



# Expedition

## The adventurer's guide to printing

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

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

## Welcome!

Begin your adventure at  
**ExpeditionGame.com/begin**

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



## 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!

20 ♥

Retired Guard Captain



**Skills:** Intimidation,  
military tactics,  
navigation.

**Explorer**

20 ♥

Knowledgeable Human



**Skills:** Mathematics,  
history, translation.

**Explorer**

20 ♥

Woodland Elf



**Skills:** Firemaking,  
outdoor survival, hunting.

**Explorer**

20 ♥

Dark Elf



**Skills:** Soothsaying,  
screying, magical lore.

**Explorer**

20 ♥

Stealthy Recluse



**Skills:** Low-light vision,  
stealth, listening.

**Explorer**

20 ♥

Pack Rat Dwarf



**Skills:** Bargaining,  
engineering, mining,  
geology.

**Explorer**

20 ♥

Alcoholic Diplomat



**Skills:** Diplomacy, political  
connections, blackmail.

**Explorer**

*Explorer*



*Expedition*



Intro

*Expedition*



Intro

*Explorer*



*Explorer*



*Explorer*



*Explorer*



*Explorer*



*Explorer*



-----  
Famished Hafling 20♥



**Skills:** Cooking, farming, medicine, brewing.

**Explorer**

-----  
Double Agent 20♥



**Skills:** Secrecy, ciphers, deception, underground connections.

**Explorer**

-----  
Gem Wizard 20♥



**Skills:** Enchanting, appraising, alchemy.

**Explorer**

**Thief** 10♥  
I  
One Explorer loses 5 gold (roll to determine Explorer).

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



*Definitely a shady character.*

**Bandit**

**Brigand** 12♥  
I  
**Surge:** Catches all Explorers by surprise - only draw 2 cards next round.



*Commonly seen ambushing travellers between cities.*

**Bandit**

**Bandit** 10♥  
I  
**Surge:** Offers the Explorer with the lowest Health 5 gold if they attack the Explorer with the highest Health next round.

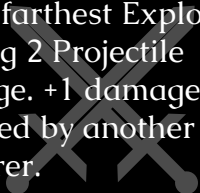


*Her weapon is kept polished and in good repair.*

**Bandit**

**Bandit Archer** 8♥  
I  
Takes double effects from Ranged.

**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 Rogue** 12♥  
II  
**Surge:** Backstabs the Explorer with the most gold for 5 Melee damage.



*He seems uncannily fast on his feet.*

**Bandit**

**Bandit Veteran** 25♥  
II



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

**Bandit**

*Explorer*



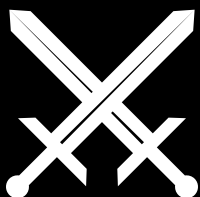
*Explorer*



*Explorer*

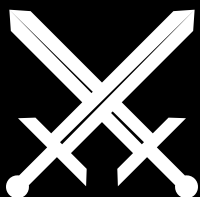


*Bandit*



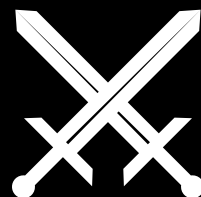
**Encounter**

*Bandit*



**Encounter**

*Bandit*



**Encounter**

*Bandit*



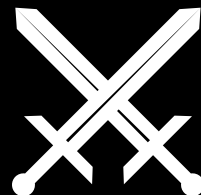
**Encounter**

*Bandit*



**Encounter**

*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.*

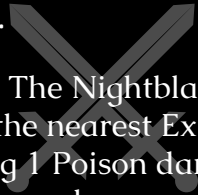
**Bandit**

## Bandit Nightblade 14♥

Any time the IV

Nightblade 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**

## Highwayman 15♥

Takes double effects II

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



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

**Bandit**

## Outlaw 20♥

II



*No law is going to stop him.*

**Bandit**

## Giant Rat 40♥

III



*A rodent of unusual size!*

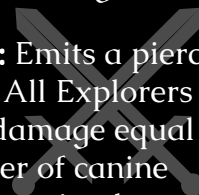
**Beast**

## 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**

## Dog 8♥

I

+2 Health if with a Highwayman.

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



*A barking, slaving beast.*

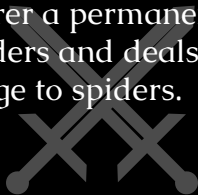
**Beast**

## Giant Spider 20♥

II

Immune to Poison.

**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.*

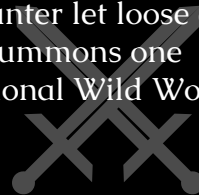
**Beast**

## Wild Wolf 10♥

I

+1 Health for each Wolf in play.

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



*Wolves hardly ever travel alone...*

**Beast**

*Bandit*



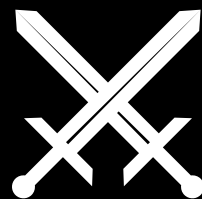
**Encounter**

*Bandit*



**Encounter**

*Bandit*



**Encounter**

*Beast*



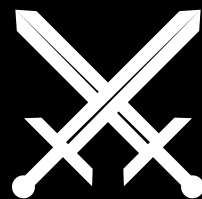
**Encounter**

*Beast*



**Encounter**

*Bandit*



**Encounter**

*Beast*



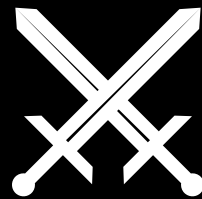
**Encounter**

*Beast*



**Encounter**

*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.



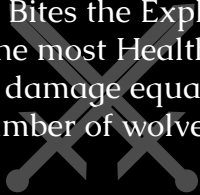
*A cave-dwelling beast with shaggy fur.*

**Beast**

## Dire Wolf 20♥

Immune to Fear. +1 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**

## Dire Bear 30♥

Immune to Fear, Stun.

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



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

**Beast**

## 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**

## Spider 9♥

Immune to Poison. I

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

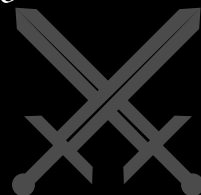


*A hairy black arachnid, roughly the size of a buckler shield.*

**Beast**

## 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**

## Imp 7♥

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



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

**Fae**

## Duergar 20♥

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

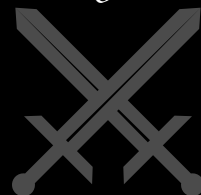


*A Dwarf corrupted by dark energies.*

**Fae**

## Korrigan Elf 8♥

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



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

**Fae**

*Beast*



**Encounter**

*Beast*



**Encounter**

*Beast*



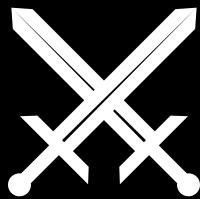
**Encounter**

*Fae*



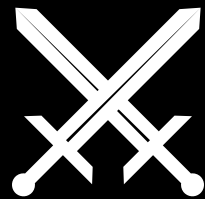
**Encounter**

*Beast*



**Encounter**

*Beast*



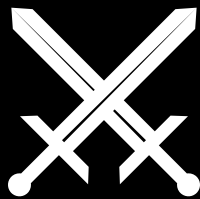
**Encounter**

*Fae*



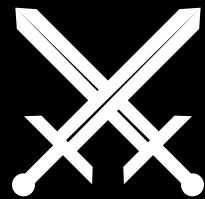
**Encounter**

*Fae*



**Encounter**

*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

## 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

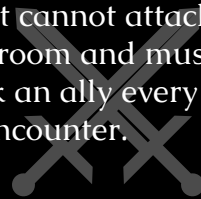
## Magic Mushroom

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 tendrillous purple fungus that emits a sickly sweet smell.*

Fae

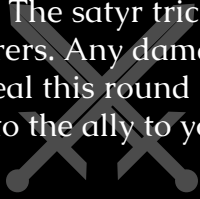
## Satyr

15♥

Whenever a song is played, heals 1 Health.

II

**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.*

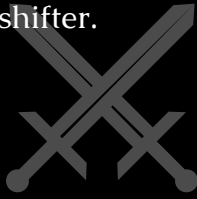
Fae

## Shapeshifter

8♥

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

II



*Its form defies explanation.*

Fae

## 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

## Guard

12♥

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

I



*One of the many guards patrolling the streets.*

Townfolk

## Guard Executioner

14♥

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

II



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

Townfolk

## Guard Wizard

12♥

Immune to Arcane.

II

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



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

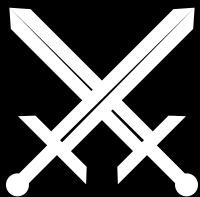
Townfolk

*Fae*



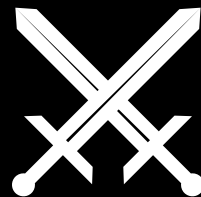
Encounter

*Fae*



Encounter

*Fae*



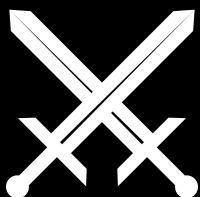
Encounter

*Fae*



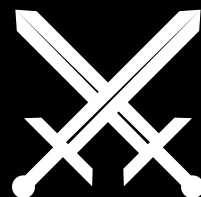
Encounter

*Fae*



Encounter

*Fae*



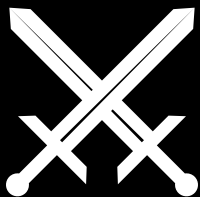
Encounter

*Townsfolk*



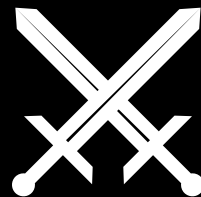
Encounter

*Townsfolk*



Encounter

*Townsfolk*



Encounter

## Guard Captain 25♥

Immune to Music. III

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



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

**Townfolk**

## Peasant 10♥

I



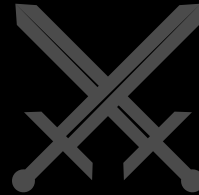
*A poor soul in drab clothing.*

**Townfolk**

## Sellsword 18♥

Can be "persuaded" II

to change sides for 10 gold.



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

**Townfolk**

## Irate Merchant 8♥

Leaves behind one I

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**

## 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.*

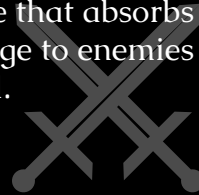
**Townfolk**

## Knight 20♥

Damage Tier 3 while II

a Squire is in play.

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



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

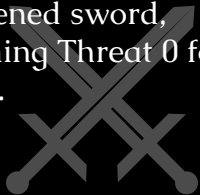
**Townfolk**

## Squire 8♥

Flees if there are no I

Knights in play.

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



*His eyes constantly flick towards his master.*

**Townfolk**

## Madman 10♥

I

**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**

## Angry Dwarf 10♥

I

**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**

*Townsfolk*



**Encounter**

*Townsfolk*



**Encounter**

*Townsfolk*



**Encounter**

*Townsfolk*



**Encounter**

*Townsfolk*



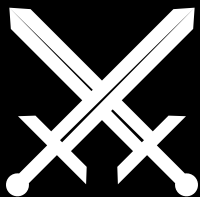
**Encounter**

*Townsfolk*



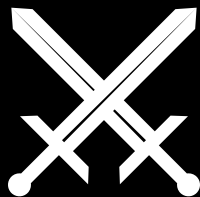
**Encounter**

*Wanderer*



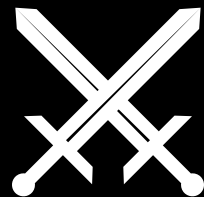
**Encounter**

*Wanderer*



**Encounter**

*Townsfolk*



**Encounter**

## Goblin Grunt

8♥

I

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

**Surge:** Flees.



*A female goblin, mottled green.*

**Wanderer**

## Goblin Thug

12♥

II

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

**Surge:** Add another Goblin Thug to the Encounter.



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

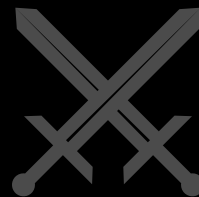
**Wanderer**

## Herbalist

15♥

I

**Surge:** Drinks a potion and regains 5 Health.



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

**Wanderer**

## Druid

15♥

II

Whenever an enemy dies, regains 1 Health.

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



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

**Wanderer**

## Minstrel

10♥

I

Immune to Music.

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



*A singer and songsmith in outlandish clothing.*

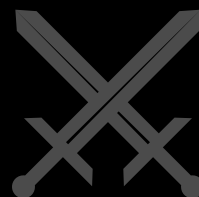
**Wanderer**

## Kobold Ripper

12♥

I

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



*An armored lizard-like creature.*

**Wanderer**

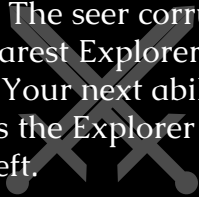
## Kobold Seer

14♥

II

Immune to Arcane. 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**

## Kobold Shaman

10♥

II

Explorers cannot heal while the Shaman lives.

**Surge:** Heals all allies for 1 Health.



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

**Wanderer**

## Fire Trap

I

All Explorers take 3 Fire damage.



*Searing heat and flame engulfs your party.*

**Trap**

*Wanderer*



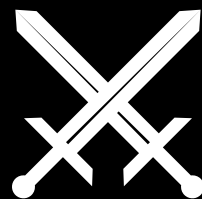
**Encounter**

*Wanderer*



**Encounter**

*Wanderer*



**Encounter**

*Wanderer*



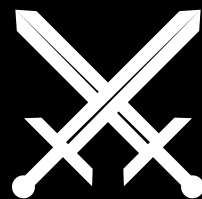
**Encounter**

*Wanderer*



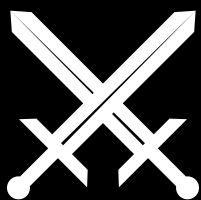
**Encounter**

*Wanderer*



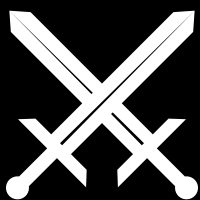
**Encounter**

*Trap*



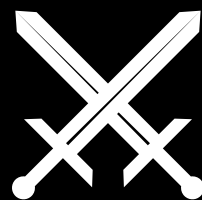
**Encounter**

*Wanderer*



**Encounter**

*Wanderer*



**Encounter**



## Hanging Vines I

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



*The vines are festooned with snaggly spines.*

**Trap**

## 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**

## 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**

## 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**

## Cave-in I

All Explorers and enemies take 5 Melee damage.



*Large boulders crash down from overhead.*

**Trap**

## 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**

## Dead Air II

All Explorers cannot speak, shout or play music.



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

**Trap**

## 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**

## Pothole I

All Explorers with items must discard 1 Loot from hand.



*You misstep and fall; your Loot goes flying.*

**Trap**

*Trap*



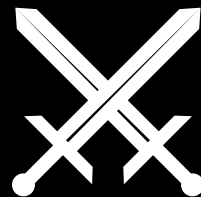
**Encounter**

*Trap*



**Encounter**

*Trap*



**Encounter**

*Trap*



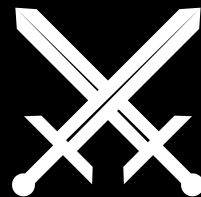
**Encounter**

*Trap*



**Encounter**

*Trap*



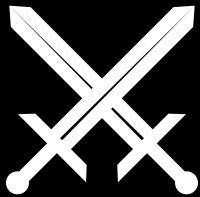
**Encounter**

*Trap*



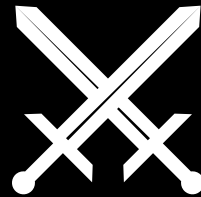
**Encounter**

*Trap*



**Encounter**

*Trap*



**Encounter**

## Obscure Ordinance I

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



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

**Trap**

## Unsavory Folks I

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



*A ragtag band of miscreants approaches...*

**Trap**

## 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**

## Fleeing Serf I

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



*He bumbles into you as he runs past.*


**Trap**

## Fleeing Serf I



**Trap**

## Cold Snap 2X

Frost   $\geq 17$   
Up to 3 targets

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**


**Confusion** -  
Ongoing   $\geq 8$   
1 target

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

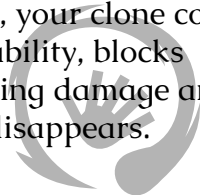


*Your magic worms into the ear of the target and begins to whisper...*

**Requires Magic weapon**


**Conjure** -  
Effect   $\geq 14$   
Targets self

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

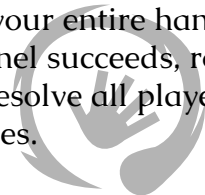


*The air shimmers in anticipation as your form splits in two.*

**Requires Magic weapon**

**Channel Arcane** -  
Lore   $\geq 9$   
Effect  
Targets self

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



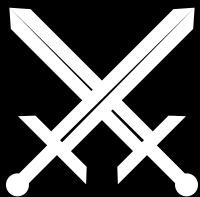
*You focus your knowledge of the Arcane to unleash a massive wave of magical power.*

*Trap*



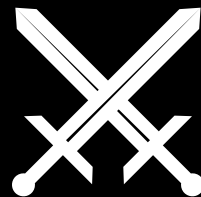
**Encounter**

*Trap*



**Encounter**

*Trap*



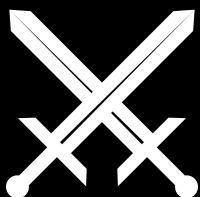
**Encounter**

*Magic*



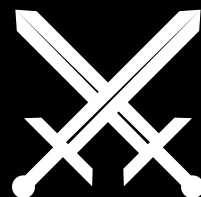
**Ability**

*Trap*



**Encounter**

*Trap*



**Encounter**

*Magic*



**Ability**

*Magic*



**Ability**

*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**

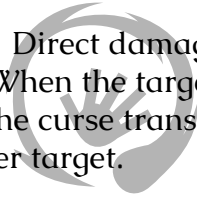
## Curse

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**

## Defensive Ward

Ongoing, Ward  
Targets all allies

-  
≥ 14

Protects all allies from damage for one round.



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

**Requires Magic weapon**

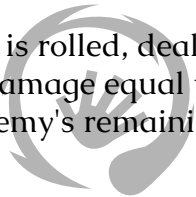
## Doom

Fear  
1 target

4✖  
≥ 16

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**

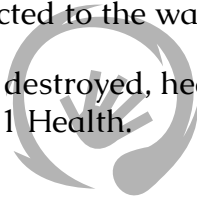
## Arcane Ward

Arcane  
Targets all allies

3♣  
≥ 15

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**

## Fireball

Fire  
Up to 2 targets

3✖  
≥ 11

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**

## 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**

## Frost Ward

Ongoing, Ward  
Targets all allies

2♣  
≥ 5



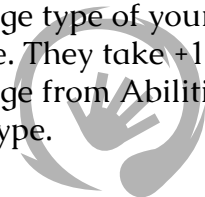
*You summon a solid wall of ice to protect your allies from harm.*

**Requires Magic weapon**

## Hideous Fear

Fear  
1 target

2✖  
≥ 13



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*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*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 Missile

Arcane  
1 target

3✖

≥ 8



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

**Requires Magic weapon**

## Phantom Sword

Ongoing, Ward  
1 target

3

≥ 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**

## 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.*

## Shockwave

Electric  
Targets all enemies

2✖

≥ 10



On failure, deal everything 1 damage.

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

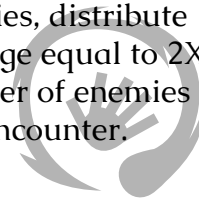
**Requires Magic weapon**

## Soul Fire

Fire  
Targets all enemies

-

≥ 13



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.*

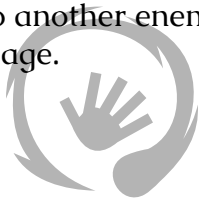
**Requires Magic weapon**

## 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...*

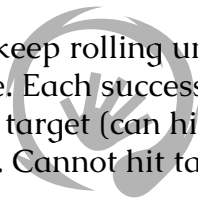
**Requires Magic weapon**

## 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**

## 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*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

*Magic*



*Ability*

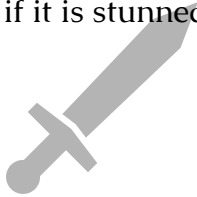


## Bash

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**

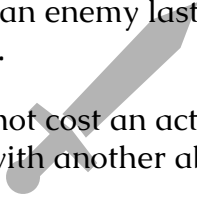
## Blood Rage

Effect  
Targets self

5♣  
-

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

Does not cost an action - play with another ability.



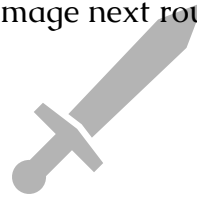
*Sometimes the best defense is looking like a madman.*

## Berserk

Status  
Targets self

-  
≥ 12

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



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

## Bloodlust

Status  
1 target

4✂  
≥ HP

Risk is equal to your remaining Health.



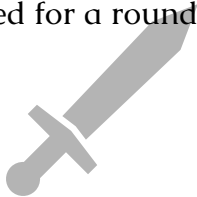
*Make them feel your pain.*

## Charge

Melee  
1 target

7✂  
≥ 11

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



*No one lives forever!*

**Requires Melee weapon**

## Desperate Strike

Melee  
1 target

-  
≥ 15

Deal damage equal to your missing Health.



*The pain only makes you stronger.*

**Requires Melee weapon**

## Feint

Melee  
1 target

3✂  
≥ 6

If you fail, take 1 damage.



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

**Requires Melee weapon**

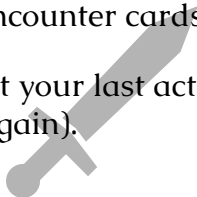
## Follow Through

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!*

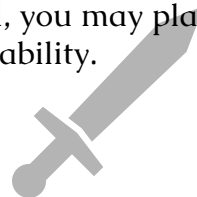
**Requires Melee weapon**

## Grapple

Melee  
1 target

2✂  
≥ 11

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



*Grab hold. Don't let go.*

*Melee*



*Ability*

*Melee*



*Ability*

*Melee*



*Ability*

*Melee*



*Ability*

*Melee*



*Ability*

*Melee*



*Ability*

*Melee*



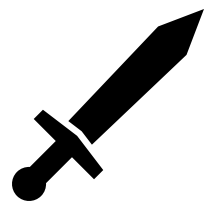
*Ability*

*Melee*



*Ability*

*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**

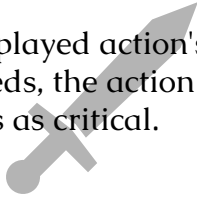
## Press the Attack

Effect  
1 target

-  
🎲 ≥ 6

Play with another action.

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



*Time for them to die.*

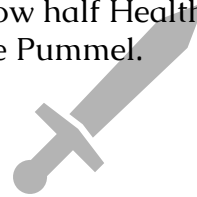
**Requires Melee weapon**

## Pummel

Melee  
1 target

3✖  
🎲 ≥ 11

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



*Keep swinging!*

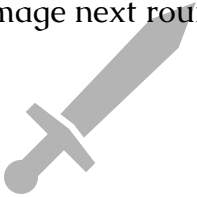
**Requires Melee weapon**

## Rage

Status  
Targets self

-  
🎲 ≥ 9

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



*Clench your jaw; fight through the pain.*

**Requires Melee weapon**

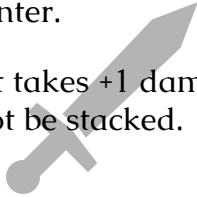
## Rending Strike

Melee  
1 target

2✖  
🎲 ≥ 11

Lasts until end of encounter.

Target takes +1 damage. Cannot be stacked.



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

**Requires Melee weapon**

## 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**

## Carve

Melee  
1 target

2✖  
🎲 ≥ 9

Play with another ability



*You make a clean cut across your target.*

**Requires Melee weapon**

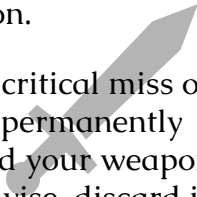
## Throw Weapon

Projectile  
1 target

8✖  
🎲 ≥ 10

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.*

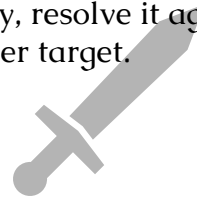
**Requires Melee weapon**

## 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*

*Melee*



*Ability*

*Melee*



*Ability*

*Melee*



*Ability*

*Melee*



*Ability*

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*Ability*

*Melee*



*Ability*

*Melee*



*Ability*

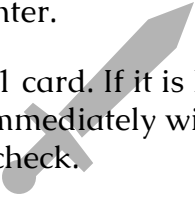
## Gut Instinct

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.*

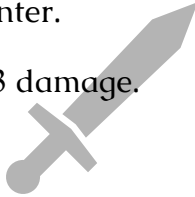
## Whirlwind

Melee  
Up to 3 targets

3✖  
🎲 ≥ 8

Usable once per encounter.

Take 3 damage.



*Surrounded by enemies? Not for long.*

**Requires Melee weapon**

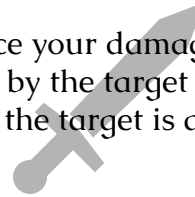
## Shatter

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.*

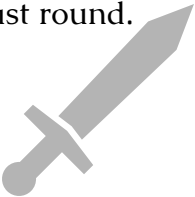
**Requires Melee weapon**

## Meat Club

Fear  
1 target

6✖  
🎲 ≥ 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.*

## 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**

## Cadenza

Music  
Targets all enemies

1🛡  
🎲 ≥ 17

Stun all enemies for a round.



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

**Requires Music instrument**

## 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**

## Crescendo

Effect  
1 target

-  
🎲 ≥ 13

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



*You imbue the target with musical energy.*

**Requires Music instrument**

## Diminuendo

Effect  
1 target

-  
🎲 ≥ 13

Cancel an encounter modifier card.



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

**Requires Music instrument**

*Melee*



*Ability*

*Melee*



*Ability*

*Melee*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*Melee*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*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**

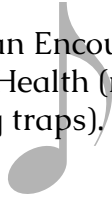
## Finale

-  
≥ 15

Music  
1 target

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**

## Limerick

-  
≥ 15

Music  
Targets all allies

+1 to Allies' next rolls next round.



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

**Requires Music instrument**

## Pizzicato

-  
≥ 11

Music  
Targets self

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.*

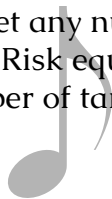
**Requires Music instrument**

## Poem of Insanity

1X  
≥ 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.*

## Poem of Vigor

-  
≥ 6

Effect  
1 target

Target may draw and use 1 additional ability next round.



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

## Power Chord

2X  
≥ 5

Music  
1 target



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

**Requires Music instrument**

## Reveille

-  
≥ 10

Music  
1 target

Revive a fallen ally to 2 Health.



*A rousing tune that invigorates its target.*

**Requires Music instrument**

## Perfect Cadence

-  
≥ 6

Music  
1 target

Target deals +2 damage on next ability.



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

**Requires Music instrument**

*Music*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*Music*



*Ability*


*Music*



*Ability*



## Shanty

Ongoing, Song   $\geq 13$  -  
1 target


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**

## Song of Doom

Ongoing, Song   $\geq 11$  -  
1 target


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**

## Song of Foresight

Ongoing, Song   $\geq 8$  -  
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**

## Song of Heroism

Ongoing, Song   $\geq 16$  -  
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**

## Sostenuto

Music   $\geq 10$  -  
1 target

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**

## Transpose


Effect   $\geq 12$  -  
1 target

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**

## Diminished Seventh

Effect   $\geq 8$  -  
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**

## Obscure Technique

Ongoing, Song   $\geq 7$  -  
Targets all allies

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

Prevents enemy surges while active.

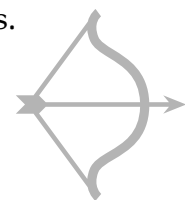
*Your instrument absorbs sound; your enemies are distracted from their plans.*

**Requires Music instrument**

## Arc Shot

Projectile   $\geq 14$   $5\times$   
1 target

+1 damage to flying targets.



*You aim upwards to account for distance.*

**Requires Ranged weapon**

*Music*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*Music*



*Ability*

*Music*



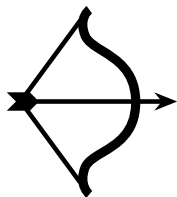
*Ability*

*Music*



*Ability*

*Ranged*



*Ability*

*Music*



*Ability*

*Music*

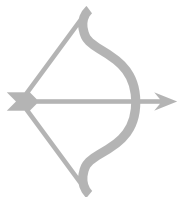


*Ability*

## Dodge

Ongoing  
Targets self

3   
 ≥ 8



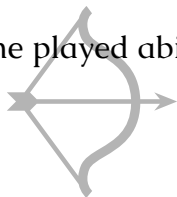
*You nimbly move out of the way.*

## 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...*

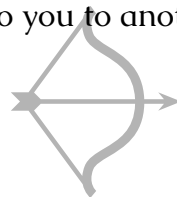
**Requires Ranged weapon**

## 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.*

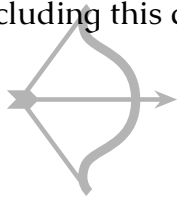
**Requires Ranged weapon**

## Double Shot

Effect  
Targets self

-  
-

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



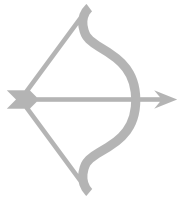
*You load up two shots and fire them at once.*

**Requires Ranged weapon**

## Hasty Shots

Projectile  
Up to 2 targets

1   
 ≥ 5



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

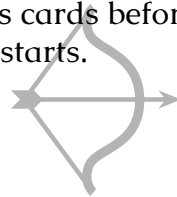
**Requires Ranged weapon**

## Anticipate

Effect  
Targets self

-  
 ≥ 6

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



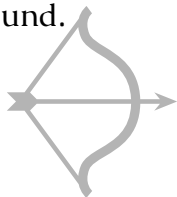
*You plan ahead and anticipate your future options.*

## Sense the Wind

Effect  
Targets self

-  
-

Draw 3 additional cards next round.



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

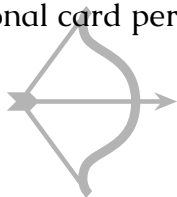
**Requires Ranged weapon**

## 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**

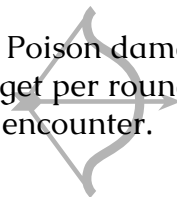
## Poison Shot

Poison  
1 target

2   
 ≥ 6

Once per encounter.

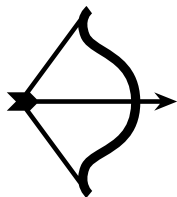
Deal 1 Poison damage to the target per round for rest of encounter.



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

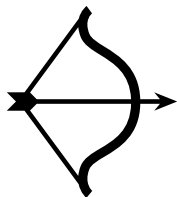
**Requires Ranged weapon**

*Ranged*



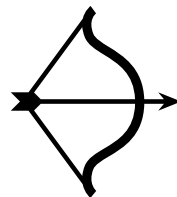
*Ability*

*Ranged*



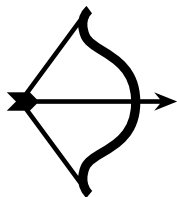
*Ability*

*Ranged*



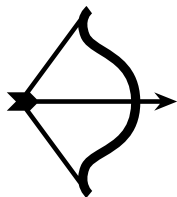
*Ability*

*Ranged*



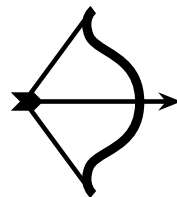
*Ability*

*Ranged*



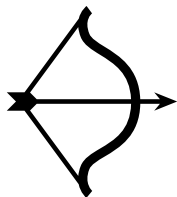
*Ability*

*Ranged*



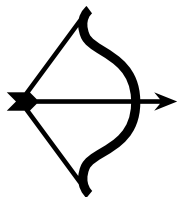
*Ability*

*Ranged*



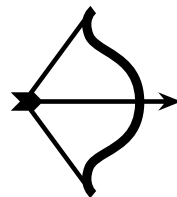
*Ability*

*Ranged*



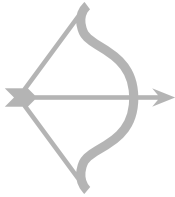
*Ability*

*Ranged*



*Ability*

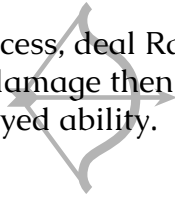
**Precision Shot** 6×  
Direct ≥ 15  
1 target



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

**Requires Ranged weapon**

**Rapid Fire** 2×  
Projectile ≥ 12  
1 target



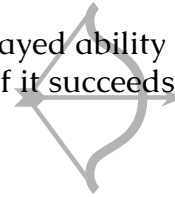
Play with another ability

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

*The only solution: more arrows.*

**Requires Ranged weapon**

**Reflex Shot** -  
Effect ≥ 6  
Targets self



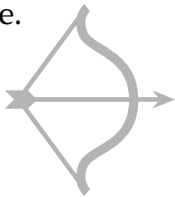
Play with another ability

The played ability resolves twice if it succeeds.

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

**Requires Ranged weapon**

**Risky Shot** 5×  
Projectile ≥ 8  
1 target

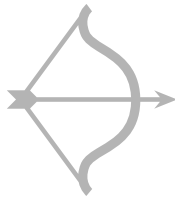


On failure, take 2 damage.

*It's worth a shot.*

**Requires Ranged weapon**

**Split Shot** 3×  
Projectile ≥ 8  
Up to 2 targets

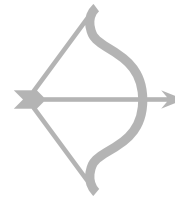


Once per encounter.

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

**Requires Ranged weapon**

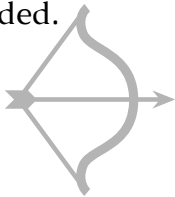
**Strafe** 1×  
Projectile ≥ 8  
Up to 3 targets



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

**Requires Ranged weapon**

**Lucky Shot** 4×  
Direct ≥ 16  
1 target



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**

**Trick Shot** 5×  
Projectile ≥ 8  
1 target



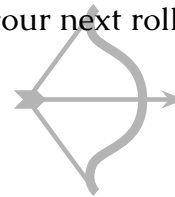
Once per encounter.

Draw an extra card next round.

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

**Requires Ranged weapon**

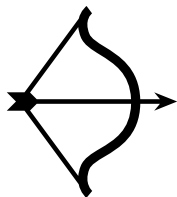
**Focused Perception** -  
Effect ≥ 9  
Targets self



+4 to your next roll.

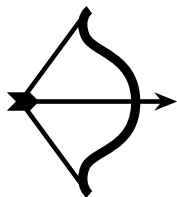
*There's something off about your enemy's armor...*

*Ranged*



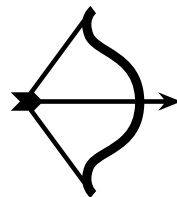
*Ability*

*Ranged*



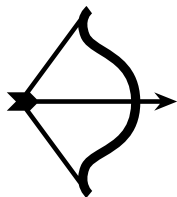
*Ability*

*Ranged*



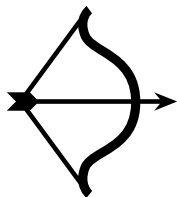
*Ability*

*Ranged*



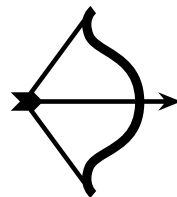
*Ability*

*Ranged*



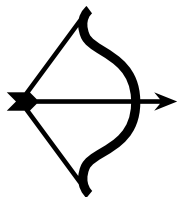
*Ability*

*Ranged*



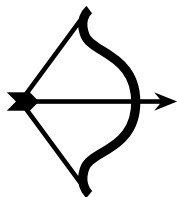
*Ability*

*Ranged*



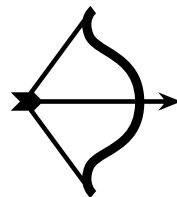
*Ability*

*Ranged*



*Ability*

*Ranged*

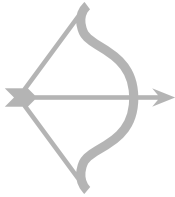


*Ability*

## Withdraw

Ongoing  
Targets self

2   
 ≥ 6



*You fall back and catch your breath.*

-----  
+1 Shield to abilities with Shielding.



Destroy to protect the party with a 5 Shield ward.

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

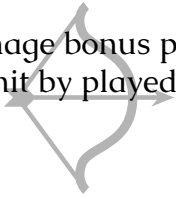
## Hunter's Aim

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**

-----  
+1 damage when dealing  
\_\_\_\_\_ damage.



Destroy to deal all enemies 3 \_\_\_\_\_ damage.

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.

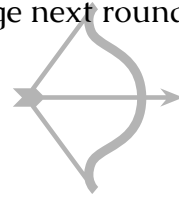
Title

## Point Blank

Projectile  
1 target

3   
-

You take an additional 1 damage next round.



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

**Requires Ranged weapon**

-----  
+1 damage to  
\_\_\_\_\_ enemies.



Destroy to cause all \_\_\_\_\_ to flee battle.

Title

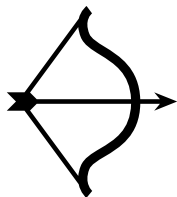
-----  
If you did not take damage this round, draw and use 1 additional ability next round.



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

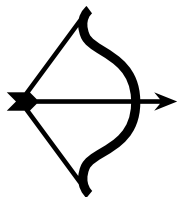
Title

*Ranged*



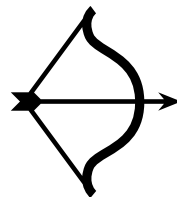
*Ability*

*Ranged*



*Ability*

*Ranged*



*Ability*

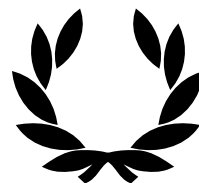
*Title*



*Title*



*Title*



*Title*



*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**

---

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



Destroy to revive one ally with 5 Health.

**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**

---

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



Destroy to stun all enemies for a round.

**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

## 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

## 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

## 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

## 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

*Title*



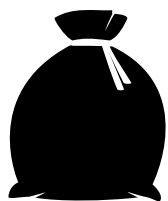
*Title*



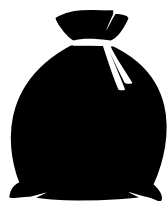
*Title*



*Loot*



*Loot*



*Title*



*Loot*



*Loot*

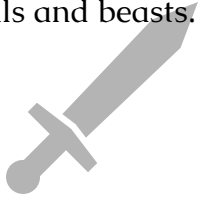


*Loot*



## Butcher's Knife

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

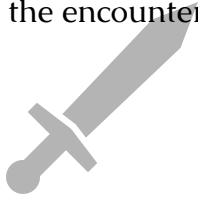


*A time-tested meat mincer.*

1 hand    **Equipment**    20 gold

## 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

## Noble Longsword

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

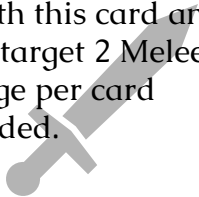


*The sword has a beautiful relief engraving on the hilt.*

1 hand    **Equipment**    20 gold

## 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

## War Hammer

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



*A hammer arrayed with vicious spikes.*

1 hand    **Equipment**    20 gold

## Pan Flute

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



*Hewn roughly from a hollowed twig.*

1 hand    **Equipment**    20 gold

## 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

## 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

## Fat Lute

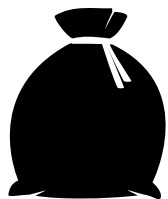
**Basic attack:** Mark the enemy. If you defeat it with Music, gain an extra Loot.



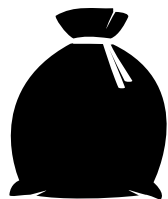
*It's a lot wider than a regular lute.*

1 hand    **Equipment**    20 gold

*Loot*



*Loot*



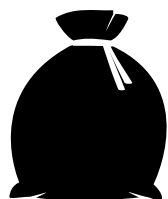
*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



## Lyre

**Basic attack:** Strengthen an active defensive ability by 2.

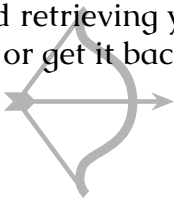


*A sturdy, strung harp.*

1 hand    **Equipment**    20 gold

## 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.

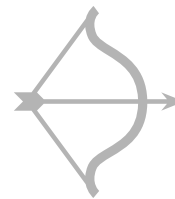


*A small and light spear for throwing.*

1 hand    **Equipment**    20 gold

## Throwing Knives

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

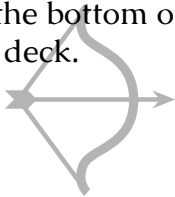


*Small, sharp, and deadly.*

1 hand    **Equipment**    20 gold

## Longbow

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

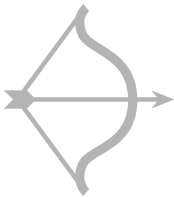


*Crafted from fine wood, and tall as a man.*

1 hand    **Equipment**    20 gold

## Wooden Crossbow

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

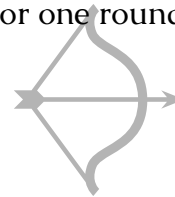


*A standard-issue crossbow common to guards and militia.*

1 hand    **Equipment**    20 gold

## 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

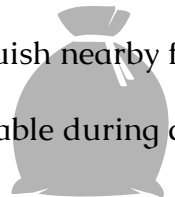
## Enthalpy Trap

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

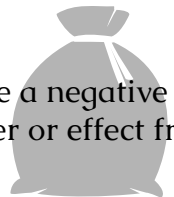
## Combat Salve

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

## Flash Crystal

Single Use

Stun all enemies for a round.

OR

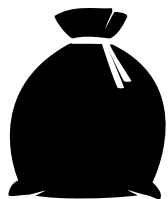
Draw enemies to a specific location.



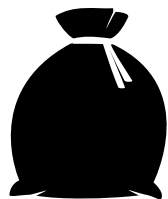
*A small, black crystal roughly the size of your fist.*

**Loot**    15 gold

*Loot*



*Loot*



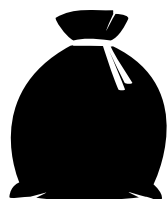
*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*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.*

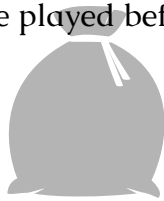
**Loot** 25 gold

## 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

## 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

## 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

## 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

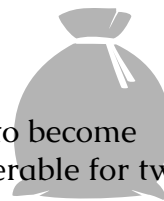
## Elixir

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

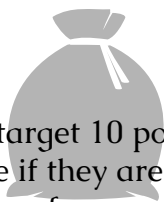
## Nightshade Extract

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

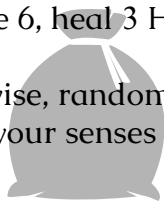
## Bargain Potion

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

## Mysterious Drug

Single Use

Roll a D20.

>15: Learn a new Ability.

10-15: Your next roll is a 20.

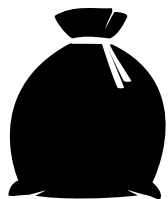
<10: You feel ill. Suffer -1 to all rolls next Encounter.



*Purchased from a sketchy street vendor.*

**Loot** 15 gold

*Loot*



*Loot*



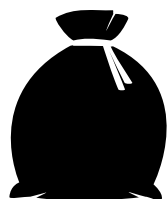
*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*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

## Venison

Single Use

Heal 5 Health.

OR

Use to placate a wild meat-eating animal.

*Salty and delicious.*

**Loot** 10 gold

## 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

## 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

## 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

## 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

## 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

## 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

## Tome of Lore

Single Use

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

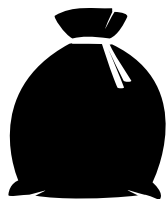
OR

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

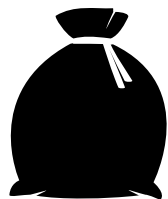
*A dusty old tome, replete with hidden knowledge.*

**Loot** 35 gold

*Loot*



*Loot*



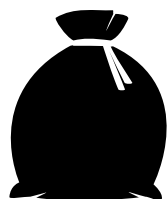
*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*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

## 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

## 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

## 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

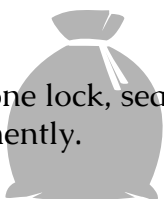
## Locksmith's Kit

Single Use

Open one lock.

OR

Break one lock, sealing it permanently.



*Just pointy enough to get the job done.*

**Loot** 5 gold

## Scrying Stone

Single Use

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



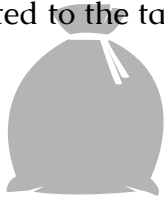
*It takes a keen eye to tell this apart from a regular rock.*

**Loot** 10 gold

## 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

## Balancing Gem

Usable Once per Day

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



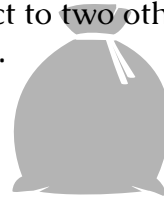
*Single facets illuminate one at a time as you turn it in your hand.*

**Loot** 40 gold

## Diffraction Gem

Usable Once per Day

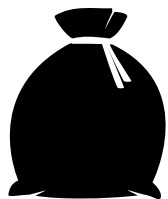
Once per day, transfer one target's negative modifier or effect to two other targets.



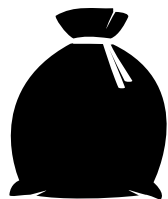
*This gem splits nearby light into brilliant colors.*

**Loot** 30 gold

*Loot*



*Loot*



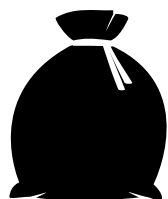
*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*Loot*



*Loot*

