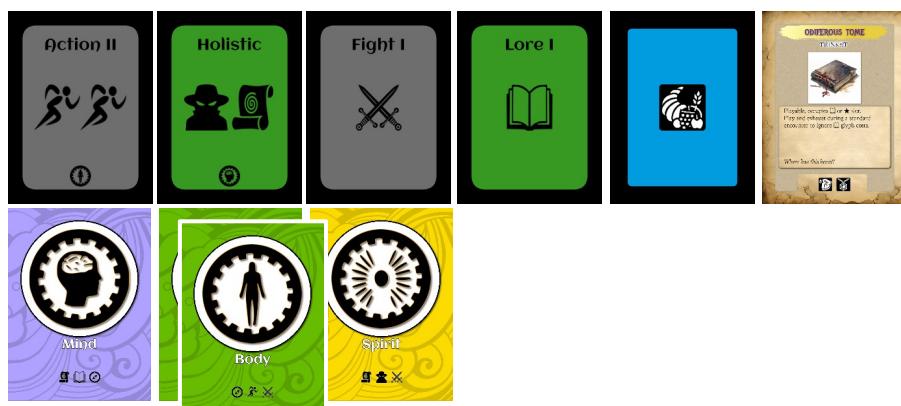
Not too shabby! We drew a stinky book! The Odiferous Tome might come in handy in a future adventure. The great thing about these treasures is they can be kept after the adventure. Tokens are removed from characters and discarded at the end of the quest.

Since this particular item requires a "slot", it needs to 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 at this moment, there doesn't seem to be a need.



Here's how the team looks after the second encounter. No damage, just a few exhausted cards and a brand new stinky book! Since we get to rest, we're going to be back at full strength!



What About Gendrik's Ability?



Now that that is out of the way, we're going to take a rest action by expending a food item.

We'll use Gendrik's provisions token. This will leave him with no tokens, and only the Odiferous Tome.

Now we can perform that rest action, then we'll be off to the next way point! Once that way point is done, we'll draw one more Setting before we get to our destination.

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.

To get into more depth about resting, his ability adds a **Weariness** Peril to his character. He could have removed one glyph from one Threat on Blightspeak instead of playing a card.

However, to remove **Weariness**, we must sacrifice refreshing ONE play card that *could have been* refreshed.

So, instead of refreshing all of his cards, he would remove **Weariness**. In this case, he would turn out in slightly worse shape.



Resting: Even Heroes Do It

Resting allows characters to recover exhausted cards as well as damage to mind, body and spirit.

Some Play Cards have a refresh cost, while others do not. The refresh cost is shown in the lower left of the card. Action II has a refresh cost of 1 body and Fit has no cost.



To refresh a card that has a cost associated with it requires your character to have an undamaged corresponding attribute.

If you have 1 body attribute point but it is in the injured state, you wouldn't be able to refresh any play cards that have a body cost.

If you have 1 body attribute point but two exhausted play cards that both require a body attribute, you would only be able to refresh one of them.



Gendrik has two exhausted play cards. One has no refresh cost, so he can refresh it. The other (Action II) requires one body point. Since his body attribute is not injured, he can refresh Action II as well. Keep in mind, even if one of his body attributes were injured, he would have one available (he has two) and would be able to refresh Action II.



Haiyan also has two exhausted play cards. Both of her cards require one spirit attribute point. Neither of her spirit points are injured (Despair), so she can refresh them both. If her Superstition card was also exhausted, she would not be able to refresh all three, since that would be more spirit than she has.



Like his crewmates, Ortem has two cards exhausted. Only one of them has a cost associated with it, so he has no problem refreshing back to full strength.

Nothing can stop our heroes! Let's draw the third encounter from the **Bamboo Forest**.

Encounter Next Encounter!



Out of the heavy foliage a **Bramble Wight** appears!

This encounter is both a combat encounter and an obstacle. We don't have any special combat encounter abilities that apply (Gendrik's only applies if you see the **ABERRANT** tag under the encounter name).

Each character may play up to two cards. If we don't match 4 glyphs, this encounter will not count as passed. Since it is an obstacle, we would have to draw *another* encounter for the way point before traveling to the next setting.

Once we pass this encounter, we will draw a new setting and continue our journey!



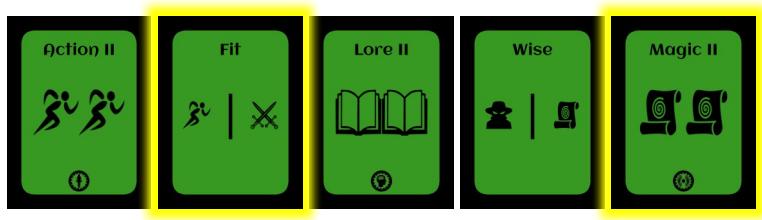
Gendrik will play **Fight I** on **Doom**.



Haiyan will once again rely on **Violent Magic** and her cunning token to avoid **Ensnared**.



Ortem can play **Magic II** with Gendrik to avoid the **Doom** Peril. He'll also play **Fit** on **Ensnared**.



For our reward, we're going to pick the loot cache:



flip it over and:



The Story So Far...



Our adventurers started in the **Bamboo Forest**, took a meandering path, ran into an aberrant beast of legend, and were nearly ensnared by a haunting creature. They found a very old book which may come in useful later. They used a few tokens, representing wear and tear on their gear. Since the quest calls for traveling through two settings, we'll get moving on the next! What could it be...



Dusty Tomb... an interesting place indeed. This is basically the opposite of **Bamboo Forest**, this one has 3 interior encounters. Luckily, it also has a rest action available.

We can pick up a draw from the loot cache by playing a card with a fight glyph.

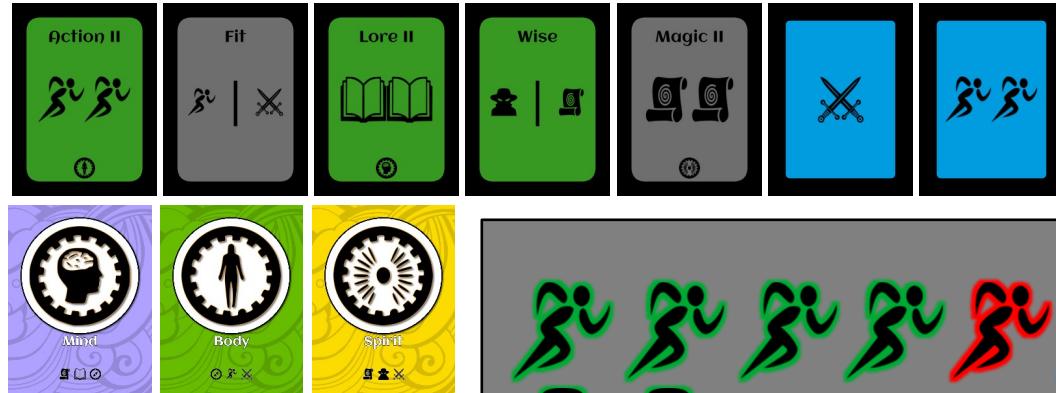
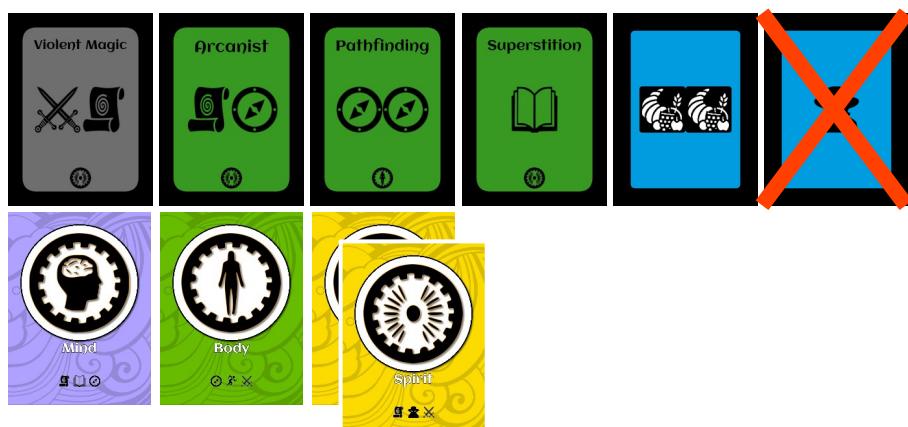
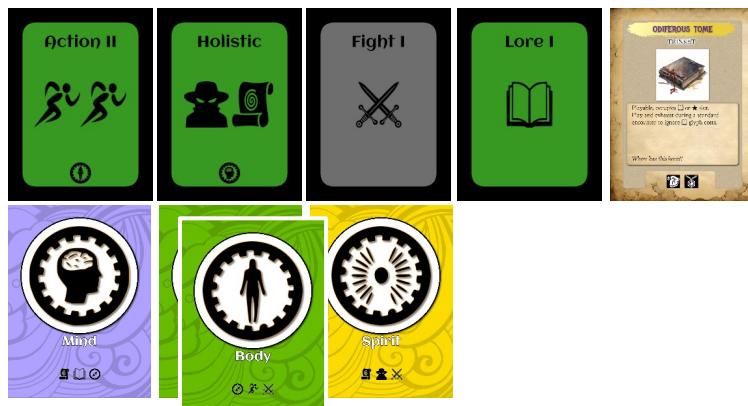
We can only play one of these actions after a way point, so we should probably get moving! The crew is short a couple tokens, with some exhausted play cards as well.

Things might get a little dicey before the next chance to rest.

Let's also keep an eye on the tags of the encounters, as this tomb may not be silent.

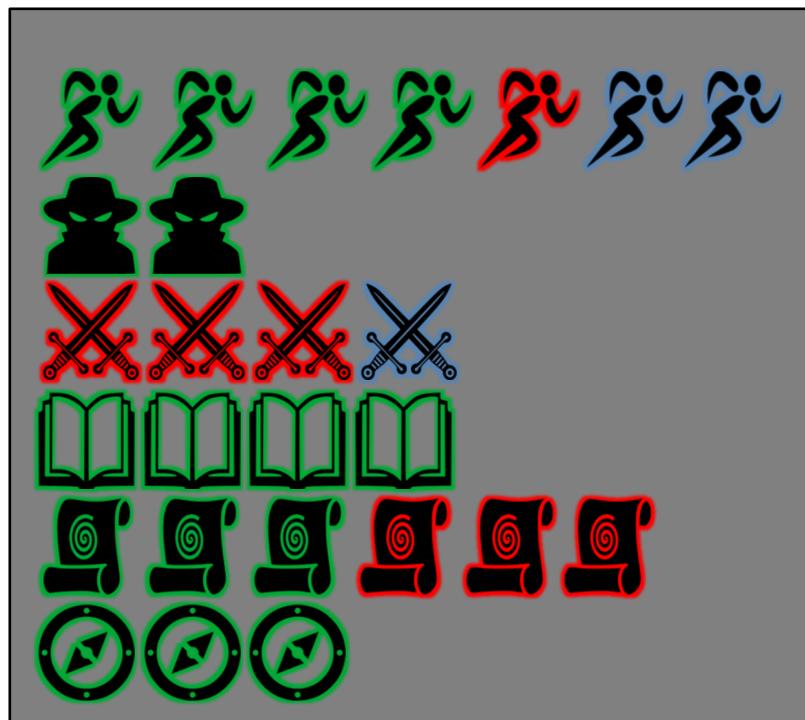
I'm not sure what prompted the crew to delve into this old pit, but here's where we find ourselves. Before we draw an interior encounter, let's take stock of the characters' state.

Character State After Leaving Bamboo Forest



While the crew isn't worn out, they are definitely getting shy on some important glyphs. Especially concerning is their lack of available fight and cunning glyphs - just one fight token with one glyph and two cunning. This team doesn't really have much fight or cunning even when at full strength. Magic is definitely their strongest (not considering tokens), with cunning being fairly abysmal. Tokens shown in **blue**.

Let's draw the first encounter in the **Dusty Tomb!**



What Fresh Horrors Await!?



This place probably really smells bad. It is also a rotten encounter for our team. For a tutorial though, this is a great encounter!

This is a combat encounter, so Gendrik could use his ability and remove one glyph from one of the two threats.

This encounter is both a combat *and* an obstacle. If we don't match 5 glyphs, it will not be considered passed, and we'll have to draw another encounter in place of it.

We're not going to be able to match 5 glyphs, we just don't have enough fight glyphs. Sometimes you just take a beating and that's it.

We'll take a **Shocked** and **Injured**, which means we'll turn over a Body attribute and a Mind attribute. However, Haiyan will activate her ability.

This encounter will not count towards setting progression since it is an obstacle and we didn't pass.

Attribute Status After Encounter



Gendrik will take the **Injured** peril and turn over one of his Body Attribute cards.



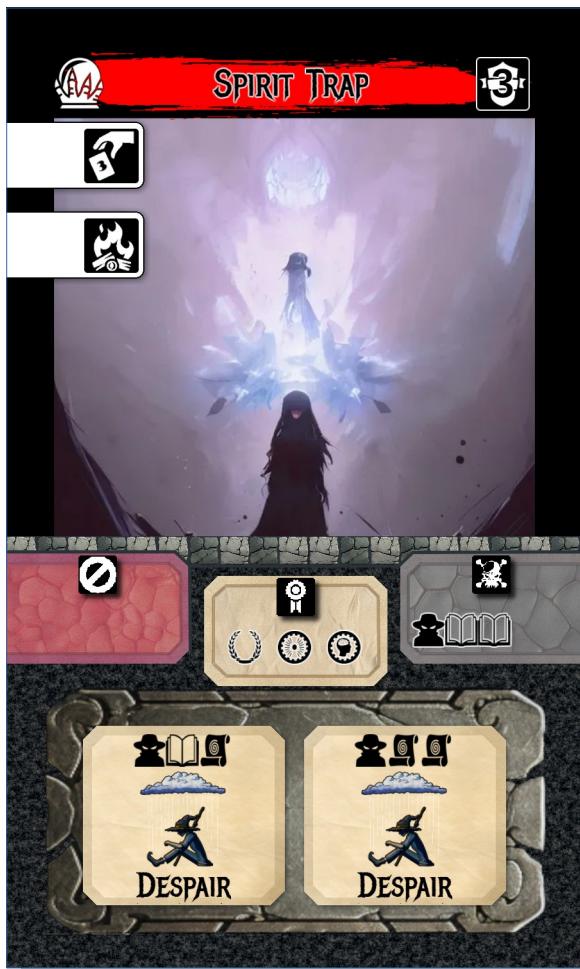
Haiyan is going to invoke her ability which allows a character to turn **Shock** to Weary. Haiyan will gain **Despair**, though.



Ortem was going to take the **Shock**, but Haiyan played her ability, and he only gains a **Weary**.



Out of the Frying Pan...



We leave the Pit, which doesn't count as a way point through **Dusty Tomb**, so we'll still have three encounters to go through.

Maybe this is part of the diabolical plan! Flee from the **Pit of Unbeloved**, right into a **Spirit Trap!**

This is pretty interesting, one of the actions that a character can perform is a rest action!

We're going to give a chance to rest to two characters, but we'll be eating a **Despair**. When a rest action appears on an encounter, there is no provision/food cost associated with it, you can perform that action instead of playing any cards.

Unfortunately, we can't knock out both of these threats, we just don't have enough of the right glyphs.

Gendrik will face it single-handedly, while the other two characters will rest.



Gendrik will play **Holistic** and **Lore I** on one of the **Despair** Threats.



Haiyan will take the Rest action, which means she can't be selected to take the **Despair** from the unmatched Threat.



Ortem will also take the Rest action. This means that the **Despair** that gets through must be assigned to Gendrik.



Note: Perils can only be assigned to characters that "participate", which means selecting the Play Card action. A character can play 0 cards if they choose. At least one character must participate in each encounter.

After Spirit Trap Encounter

After that encounter, Gendrik is weak on Spirit and pretty much exhausted. Haiyan only has one exhausted card, with one Spirit cost. She can recover **Violent Magic**, and then flip her Despair back to the Spirit side – this gives her a **Weary** Peril.

For Ortem, he has two exhausted cards and only one has a cost associated. **Magic II** requires Spirit – which he has one. So, we can “pay” for both cards. However, also notice he has a **Weary** Peril. This means that in place of refreshing a valid card, he’ll shed the **Weary** Peril.

So, we must decide which card Ortem will refresh. Since we have a fair amount of Magic glyphs, let’s refresh **Fit**, which will give us either an Action or Fight glyph.

