

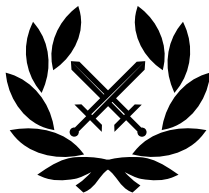
Welcome!

Begin your adventure at
ExpeditionGame.com/begin

There, you'll find the most
up to date rules, as well as
the Expedition app.



Expedition



Intro

Combat Cheat Sheet

- 1) Tap the app to begin a round
- 2) Draw 3 abilities
- 3) Select your target(s) and play 1 ability
- 4) Once everyone has made their move, tap the app to end the round
- 5) Resolve damage and abilities
- 6) Repeat until dead!

Expedition



Intro

20 ♥

Retired Guard Captain



Skills: Intimidation,
military tactics,
navigation.

Explorer

Explorer



20 ♥

Knowledgeable Human



Skills: Mathematics,
history, translation.

Explorer

Explorer



20 ♥

Woodland Elf



Skills: Firemaking,
outdoor survival, hunting.

Explorer

Explorer



20 ♥

Dark Elf



Skills: Soothsaying,
scrying, magical lore.

Explorer

Explorer



20 ♥

Stealthy Recluse



Skills: Low-light vision,
stealth, listening.

Explorer

Explorer



20 ♥

Pack Rat Dwarf



Skills: Bargaining,
engineering, mining,
geology.

Explorer

Explorer



20 ♥

Alcoholic Diplomat



Skills: Diplomacy, political connections, blackmail.

Explorer

Explorer



20 ♥

Famished Hafling



Skills: Cooking, farming,
medicine, brewing.

Explorer

Explorer



20 ♥

Double Agent



Skills: Secrecy, ciphers, deception, underground connections.

Explorer

Explorer



20 ♥

Gem Wizard



Skills: Enchanting,
appraising, alchemy.

Explorer

Explorer



Thief

10 ♥

One Explorer loses 5 gold (roll to determine Explorer).

I

Surge: Blends into the shadows and becomes invisible for one round.

Definitely a shady character.

Bandit

Bandit

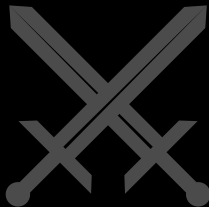


Encounter

Brigand

12 ♥

Surge: Catches all
Explorers by surprise
– only draw 2 cards next
round.



*Commonly seen ambushing
travellers between cities.*

Bandit

Bandit




Encounter

Bandit

10 ♥

I

Surge: Offers the Explorer with the lowest Health 5 gold if they attack the Explorer with the highest Health next round.



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

Bandit

Bandit



Encounter

Bandit Archer

8 ♥

Takes double effects
from Ranged.

I

Surge: Takes careful aim
at the farthest Explorer,
dealing 2 Projectile
damage. +1 damage if
guarded by another
Explorer.

A bow-wielding scofflaw.

Bandit

Bandit



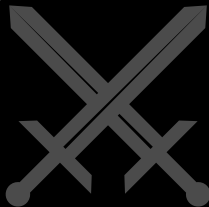
Encounter

Bandit Rogue

12 ♥

II

Surge: Backstabs the Explorer with the most gold for 5 Melee damage.



He seems uncannily fast on his feet.

Bandit

Bandit

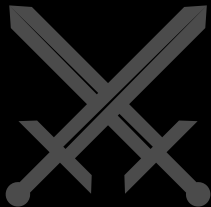


Encounter

Bandit Veteran

25 ♥

II



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

Bandit

Bandit



Encounter

Bandit Captain

40 ♥

Cannot be stunned.

III

Surge: Calls for reinforcements. Add one bandit to encounter.



Battle scars indicate his position was earned through treachery.

Bandit

Bandit



Encounter

Bandit Nightblade 14 ♥

Any time Nightblade IV takes damage, she becomes invulnerable for one round.

Surge: The Nightblade stabs the nearest Explorer, dealing 1 Poison damage every round.

*Her hood obscures her face,
and her dagger emits a soft,
pale glow.*

Bandit

Bandit



Encounter


Highwayman

15 ♥

Takes double effects
from Music.

II

Surge: The party must
discard 1 Loot or
Equipment permanently.



*Often seen riding away on
horseback, with your goods in
tow.*

Bandit

Bandit

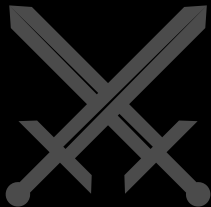


Encounter

Outlaw

20 ♥

II



No law is going to stop him.

Bandit

Bandit

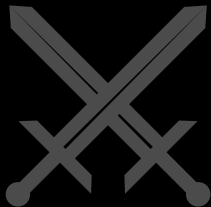


Encounter

Giant Rat

40 ♥

III



A rodent of unusual size!

Beast

Beast



Encounter

Wolfman

16 ♥

II

Any time Wolfman takes Melee damage, he deals half back as Melee damage.

Surge: Emits a piercing howl. All Explorers take Fear damage equal to the number of canine creatures in play.

Half warrior, half wolf. Not to be taken lightly in combat.

Beast

Beast



Encounter

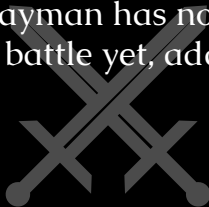
Dog

8 ♥

+2 Health if with a
Highwayman.

I

Surge: Barks loudly. If the highwayman has not joined battle yet, add him now.



A barking, slaving beast.

Beast

Beast



Encounter

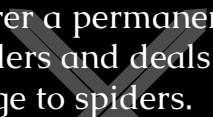
Giant Spider

20 ♥

Immune to Poison.

II

Surge: Rears its legs, giving the nearest Explorer a permanent fear of spiders and deals 1 less damage to spiders.



A spider the size of a riding horse, and much less agreeable.

Beast

Beast



Encounter

Wild Wolf

10 ♥

+1 Health for each
Wolf in play.

I

Surge: All wolves in the
Encounter let loose a howl
that summons one
additional Wild Wolf.

*Wolves hardly ever travel
alone...*

Beast

Beast

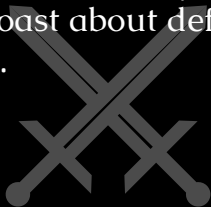


Encounter

Wild Bear

10 ♥

Surge: Mauls the nearest Explorer for 5 damage. If target survives the encounter, they can now boast about defeating a bear.



A cave-dwelling beast with shaggy fur.

Beast

Beast



Encounter

Dire Wolf

20 ♥

Immune to Fear. +1

II

Health for each Wolf
in play.

Surge: Bites the Explorer
with the most Health for
Melee damage equal to
the number of wolves in
play.

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

Beast

Beast



Encounter

Dire Bear

30 ♥

Immune to Fear,
Stun.

III

Surge: Bashes nearest Explorer. Target is stunned for a round.



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

Beast

Beast



Encounter

Troll

35 ♥

Immune to Melee.

III

Surge: The troll calmly reattaches its lost limb. It gains 6 Health.



A few chips on the tusks of the troll are all that remains of past explorers.

Beast

Beast



Encounter

Spider

9 ♥

Immune to Poison.

I

Surge: The nearest Explorer is ensnared in a web and stunned for one round.



A hairy black arachnid, roughly the size of a buckler shield.

Beast

Beast



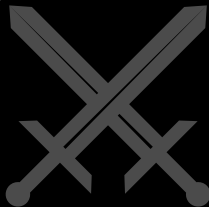
Encounter

Wood Elf

10 ♥

Surge: The next two attacks on the Wood Elf miss and do no damage.

I



A fair-skinned elf whose clothes blend with the surroundings.

Fae

Fae



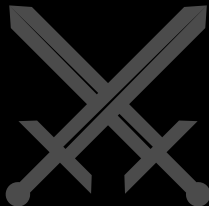
Encounter

Imp

7♥

I

Surge: Blends in with the surroundings and becomes invisible for one round.



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

Fae

Fae



Encounter

Duergar

20 ♥

Surge: Corrupts all Explorers using magic. For the rest of the encounter, using Arcane abilities deals the caster 1 Direct damage.

A Dwarf corrupted by dark energies.

Fae

Fae



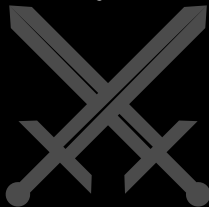
Encounter

Korrigan Elf

8 ♥

I

Surge: Slices at the Explorer with the lowest Health, dealing 1 Melee damage.



A small creature with a hooked nose and murderous intent.

Fae

Fae



Encounter

Bluecap Faery

6 ♥

Immune to Fire

I

Surge: All Melee weapons ignite on fire and deal +1 Fire damage for the rest of the Encounter.



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

Fae

Fae



Encounter

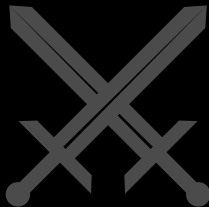
Void Imp

12 ♥

Immune to Arcane

I

Surge: Negates all magic damage dealt this round.



The imp's eyes are black pits; it leers at you and beckons with a claw.

Fae

Fae



Encounter

Magic Mushroom 7♥

Immune to Poison. I

Surge: The spores affect the nearest Explorer. Target cannot attack the mushroom and must attack an ally every Surge this encounter.

A tendrinous purple fungus that emits a sickly sweet smell.

Fae

Fae



Encounter

Satyr

15 ♥

II

Whenever a song is played, heals 1 Health.

Surge: The satyr tricks all Explorers. Any damage you deal this round is also dealt to the ally to your right.

A red-haired, goat-hooved shepherd of the forest.

Fae

Fae



Encounter

Shapeshifter

8 ♥

II

Surge: Put a random Encounter card on top of Shapeshifter. When it is killed, resume fighting the Shapeshifter.



Its form defies explanation.

Fae

Fae



Encounter

Will o' the Wisp

6 ♥

Immune to Arcane.

I

Surge: The wisp explodes, killing itself and dealing 3 Fire damage to all Explorers and enemies.



A phosphorescent orb, floating gently over the ground.

Fae

Fae



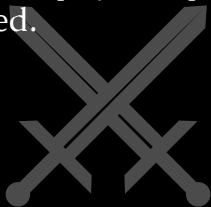
Encounter

Guard

12 ♥

I

Surge: Issues the party a 5 gold fine for disturbing the peace. If unable to pay, the party is arrested.



*One of the many guards
patrolling the streets.*

Townfolk

Townfolk



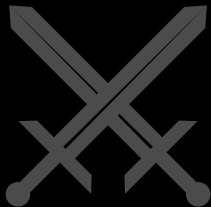
Encounter

Guard Executioner

14 ♥

II

Surge: Executes all Explorers and enemies that are at 1 Health.



A tall figure hooded, cloaked, and hefting a very sharp axe.

Townfolk

Townfolk



Encounter

Guard Wizard

12♥

Immune to Arcane.

II

Surge: Casts magic missiles that deals all Explorers 2 Fire damage.



*Armor patches adorn her robes,
and her wand hums with
energy.*

Townfolk

Townfolk



Encounter

Guard Captain

Immune to Music.

25 ♥

III

Surge: Calls for reinforcements. Add one guard to encounter.



Awarded, muscular and handsome. The pride of his town.

Townfolk

Townfolk

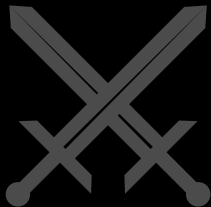


Encounter

Peasant

10 ♥

I



A poor soul in drab clothing.

Townsfolk

Townfolk



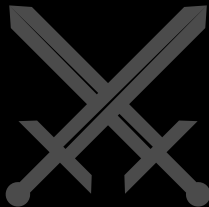
Encounter

Sellsword

18 ♥

Can be "persuaded"
to change sides for 10
gold.

II



*She has a cocky grin and a glint
in her eye.*

Townfolk

Townfolk



Encounter

Irate Merchant

8 ♥

I

Leaves behind one additional loot when defeated.

Surge: The merchant haggles the party out of 5 gold pieces.

Hell hath no fury like a merchant who thinks he was ripped off.

Townfolk

Townsfolk



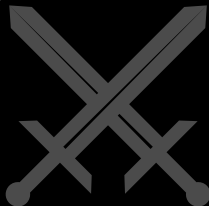
Encounter

Shabby Mage

8 ♥

I

Surge: Critically fails casting a fireball and deals everyone 1 Fire damage.



His robes aren't much to look at, but he still exudes magical power.

Townfolk

Townfolk



Encounter

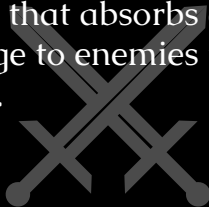
Knight

20 ♥

Damage Tier 3 while
a Squire is in play.

II

Surge: Enters a defensive stance that absorbs all damage to enemies this round.



He looks confident in his abilities; his armor is well-worn.

Townfolk

Townfolk



Encounter

Squire

8 ♥

I

Flees if there are no
Knights in play.

Surge: Passes his knight a
sharpened sword,
becoming Threat 0 for one
round.

*His eyes constantly flick
towards his master.*

Townfolk

Townfolk

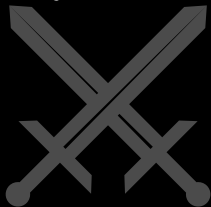


Encounter

Madman

10 ♥

Surge: The madman
crashes into the
nearest enemy and deals
it 1 damage.



*You have no idea what he's
saying, but he's pretty adamant
about it.*

Wanderer

Wanderer




Encounter

Angry Dwarf

10 ♥

Surge: The dwarf spits in the nearest Explorer's face. You are blinded and must play the top ability from your deck next round.



You smell the stench of grog long before you see him.

Wanderer

Wanderer



Encounter

Goblin Grunt

8 ♥

If below half Health
and all allies are dead,
flees.

I

Surge: Flees.



A female goblin, mottled green.

Wanderer

Wanderer



Encounter


Goblin Thug

12 ♥

If below half Health
and all allies are
dead, flees.

II

Surge: Add another
Goblin Thug to the
Encounter.



*A stunted, hook-nosed, green
creature.*

Wanderer

Wanderer



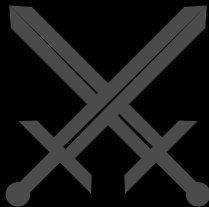
Encounter

Herbalist

15 ♥

Surge: Drinks a
potion and regains 5
Health.

I



*You hear the clink of vials
beneath her green robe.*

Wanderer

Wanderer



Encounter

Druid

15 ♥

Whenever an enemy
dies, regains 1
Health.

II

Surge: Drains 1 Health
from all Explorers and
heals by total amount
drained.

*A wise and mysterious figure
whose rituals include human
sacrifice.*

Wanderer

Wanderer



Encounter

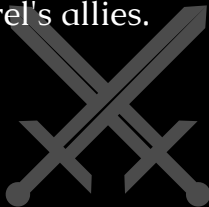
Minstrel

10 ♥

Immune to Music.

I

Surge: Cancel stunning effects on all of the Minstrel's allies.



A singer and songsmith in outlandish clothing.

Wanderer

Wanderer



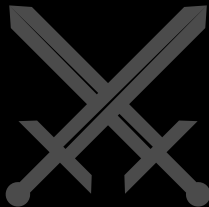
Encounter

Kobold Ripper

12 ♥

I

Surge: Rends the nearest Explorer or enemy for 1 Health, then flees.



An armored lizard-like creature.

Wanderer

Wanderer



Encounter

Kobold Seer

14 ♥

Immune to Arcane.

II

Takes double
damage from Melee.

Surge: The seer corrupts the nearest Explorer's mind. Your next ability targets the Explorer to your left.

*Its blind eyes follow you,
somehow.*

Wanderer

Wanderer



Encounter

Kobold Shaman 10 ♥

Explorers cannot heal II
while the Shaman
lives.

Surge: Heals all allies for
1 Health.



*It wears a tattered sackcloth,
and clutches an eery-looking
staff.*

Wanderer

Wanderer



Encounter

Fire Trap

I

All Explorers take 3 Fire damage.



*Searing heat and flame engulfs
your party.*

Trap

Trap



Encounter

Hanging Vines

I

All Explorers are tangled for 10 seconds before abilities can be used.



*The vines are festooned with
snaggly spines.*

Trap

Trap



Encounter

Thick Undergrowth I

The party can only see and damage one enemy at a time (in the order revealed).



*Shadows flit and dart through
the trees, just beyond your
vision.*

Trap

Trap



Encounter

Thunderstorm

II

Each Explorer rolls a die.
If they roll a one, they
take 10 Electric damage.



*It's dangerous to be out in a
thunderstorm. You might be hit
by lightning.*

Trap

Trap



Encounter

Rolling Boulder

I

Explorer with lowest Health remaining takes 4 Melee damage.



A pressure plate gives way under foot – a massive boulder crashes towards you.

Trap

Trap



Encounter

Cave-in

I

All Explorers and enemies take 5 Melee damage.



*Large boulders crash down
from overhead.*

Trap

Trap



Encounter

Spike Pit

I

Explorer with highest Health remaining takes 5 Melee damage.



Sharpened wooden stakes jut out from the bottom of this earthen pit.

Trap

Trap



Encounter

Dead Air

II

All Explorers cannot
speak, shout or play
music.



*Even the background whistling
of wind fades away...*

Trap

Trap



Encounter

Haunted by the Dead

II

All Explorers take +1 damage for the duration of the encounter.



Your party finds itself tripped and prodded by malign spirits.

Trap

Trap



Encounter

Pothole

I

All Explorers with items must discard 1 Loot from hand.



You misstep and fall; your Loot goes flying.

Trap

Trap



Encounter

Obscure Ordinance I

All Explorers must pay a
10 gold fine or go to jail.



*You're not sure what
panjandrupal physagogy is,
but it apparently describes your
actions.*

Trap

Trap



Encounter

Unsavory Folks

I

The party must either pay
1 drink or replace this
card with a Bandit.



*A ragtag band of miscreants
approaches...*

Trap

Trap



Encounter

Dead End

I

Your party cannot flee this battle.



There's no way out. There also appears to be a corpse lying in the corner.

Trap

Trap



Encounter

Fleeing Serf

I

One party member is
knocked down and
stunned for a round.



*He bumbles into you as he runs
past.*

Trap

Trap



Encounter



Trap

Trap



Encounter

Cold Snap

Frost

Up to 3 targets

2 ✕



≥ 17

Targets are frozen for a round, and will die instantly on a critical hit.



A snap of your fingers instantly summons a cloud of biting frost.

Requires Magic weapon

Magic



Ability

Confusion

Ongoing
1 target

-
≥ 8

Your next damage taken reflects to the target as Direct damage.



Your magic worms into the ear of the target and begins to whisper...

Requires Magic weapon

Magic



Ability

Conjure

Effect

Targets self



≥ 14

-

Conjure a clone. Next round, your clone copies your ability, blocks incoming damage and then disappears.

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

Requires Magic weapon

Magic



Ability

Channel Arcane Lore



≥ 9

Effect

Targets self

Play your entire hand. If Channel succeeds, roll for and resolve all played abilities.

You focus your knowledge of the Arcane to unleash a massive wave of magical power.

Magic



Ability

Dispel

Arcane

1 target



≥ 9

-

Remove all effect,
immunities and stuns
from the target.



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

Requires Magic weapon

Magic



Ability

Curse

-

Direct
1 target



≥ 14

Once per encounter.

Deal 1 Direct damage per turn. When the target dies, the curse transfers to another target.

A blood-red sigil forms over the head of your target.

Requires Magic weapon

Magic



Ability

Defensive Ward

-

Ongoing, Ward



≥ 14

Targets all allies

Protects all allies from
damage for one round.



*You raise both hands,
producing a blue mist that
confounds enemy weapons.*

Requires Magic weapon

Magic



Ability

Doom

4 ✕

Fear

 ≥ 16

1 target

Once per encounter.

If a 20 is rolled, deal extra Fear damage equal to half the enemy's remaining HP.

Enemies hear tortured screams as you open a portal to the nether realms.

Requires Magic weapon

Magic



Ability

Arcane Ward

3 

Arcane

 ≥ 15

Targets all allies

All enemy damage is
redirected to the ward.

When destroyed, heal all
Allies 1 Health.

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

Requires Magic weapon

Magic



Ability

Fireball

3 ✕

Fire

 ≥ 11

Up to 2 targets

If the attack fails, you take 2 Fire damage.



From thin air, you gather a ball of searing flame and hurl it at your enemies.

Requires Magic weapon

Magic



Ability

Flame Stride

Fire

Up to 3 targets

2 ✕



≥ 17



*Your body becomes fire, leaving
behind desolation as you walk
through your enemies.*

Requires Magic weapon

Magic



Ability

Frost Ward

Ongoing, Ward
Targets all allies

2 

 ≥ 5



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

Requires Magic weapon

Magic



Ability

Hideous Fear

2 ✕

Fear



≥ 13

1 target

Give the target fear of a damage type of your choice. They take +1 damage from Abilities of that type.

The target's eyes cloud over as they suffer through their greatest fear.

Requires Magic weapon

Magic



Ability

Ice Shard

Frost

1 target

3 ✕

 ≥ 8



Shards of ice materialize from a cold vapour and speed towards your target.

Requires Magic weapon

Magic



Ability

Magic Missile

Arcane

1 target

3 ✕

 ≥ 8



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

Requires Magic weapon

Magic




Ability

Phantom Sword

3 

Ongoing, Ward
1 target

 ≥ 13

Deal 1 Arcane damage to target at the start of each round.



You summon a floating sword, wreathed in a blue fire and facing your enemies.

Requires Magic weapon

Magic



Ability

Phase Shift

Arcane

Targets self

3 

 ≥ 8

On critical, become invisible for one round.



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

Magic



Ability

Shockwave

2 ✕

Electric



≥ 10

Targets all enemies

On failure, deal everything 1 damage.



You strike your weapon on the ground. Energy lashes out in all directions.

Requires Magic weapon

Magic



Ability

Soul Fire

-

Fire



≥ 13

Targets all enemies

Across one or more enemies, distribute damage equal to 2X the number of enemies KO'd this encounter.

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

Requires Magic weapon

Magic



Ability

Spark Touch

Electric

1 target

3 ✕

 ≥ 8

On critical, your attack arcs to another enemy for 3 damage.



Small sparks crackle from your weapon as you reach out...

Requires Magic weapon

Magic



Ability

Chain Lightning

Electric
1 target

2 ✕

 ≥ 8

Once per encounter.

Must keep rolling until failure. Each success hits a new target (can hit allies). Cannot hit targets twice.

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

Requires Magic weapon

Magic



Ability

Imbue

Effect

1 target

 ≥ 8

The target deals an extra
3 Fire, Frost, or Electric
damage next round.



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

Requires Magic weapon

Magic



Ability

Bash

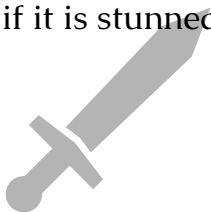
Melee

1 target

2 ✕

 ≥ 8

Deal +1 damage to the target if it is stunned.



You give the enemy a swift knock.

Requires Melee weapon

Melee



Ability

Blood Rage

5 

Effect

-

Targets self

Can only be played if you killed an enemy last round.

Does not cost an action – play with another ability.

Sometimes the best defense is looking like a madman.

Melee



Ability

Berserk

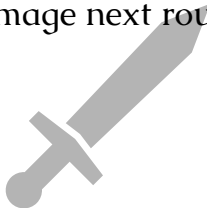
Status



≥ 12

Targets self

Deal 2X damage and take 2X damage next round.



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

Melee



Ability

Bloodlust

4 ~~XX~~

Status



≥ HP

1 target

Risk is equal to your
remaining Health.



Make them feel your pain.

Melee



Ability

Charge

Melee

1 target

$$\frac{7 \times \times}{\geq 11}$$

If the attack fails, you are stunned for a round.



No one lives forever!

Requires Melee weapon

Melee



Ability

Desperate Strike

-

🎲 ≥ 15

Melee

1 target

Deal damage equal to
your missing Health.



*The pain only makes you
stronger.*

Requires Melee weapon

Melee



Ability

Feint

Melee

1 target

3 ✕

 ≥ 6

If you fail, take 1 damage.



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

Requires Melee weapon

Melee



Ability

Follow Through

Effect

Targets self

Cannot be used on once-per-encounter cards

Repeat your last action (roll again).

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

Requires Melee weapon

Melee



Ability

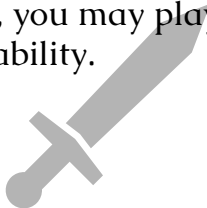
Grapple

Melee

1 target

$$\frac{2 \times}{\geq 11}$$

If a surge occurs this round, you may play an extra ability.



Grab hold. Don't let go.

Melee



Ability

Split Strike

Melee

1 target



≥ 6

Your next Ability applies to an extra target.



Two attacks are better than one.

Requires Melee weapon

Melee



Ability

Press the Attack

-

Effect

 ≥ 6

1 target

Play with another action.

If the played action's roll succeeds, the action counts as critical.

Time for them to die.

Requires Melee weapon

Melee



Ability

Pummel

Melee

1 target

3 ✕



≥ 11

Deal +1 damage if enemy is below half Health before Pummel.



Keep swinging!

Requires Melee weapon

Melee



Ability

Rage

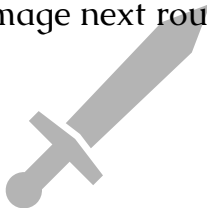
Status

Targets self



-
 ≥ 9

Deal +1 damage and take
+1 damage next round.



*Clench your jaw; fight through
the pain.*

Requires Melee weapon

Melee



Ability

Rending Strike

2 ✕

Melee

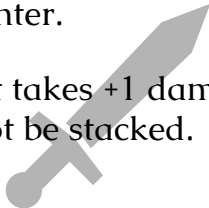


≥ 11

1 target

Lasts until end of encounter.

Target takes +1 damage.
Cannot be stacked.



You strike with great force and damage their armor.

Requires Melee weapon

Melee



Ability

Slam

Melee

1 target

2 ✕



≥ 11

On critical, the target's post-damage Health is halved.



Crush your target into the ground!

Requires Melee weapon

Melee



Ability

Carve

Melee

1 target

2~~×~~

 ≥ 9

Play with another ability



*You make a clean cut across
your target.*

Requires Melee weapon

Melee



Ability

Throw Weapon

8 ✕

Projectile



≥ 10

1 target

You may equip a new weapon.

If you critical miss or are KO'd, permanently discard your weapon. Otherwise, discard it for the encounter.

Sight. Aim. Unleash hell.

Requires Melee weapon

Melee



Ability

Thrust

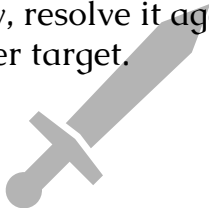
Melee

1 target

3 ✕

 ≥ 8

If the target dies from this Ability, resolve it again on another target.



Make the enemy get your point.

Requires Melee weapon

Melee



Ability

Gut Instinct

Melee

1 target



≥ 9

Usable once per encounter.

Draw 1 card. If it is Melee, play immediately without a roll check.

They should have known not to lower their guard.

Melee



Ability

Whirlwind

Melee

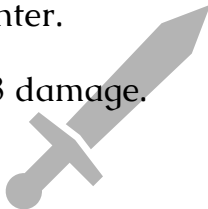
Up to 3 targets

3 ✕

 ≥ 8

Usable once per encounter.

Take 3 damage.



Surrounded by enemies? Not for long.

Requires Melee weapon

Melee



Ability

Shatter

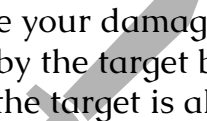
Ongoing
1 target

1✕

 ≥ 8

Usable once per encounter

Reduce your damage
taken by the target by 1
while the target is alive.



*You shatter their weapon; it
falls to the ground, useless.*

Requires Melee weapon

Melee



Ability

Meat Club

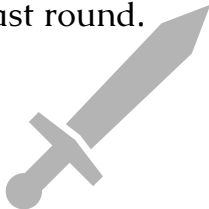
Fear

1 target

6 ~~XX~~

 ≥ 8

Usable only if a target died last round.



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

Melee



Ability

Battle March

-

Ongoing, Song
Targets all allies



≥ 11

One Song may be active at a time. Stops if you take damage.

Damage to Explorers is reduced by 1 while active.

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

Requires Music instrument

Music



Ability

Cadenza

1 

Music



≥ 17

Targets all enemies

Stun all enemies for a round.



A quick moment of masterful playing. Your enemies stop and listen, enthralled.

Requires Music instrument

Music



Ability

Charm

-

Ongoing, Song
1 target



≥ 16

One Song may be active at a time. Stops if you take damage.

Target joins your side and takes damage along with the song while it is active.

Sometimes music speaks louder than words.

Requires Music instrument

Music



Ability

Crescendo

-

Effect



≥ 13

1 target

The target's ability this turn affects 2 additional targets.



You imbue the target with musical energy.

Requires Music instrument

Music



Ability

Diminuendo

Effect

1 target



≥ 13

-

Cancel an encounter
modifier card.



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

Requires Music instrument

Music



Ability

Deceptive Cadence



–
≥ 10

Music

1 target

Stun the target for a
round.



*The target is frustrated when
you purposefully fail to
complete the melody.*

Requires Music instrument

Music



Ability

Finale

Music

1 target



≥ 15

Once per encounter.

Destroy an Encounter
with < 9 Health (not
including traps).

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

Requires Music instrument

Music



Ability

Limerick

Music

Targets all allies



≥ 15

+1 to Allies' next rolls next round.



*You improvise a humorous,
bawdy poem about the enemy
that makes your party laugh.*

Requires Music instrument

Music



Ability

Pizzicato

Music

Targets self



≥ 11

Redirect your next
damage taken to the
nearest enemy.



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

Requires Music instrument

Music



Ability

Poem of Insanity

1~~XX~~



≥ 3X

Fear

Targets all enemies

Can target any number of enemies. Risk equals 3X the number of targets.



*You attempt to invoke fearful
imagery in the minds of your
enemies.*

Music



Ability

Poem of Vigor

Effect

1 target



≥ 6

Target may draw and use
1 additional ability next
round.



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

Music



Ability

Power Chord

Music

1 target

2 ✕

 ≥ 5



*A wall of intense sound smacks
into your enemy.*

Requires Music instrument

Music



Ability

Reveille

Music

1 target



≥ 10

-

Revive a fallen ally to 2 Health.



A rousing tune that invigorates its target.

Requires Music instrument

Music



Ability

Perfect Cadence

Music

1 target



≥ 6

Target deals +2 damage
on next ability.



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

Requires Music instrument

Music



Ability

Shanty

Ongoing, Song
1 target



≥ 13

One Song may be active at a time. Stops if you take damage.

Current and future negative modifiers do not affect the target.

You belt out the words to a popular bar song and they sing along, encouraged.

Requires Music instrument

Music



Ability

Song of Doom

Ongoing, Song
1 target



-
≥ 11

One Song may be active at a time. Stops if you take damage.

Target is stunned as long as Song is active.

You play an interweaving, contrapuntal melody that forces your enemies into hysterics.

Requires Music instrument

Music



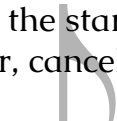
Ability

Song of Foresight

-
—
 ≥ 8

Ongoing, Song
1 target

If used at the start of an
Encounter, cancel one
trap.



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

Requires Music instrument

Music



Ability

Song of Heroism



—
≥ 16

Ongoing, Song
Targets all allies

One Song may be active at a time. Stops if you take damage.

Starting next round, allies deal damage +1 while active.

Your song reminds Explorers of heroes from a past age.

Requires Music instrument

Music



Ability

Sostenuto

Music

1 target



≥ 10

-

Target does not take damage for a round.



The notes ring out from your instrument and form a protective aura around your target.

Requires Music instrument

Music



Ability

Transpose

Effect

1 target



≥ 12

-

Transfer a negative modifier (stunned, on fire, etc) from one target to another.



An aura envelops your target; they grow emboldened as their misfortune becomes another's.

Requires Music instrument

Music



Ability

Diminished Seventh

-
≥ 8

Effect

Targets self

Transfer HP between
yourself and an ally.



*The chord strengthens you and
diminishes another... or
perhaps the other way around.*

Requires Music instrument

Music



Ability

Obscure Technique

-
 ≥ 7

Ongoing, Song
Targets all allies

One Song may be active at a time. Stops if you take damage.

Prevents enemy surges while active.

Your instrument absorbs sound; your enemies are distracted from their plans.

Requires Music instrument

Music



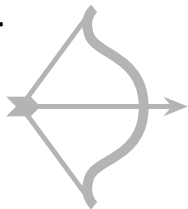
Ability

Arc Shot

Projectile
1 target

5 ~~×~~
≥ 14

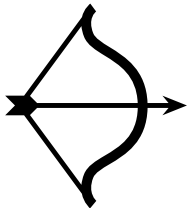
+1 damage to flying targets.



You aim upwards to account for distance.

Requires Ranged weapon

Ranged



Ability

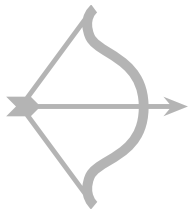
Dodge

Ongoing

Targets self

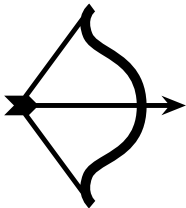
3 

 ≥ 8



You nimbly move out of the way.

Ranged



Ability

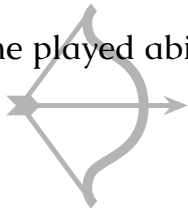
Careful Aim

Effect

Targets self

Play with another ability

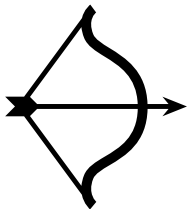
+2 to the played ability's roll.



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

Requires Ranged weapon

Ranged



Ability

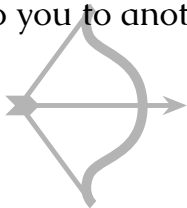
Distracting Shot

-

Ongoing
1 target

 ≥ 8

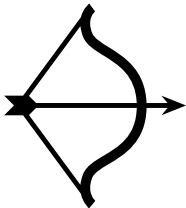
Transfer the next damage dealt to you to another target.



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

Requires Ranged weapon

Ranged



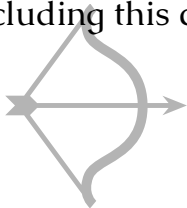
Ability

Double Shot

Effect

Targets self

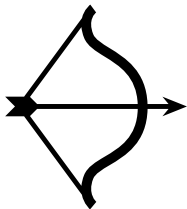
Play 2 abilities this round
(not including this card).



*You load up two shots and fire
them at once.*

Requires Ranged weapon

Ranged



Ability

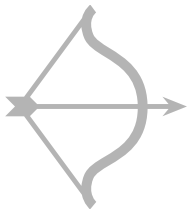
Hasty Shots

Projectile

Up to 2 targets

1 ~~×~~ ~~×~~

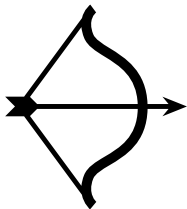
 ≥ 5



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

Requires Ranged weapon

Ranged



Ability

Anticipate

Effect

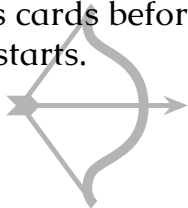
Targets self



≥ 6

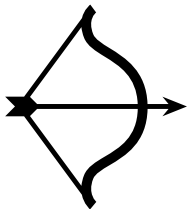
-

You may draw next round's cards before the round starts.



You plan ahead and anticipate your future options.

Ranged



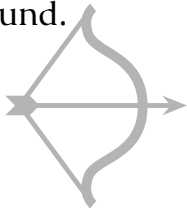
Ability

Sense the Wind

Effect

Targets self

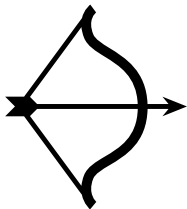
Draw 3 additional cards
next round.



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

Requires Ranged weapon

Ranged



Ability

Nock

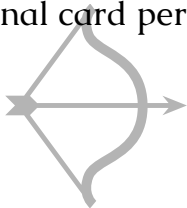
Ongoing

Targets self

2 

 ≥ 7

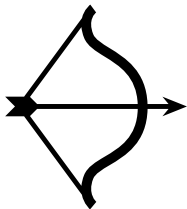
While active, draw 1 additional card per round.



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

Requires Ranged weapon

Ranged



Ability

Poison Shot

Poison

1 target

2 ✕ ✕

 ≥ 6

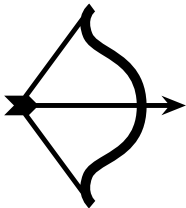
Once per encounter.

Deal 1 Poison damage to the target per round for rest of encounter.

This one's dipped in the poison of a dangerous herb.

Requires Ranged weapon

Ranged



Ability

Precision Shot

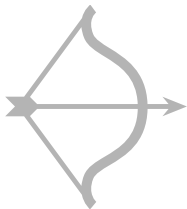
Direct

1 target

6 ~~XX~~



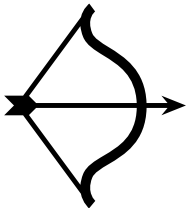
≥ 15



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

Requires Ranged weapon

Ranged



Ability

Rapid Fire

Projectile
1 target

2 ~~×~~



≥ 12

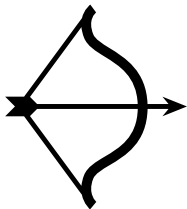
Play with another ability

On success, deal Rapid Fire's damage then resolve the played ability.

The only solution: more arrows.

Requires Ranged weapon

Ranged



Ability

Reflex Shot

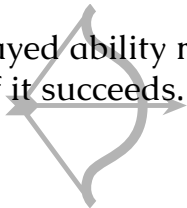
Effect

 ≥ 6

Targets self

Play with another ability

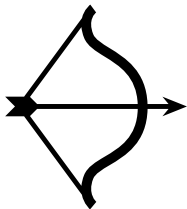
The played ability resolves twice if it succeeds.



The target's surprise attack is anything but.

Requires Ranged weapon

Ranged



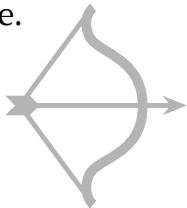
Ability

Risky Shot

Projectile
1 target

$$\frac{5 \times}{\geq 8}$$

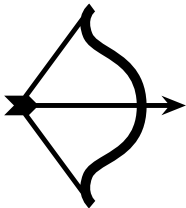
On failure, take 2 damage.



It's worth a shot.

Requires Ranged weapon

Ranged



Ability

Split Shot

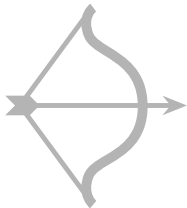
Projectile

Up to 2 targets

3 ✕

 ≥ 8

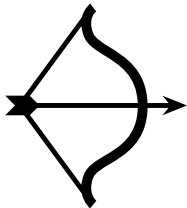
Once per encounter.



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

Requires Ranged weapon

Ranged



Ability

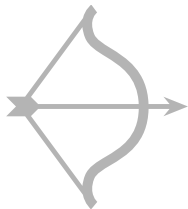
Strafe

Projectile

Up to 3 targets

1~~×~~

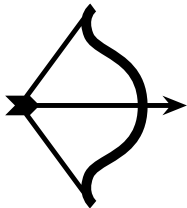
 ≥ 8



*Run to cover. Shoot. Reload,
and repeat.*

Requires Ranged weapon

Ranged



Ability

Lucky Shot

Direct

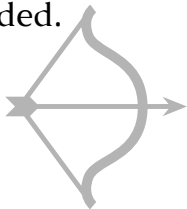
1 target

4 ✕



≥ 16

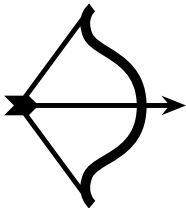
You may hit a target that is guarded.



Obstacles are merely inconveniences as you hit a tiny target from a great distance.

Requires Ranged weapon

Ranged



Ability

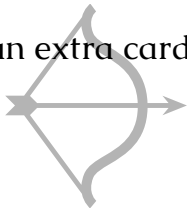
Trick Shot

Projectile
1 target

5 ✕ ✕
🎲 ≥ 8

Once per encounter.

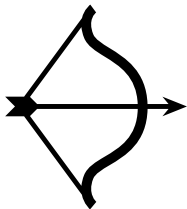
Draw an extra card next round.



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

Requires Ranged weapon

Ranged



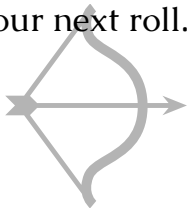
Ability

Focused Perception

Effect

Targets self

+4 to your next roll.

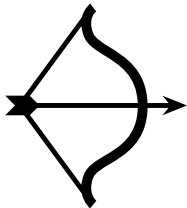


-

🎲 ≥ 9

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

Ranged



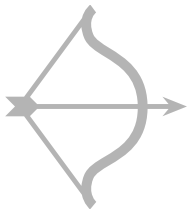
Ability

Withdraw

Ongoing
Targets self

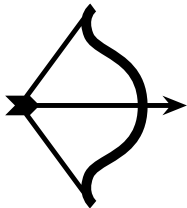
2 

 ≥ 6



*You fall back and catch your
breath.*

Ranged



Ability

Hunter's Aim

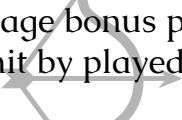
-

Projectile
1 target

 ≥ 6

Play with another ability.

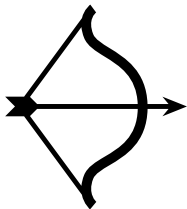
+1 damage bonus per
target hit by played
ability.



You stand still and take aim.

Requires Ranged weapon

Ranged



Ability

Point Blank

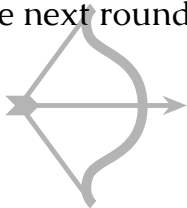
3 ✕

Projectile

-

1 target

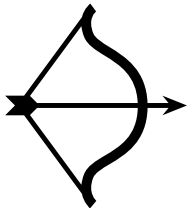
You take an additional 1 damage next round.



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


Requires Ranged weapon

Ranged



Ability

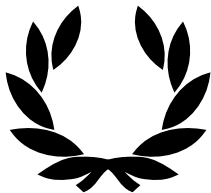
+1 Shield to abilities with
Shielding.



Destroy to protect the
party with a 5 Shield
ward.


Title

Title



+1 damage when dealing

damage.



Destroy to deal all
enemies 3 _____
damage.


Title

Title



+1 damage to

enemies.




Destroy to cause all
_____ to flee
battle.

Title

Title



If below 4 Health at the end of an encounter, heal 1 Health.




Destroy to heal you completely and remove all negative effects.

Title

Title



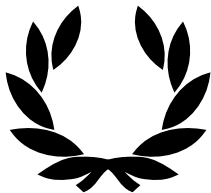
Any time your ability
leaves an enemy at 1
Health, kill it.



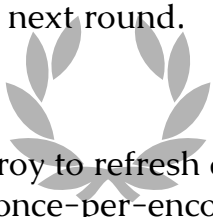
Destroy to deal 1 target 1
damage. If the target is
killed, instantly kill an
additional target.

Title

Title



If you did not take damage this round, draw and use 1 additional ability next round.




Destroy to refresh all of your once-per-encounter abilities.

Title

Title



+1 to rolls while wielding
a two-handed weapon.



Destroy to automatically
critical an ability. Must be
wielding a two-handed
weapon.

Title

Title



+1 damage while you are
the last party member
standing.



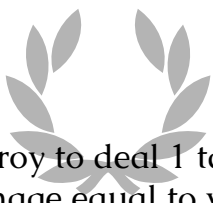
Destroy to revive one ally
with 5 Health.

Title

Title



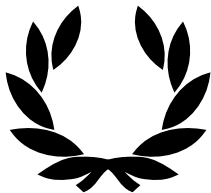
If you did not take
damage last round, deal 1
target 1 damage.



Destroy to deal 1 target
damage equal to your
remaining Health.

Title

Title



When you overkill an enemy, any unused damage is dealt to the next closest enemy.



Destroy to stun all enemies for a round.

Title

Title



Focusing Crystal

Basic attack: Draw until you find a multi-target ability. Use it on only one target at no risk.



The crystal is peculiarly shaped.

1 hand **Equipment** 20 gold

Loot



Sapper Wand

Basic attack: Stun any stunned target for one additional round.



*Flecks of a dull metal adorn
this wooden wand.*

1 hand **Equipment** 20 gold

Loot



Mystic Orb

Basic attack: Create a mystic haze, protecting you from 2 damage this round.



Arcane mist swirls inside a glassy sphere.

1 hand

Equipment

20 gold

Loot



Holy Rod

Basic attack: Gain divine favor. Your next ability's risk is reduced by 3.



It's engraved with runes of piety.

1 hand **Equipment** 20 gold

Loot



Necrotic Staff

Basic attack: Drain target for 1 Direct damage. If they die, all enemies take 1 Fear damage.



*Made of twisted dead wood
and tipped with a blackened
gem.*

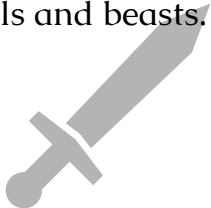
1 hand **Equipment** 20 gold

Loot



Butcher's Knife

Basic attack: Chop target for 2 Melee damage.
Double damage vs animals and beasts.



A time-tested meat mincer.

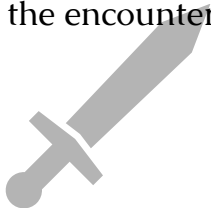
1 hand **Equipment** 20 gold

Loot



Torch

Basic attack: Light target on fire, dealing 1 Fire damage per round for the rest of the encounter.



A long branch with an end wrapped in tar-soaked cloth.

1 hand **Equipment** 20 gold

Loot



Noble Longsword

Basic attack: Negate an enemy modifier or effect for one round.



The sword has a beautiful relief engraving on the hilt.

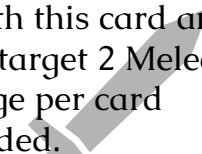
1 hand **Equipment** 20 gold

Loot



Sledgehammer

Basic attack: Place a Melee ability under this card, or discard the pile beneath this card and cause target 2 Melee damage per card discarded.



The hefty stone head lends itself readily to combat.

1 hand **Equipment** 20 gold

Loot



War Hammer

Basic attack: Gather momentum; your next ability affects an additional target.



A hammer arrayed with vicious spikes.

1 hand **Equipment** 20 gold

Loot



Pan Flute

Basic attack: +2 to target ally's roll this round.



Hewn roughly from a hollowed twig.

1 hand **Equipment** 20 gold

Loot



War Horn

Basic attack: Take a deep breath – your next Music ability's effects are doubled if it succeeds.



Made from the horn of a large animal, carved, and belted in brass.

1 hand **Equipment** 20 gold

Loot



Coin Tambourine

Basic attack: Improve the tambourine by discarding 5 gold; +5 to next ability's effect.



The metal disks look to be repurposed coins.

1 hand **Equipment** 20 gold

Loot



Fat Lute

Basic attack: Mark the enemy. If you defeat it with Music, gain an extra Loot.



It's a lot wider than a regular lute.

1 hand **Equipment** 20 gold

Loot



Lyre

Basic attack: Strengthen an active defensive ability by 2.



A sturdy, strung harp.

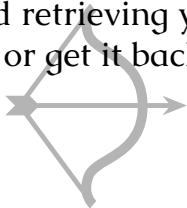
1 hand **Equipment** 20 gold

Loot



Javelin

Basic attack: Throw your javelin to destroy a trap in play. You must then spend a round retrieving your Javelin or get it back after battle.



A small and light spear for throwing.

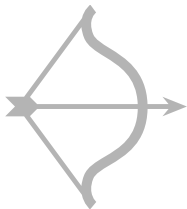
1 hand **Equipment** 20 gold

Loot



Throwing Knives

Basic attack: Throw knives, dealing 2 targets 1 Ranged damage each.



Small, sharp, and deadly.

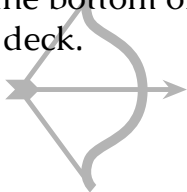
1 hand **Equipment** 20 gold

Loot



Longbow

Basic attack: Reload; take a previously played "Once per Encounter" card and put at the bottom of your Ability deck.



*Crafted from fine wood, and
tall as a man.*

1 hand

Equipment

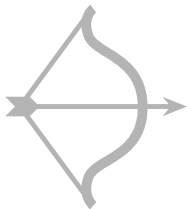
20 gold

Loot



Wooden Crossbow

Basic attack: Draw the top card of your ability deck and keep it for the next round.



A standard-issue crossbow common to guards and militia.

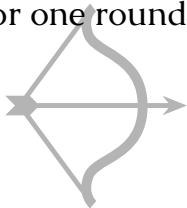
1 hand **Equipment** 20 gold

Loot



Slingshot

Basic attack: Distract an enemy, drawing them to a new location or stunning them for one round.



A child's toy, surprisingly effective in combat.

1 hand **Equipment** 20 gold

Loot



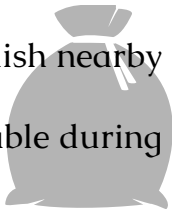
Enthalpy Trap

Single Use

3 Frost damage to all enemies.

Extinguish nearby fires.

Not usable during combat.



The apparatus is freezing to the touch.

Loot

15 gold

Loot



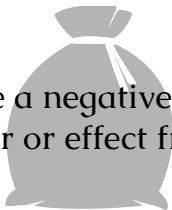
Combat Salve

Single Use

Heal a target 3 Health.

OR

Remove a negative modifier or effect from a target.



A roll of slightly sticky gauze.

Loot

10 gold

Loot



Flash Crystal

Single Use

Stun all enemies for a round.

OR

Draw enemies to a specific location.



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

Loot

15 gold

Loot



Weystone

Single Use

Teleport your party to a town of your choice.

OR

Transport one object instantly to a specific person.



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

Loot

25 gold

Loot

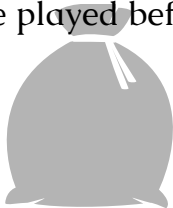


Lucky Charm

Single Use

+5 to any single roll.

Must be played before rolling.



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

Loot

20 gold

Loot



Blackbriar Reserve

Single Use

Reduce chance of
detection for 24 hours.

OR

Improve low-light vision
for 24 hours.



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

Loot

15 gold

Loot



Mead

Single Use

Drink to gain +1 on
Ability rolls for 24 hours.

OR

Shatter on a target,
causing it to take double
damage from Fire.

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

Loot

15 gold

Loot



Heroism Potion

Single Use

Spread on a wound to
heal 3 Health.

OR

Drink to deal +1 damage
for the rest of the
encounter.

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

Loot

25 gold

Loot



Elixir

Single Use

Revive a fallen target to half Health.

OR

Drink to become invulnerable for two Rounds.



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

Loot

40 gold

Loot



Nightshade Extract

Single Use

Your next ability deals +3
poison damage.

OR

Deal 1 target 10 poison
damage if they are
unaware of your presence.

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

Loot

15 gold

Loot



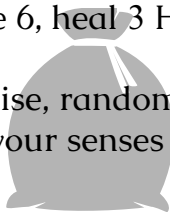
Bargain Potion

Single Use

Roll a D20.

If above 6, heal 3 Health.

Otherwise, randomly lose one of your senses for an hour.



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

Loot

5 gold

Loot



Mysterious Drug

Single Use

Roll a D20.

>15: Learn a new Ability.

10-15: Your next roll is a 20.

<10: You feel ill. Suffer -1 to all rolls next Encounter.

Purchased from a sketchy street vendor.

Loot

15 gold

Loot



Oxidation Potion

Single Use

Drink to hold your breath for 10 minutes.

OR

Throw to create an explosion, dealing 2 Fire damage to 4 targets.



Magically enchanted liquid oxygen.

Loot

10 gold

Loot



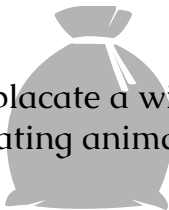
Venison

Single Use

Heal 5 Health.

OR

Use to placate a wild
meat-eating animal.



Salty and delicious.

Loot

10 gold

Loot



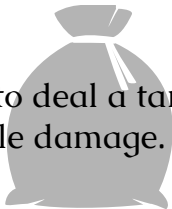
Hard Tack

Single Use

Heal 2 Health.

OR

Throw to deal a target 1
Projectile damage.



*It may taste like a used sock,
but at least it's edible.*

Loot

5 gold

Loot



Protective Scroll

Single Use

Heal 3 health.

OR

Shield a target from all damage for a Round.



A magical scroll whose runes leap from the parchment and surround the target.

Loot

5 gold

Loot



Negation Scroll

Single Use

Cancel one enemy surge.

OR

Cancel one trap that is being triggered.



The scroll contains a magical incantation that halts an object in its tracks.

Loot

15 gold

Loot



Fireball Scroll

Single Use

Cast a fireball at 1 target for 3 Fire damage.

OR

Light three enemies on fire for 1 Fire damage each.



An ancient magical scroll designed to channel eldritch fire.

Loot

10 gold

Loot

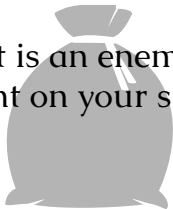


Reanimation Scroll

Single Use

Resurrect a fallen target to 5HP.

If target is an enemy, they will fight on your side.



You see sigils of death and necromantic rituals described on the scroll.

Loot

25 gold

Loot



Ability Scroll

Single Use

Learn a new Ability of your choice.

OR

Permanently discard all Abilities and learn six new ones.

*Depicting heroes of the past,
and holding a memory of their
skill.*

Loot

25 gold

Loot



Tome of Lore

Single Use

Learn the enemy's weakness. Your party deals +1 damage to them.

OR

Learn the enemy's culture. Enemies of this type drop +1 Loot.

A dusty old tome, replete with hidden knowledge.

Loot

35 gold

Loot



Sturdy Rope

Unlimited Use

Use to scale cliffs and buildings, bind things together, etc.



A long, sturdy rope. Handy for adventuring.

Loot

5 gold

Loot



Healing Draught

Single Use

Fully restore health in a single night's rest.

OR

Render a target unconscious for 8 hours.



*A great luxury for adventurers
that improves the quality of
sleep.*

Loot

5 gold

Loot



Worn Map Fragment

Single Use

Consult the map fragment to reveal a nearby landmark.



The cartography is somewhat questionable, but better than nothing.

Loot

5 gold

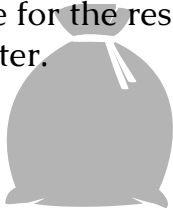
Loot



Elemental Shards

Single Use

Your Abilities deal +1
Fire, Frost, or Electric
damage for the rest of the
Encounter.



*These crystals are made
entirely of energy.*

Loot

15 gold

Loot



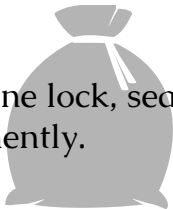
Locksmith's Kit

Single Use

Open one lock.

OR

Break one lock, sealing it permanently.



*Just pointy enough to get the
job done.*

Loot

5 gold

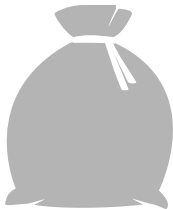
Loot



Scrying Stone

Single Use

Gaze into the stone to reveal a glimpse of the future.



*It takes a keen eye to tell this
apart from a regular rock.*

Loot

10 gold

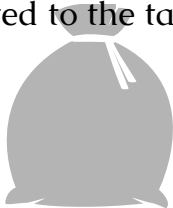
Loot



Lightning Rod

Single Use

Stick the rod to a target.
All Electrical damage is
redirected to the target.



*Magically enchanted to attract
Electricity.*

Loot

10 gold

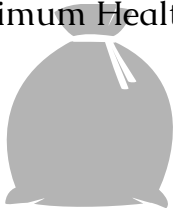
Loot



Balancing Gem

Usable Once per Day

Once per day, heal or damage one target to half its maximum Health.



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

Loot

40 gold

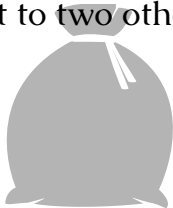
Loot



Diffraction Gem

Usable Once per Day

Once per day, transfer one target's negative modifier or effect to two other targets.



*This gem splits nearby light
into brilliant colors.*

Loot

30 gold

Loot

