



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



Expedition



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.

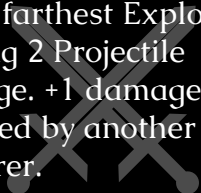


Her weapon is kept polished and in good repair.

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



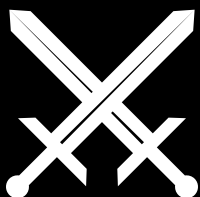
Explorer



Explorer

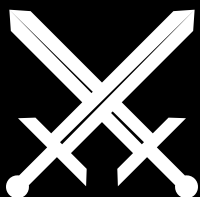


Bandit



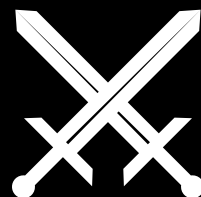
Encounter

Bandit



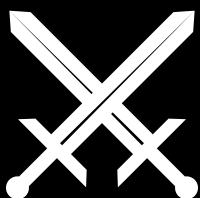
Encounter

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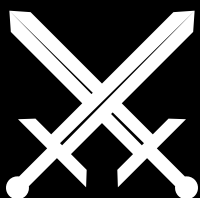
Encounter

Bandit



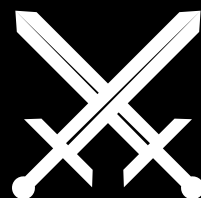
Encounter

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 Nightblade is IV

damaged, she becomes invulnerable for one round.

Surge: The Nightblade stabs the nearest Explorer, dealing 1 Poison damage every surge for the rest of the Encounter.

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♥

+2 Health if with a Highwayman. I

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



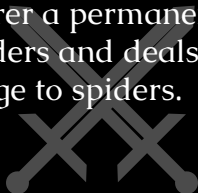
A barking, slavering beast.

Beast

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.



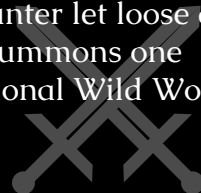
A spider the size of a riding horse, and much less agreeable.

Beast

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

Bandit



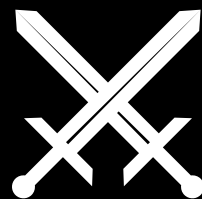
Encounter

Bandit



Encounter

Bandit



Encounter

Beast



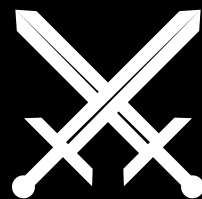
Encounter

Beast



Encounter

Bandit



Encounter

Beast



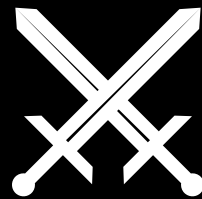
Encounter

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.



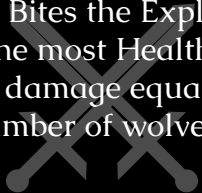
A cave-dwelling beast with shaggy fur.

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.

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.

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

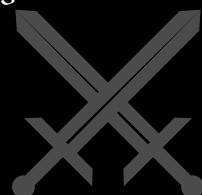


A hairy black arachnid, roughly the size of a buckler shield.

Beast

Wood Elf 10♥

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



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.



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.

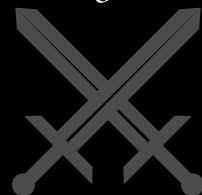


A Dwarf corrupted by dark energies.

Fae

Korrigan Elf 8♥

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



A small creature with a hooked nose and murderous intent.

Fae

Beast



Encounter

Beast



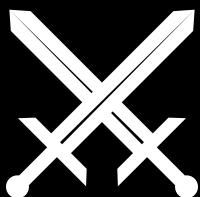
Encounter

Beast



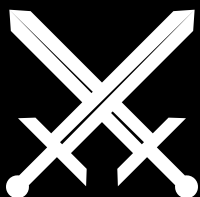
Encounter

Fae



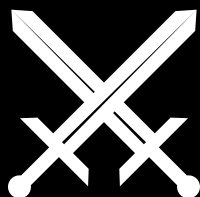
Encounter

Beast



Encounter

Beast



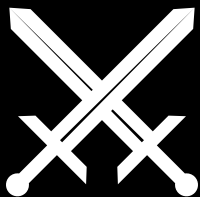
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Fae



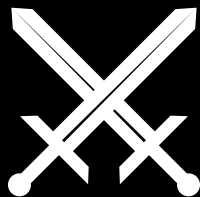
Encounter

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

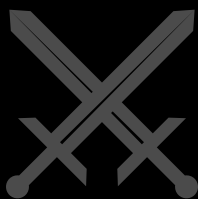
Void Imp

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

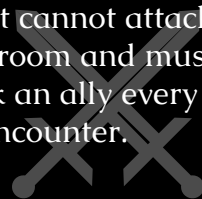
Magic Mushroom

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

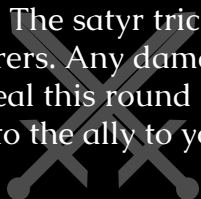
Satyr

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.



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.

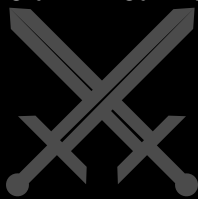
Townfolk

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.

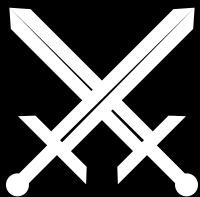
Townfolk

Fae



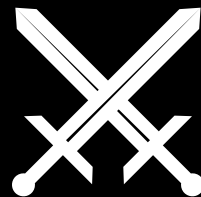
Encounter

Fae



Encounter

Fae



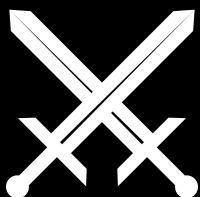
Encounter

Fae



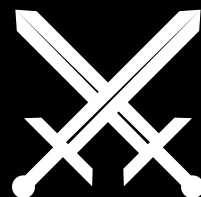
Encounter

Fae



Encounter

Fae



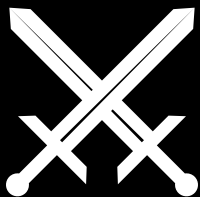
Encounter

Townsfolk



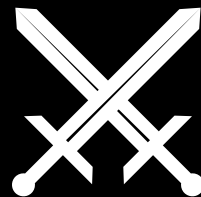
Encounter

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.

Townsfolk

Peasant 10♥

I

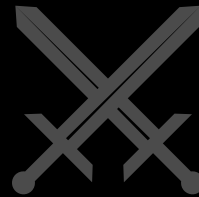


A poor soul in drab clothing.

Townsfolk

Sellsword 18♥

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



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

Townsfolk

Irate Merchant 8♥

Leaves behind one additional loot when defeated. I

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



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

Townsfolk

Shabby Mage 8♥

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



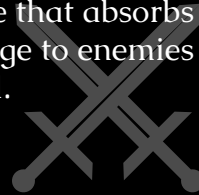
His robes aren't much to look at, but he still exudes magical power.

Townsfolk

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.



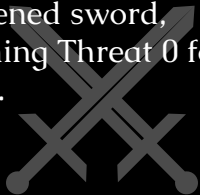
He looks confident in his abilities; his armor is well-worn.

Townsfolk

Squire 8♥

Flees if there are no Knights in play. I

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



His eyes constantly flick towards his master.

Townsfolk

Madman 10♥

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



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

Wanderer

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. I



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

Wanderer

Townsfolk



Encounter

Townsfolk



Encounter

Townsfolk



Encounter

Townsfolk



Encounter

Townsfolk



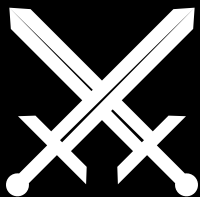
Encounter

Townsfolk



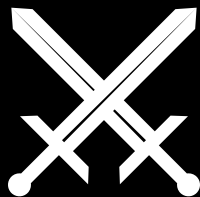
Encounter

Wanderer



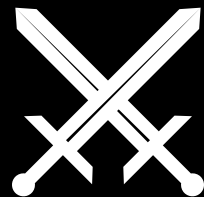
Encounter

Wanderer



Encounter

Townsfolk



Encounter

Goblin Grunt

8♥

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

Surge: Flees.



A female goblin, mottled green.

Wanderer

Goblin Thug

12♥

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♥

Surge: Drinks a potion and regains 5 Health.



You hear the clink of vials beneath her green robe.

Wanderer

Druid

15♥

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.

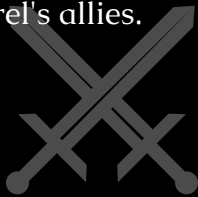
Wanderer

Minstrel

10♥

Immune to Music.

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



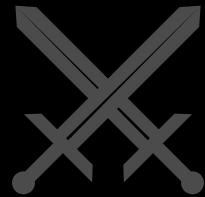
A singer and songsmith in outlandish clothing.

Wanderer

Kobold Ripper

12♥

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



An armored lizard-like creature.

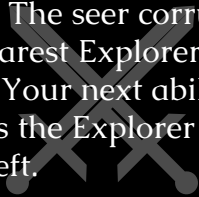
Wanderer

Kobold Seer

14♥

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♥

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



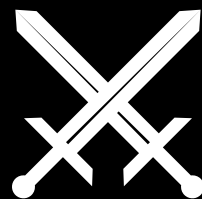
Encounter

Wanderer



Encounter

Wanderer



Encounter

Wanderer



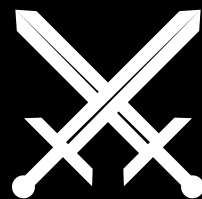
Encounter

Wanderer



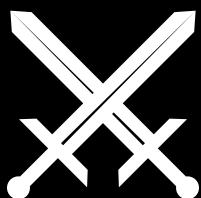
Encounter

Wanderer



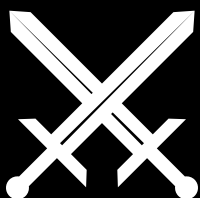
Encounter

Trap



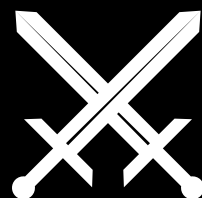
Encounter

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



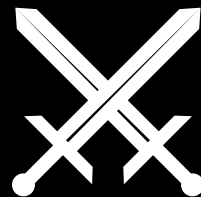
Encounter

Trap



Encounter

Trap



Encounter

Trap



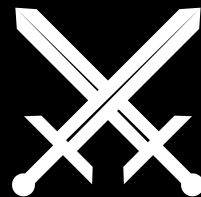
Encounter

Trap



Encounter

Trap



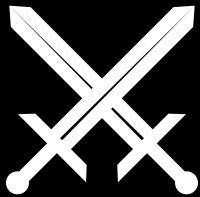
Encounter

Trap



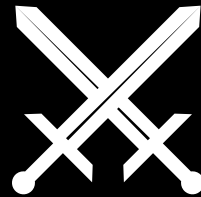
Encounter

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

Cold Snap $\frac{2 \times}{\geq 17}$

Frost
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 $\frac{-}{\geq 8}$

Ongoing
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 $\frac{-}{\geq 14}$

Effect
Targets self

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



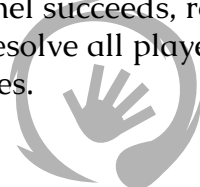
The air shimmers in anticipation as your form splits in two.

Requires Magic weapon

Channel $\frac{-}{\geq 9}$

Effect
Targets self

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



You focus your energies to unleash a massive wave of magical power.

Dispelling Ward $\frac{2 \text{ shield}}{\geq 15}$

Ongoing, Ward
1 target

Remove all damage immunities from the target.



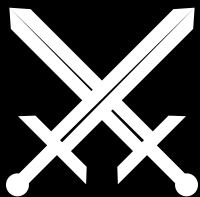
You draw a rune on the ground, from which magical tendrils emerge and ensnare your target.

Requires Magic weapon

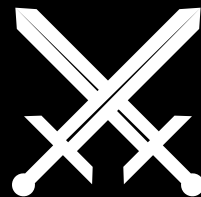
Trap



Trap



Trap



Encounter

Encounter

Encounter

Magic



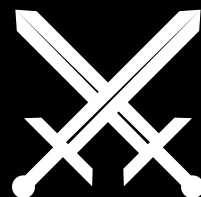
Ability

Magic



Ability

Trap



Encounter

Magic



Ability

Magic



Ability

Magic



Ability


Curse -
Direct  ≥ 14
1 target

Once per encounter.

Deal 1 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  ≥ 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


Doom $4\times$
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


Arcane Ward $3\heartsuit$
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

Fireball $3\times$
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

Flame Stride $2\times$
Fire  ≥ 17
Up to 3 targets

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

Requires Magic weapon

Frost Ward $2\heartsuit$
Ongoing, Ward  ≥ 5
Targets all allies

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


Requires Magic weapon

Hideous Fear $2\times$
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

Ice Shard $3\times$
Frost  ≥ 8
1 target

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

Requires Magic weapon

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

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.

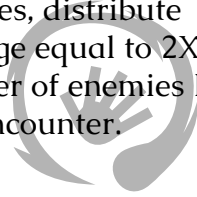
You strike your weapon on the ground. Energy lashes out in all directions.

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.

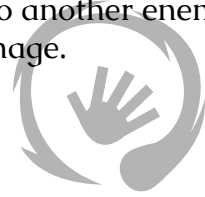
You twist the souls of the fallen into a fiery inferno.

Requires Magic weapon

Spark Touch

Electric
1 target

3✖
≥ 8



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

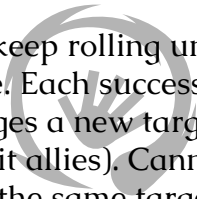
Small sparks crackle from your weapon as you reach out...

Requires Magic weapon

Chain Lightning

Electric
1 target

2✖
≥ 8



Once per encounter.

Must keep rolling until failure. Each success damages a new target (can hit allies). Cannot touch the same target 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.

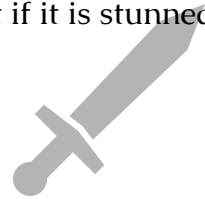
You capture the elements in your mind and draw them into cold steel.

Requires Magic weapon

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

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

Magic



Ability

Melee



Ability

Magic



Ability

Magic



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.

Berserk

-

Status

Targets self

 ≥ 13

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

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

Bloodlust

4 

Status

1 target

 \geq HP

Risk is equal to your remaining Health.


Make them feel your pain.

Charge

7 

Melee

1 target

 ≥ 11

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


No one lives forever!

Desperate Strike

-

Melee

1 target

 ≥ 15

Deal damage equal to your missing Health.

The pain only makes you stronger.

Feint

3 

Melee

1 target

 ≥ 6

If you fail, take 1 damage.

Be where the enemy's blade isn't.

Requires Melee weapon

Requires Melee weapon

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

2 

Melee

1 target

 ≥ 11

If a surge occurs at the end of this round, you may play an extra ability.

Grab hold. Don't let go.

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

Melee



Ability

Melee



Ability

Melee



Ability

Melee



Ability

Melee



Ability

Melee



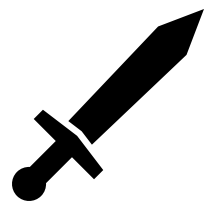
Ability

Melee



Ability

Melee



Ability

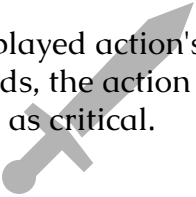
Press the Attack -

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

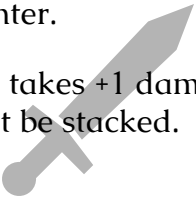
Rending Strike 2✖

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

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.

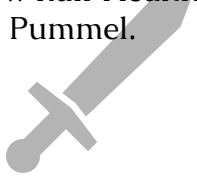
Requires Melee weapon

Pummel 3✖

Melee  ≥ 11

1 target

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



Keep swinging!

Requires Melee weapon

Slam 2✖

Melee  ≥ 11

1 target

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



Crush your target into the ground!

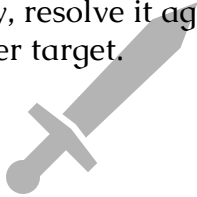
Requires Melee weapon

Thrust 3✖

Melee  ≥ 8

1 target

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



Make the enemy get your point.

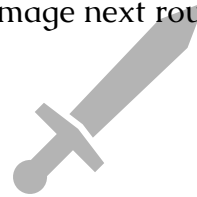
Requires Melee weapon

Rage -

Status  ≥ 9

Targets self

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



Clench your jaw; fight through the pain.

Requires Melee weapon

Slice 2✖

Melee  ≥ 9

1 target

Play with another ability



You make a clean cut across your target.

Requires Melee weapon

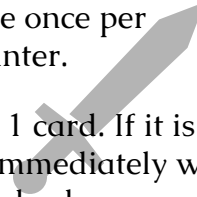
Unforeseen Opportunity -

Melee  ≥ 9

1 target

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

Melee



Ability

Melee



Ability

Melee



Ability

Melee



Ability

Melee



Ability

Melee



Ability

Melee




Ability

Melee

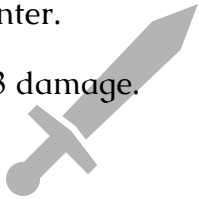


Ability

Whirlwind **3×**
Melee  **≥ 8**
Up to 3 targets

Usable once per encounter.

Take 3 damage.



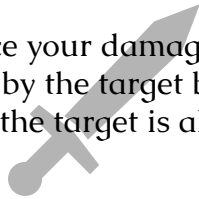
Surrounded by enemies? Not for long.

Requires Melee weapon

Shatter **1×**
Ongoing  **≥ 8**
1 target

Usable once per encounter

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

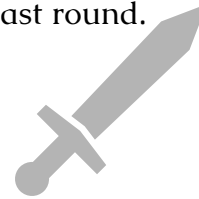


You shatter their weapon; it falls to the ground, useless.

Requires Melee weapon

Meat Club **6×**
Fear  **≥ 8**
1 target

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  **≥ 11**
Targets all allies


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 **1**
Music  **≥ 17**
Targets all enemies

Stun all enemies for a round.



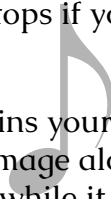
A quick moment of masterful playing. Your enemies stop and listen, enthralled.

Requires Music instrument

Charm **-**
Ongoing, Song  **≥ 16**
1 target


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  **≥ 13**
1 target

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



You imbue the target with musical energy.

Requires Music instrument


Diminuendo **-**
Effect  **≥ 13**
1 target

Cancel an encounter modifier card.



The music slows and quiets - your enemy relaxes.

Requires Music instrument

Deceptive Cadence **-**
Music  **≥ 10**
1 target

Stun the target for a round.



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

Requires Music instrument

Melee



Ability

Melee



Ability

Melee



Ability

Music



Ability

Music



Ability

Music



Ability

Music



Ability

Music



Ability

Music



Ability

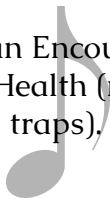
Finale

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

Poem of Insanity

Fear
Targets all enemies

1✖
🎲 ≥ X

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.*

Reveille

Music
1 target

-
🎲 ≥ 10

Revive a fallen ally to 2
Health.



*A rousing tune that invigorates
its target.*

Requires Music instrument

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

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.*

Perfect Cadence

Music
1 target

-
🎲 ≥ 6

Target deals +2 damage
on next ability.



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

Requires Music instrument

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

Power Chord

Music
1 target

2✖
🎲 ≥ 5



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

Requires Music instrument

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

Music



Ability

Music



Ability

Music



Ability

Music



Ability

Music



Ability

Music



Ability

Music




Ability

Music



Ability

Song of Doom

Ongoing, Song  ≥ 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  ≥ 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  ≥ 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  ≥ 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  ≥ 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  ≥ 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

Song of Silence

Ongoing, Song  ≥ 7
Targets all allies

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

While the song is active, enemy surges do not happen.

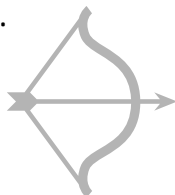
Your instrument absorbs sound; your enemies are distracted from their plans.

Requires Music instrument

Arc Shot

Projectile  ≥ 14
1 target


+1 damage to flying targets.

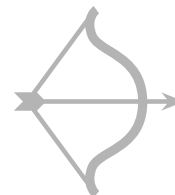


You aim upwards to account for distance.

Requires Ranged weapon

Block

Ongoing  ≥ 8
Targets self



You whip up your weapon to block an enemy's swing.

Music



Ability

Music



Ability

Music



Ability

Music



Ability

Music



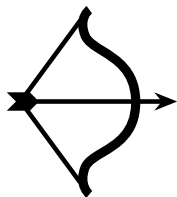
Ability

Music



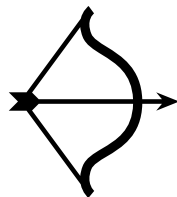
Ability

Ranged



Ability

Ranged



Ability

Music



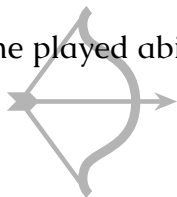
Ability

Careful Aim

Effect
Targets self

Play with another ability

+2 to the played ability's roll.



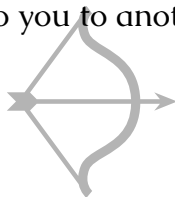
Take a deep breath and focus on the target...

Requires Ranged weapon

Distracting Shot

Ongoing ≥ 8
1 target

Transfer the next damage dealt to you to another target.



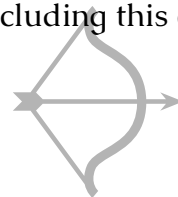
Your missile trips up the target, and directs them into someone else.

Requires Ranged weapon

Double Shot

Effect
Targets self

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

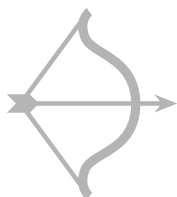


You load up two shots and fire them at once.

Requires Ranged weapon

Hasty Shots

Projectile ≥ 5
Up to 2 targets



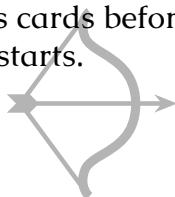
Many of them miss, but a few make their mark.

Requires Ranged weapon

Anticipate

Effect ≥ 6
Targets self

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

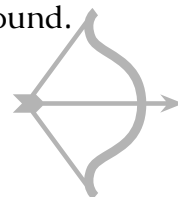


You plan ahead and anticipate your future options.

Measured Draw

Effect
Targets self

Draw 3 additional cards next round.



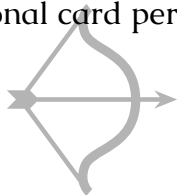
You draw back your weapon and consider additional options.

Requires Ranged weapon

Nock

Ongoing ≥ 7
Targets self

While active, draw 1 additional card per round.



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

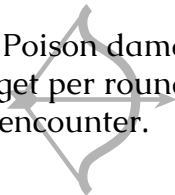
Requires Ranged weapon

Poison Shot

Poison ≥ 6
1 target

Once per encounter.

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

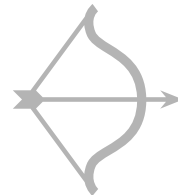


This one's dipped in the poison of a dangerous herb.

Requires Ranged weapon

Precision Shot

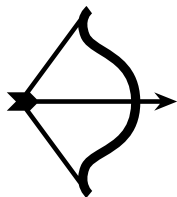
Direct ≥ 15
1 target



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

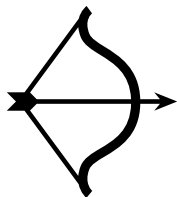
Requires Ranged weapon

Ranged



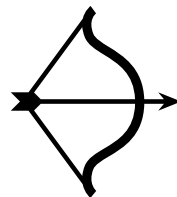
Ability

Ranged



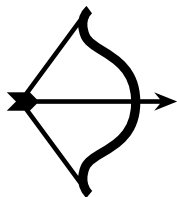
Ability

Ranged



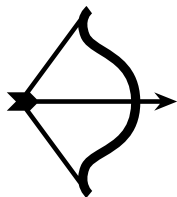
Ability

Ranged



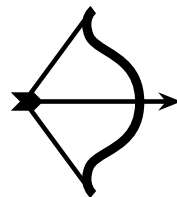
Ability

Ranged



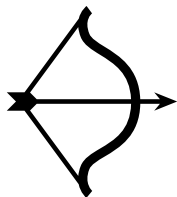
Ability

Ranged



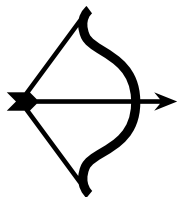
Ability

Ranged



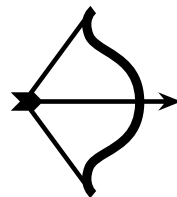
Ability

Ranged



Ability

Ranged

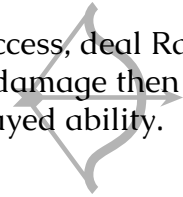


Ability

Rapid Fire $\frac{2 \times}{\geq 12}$
Projectile
1 target

Play with another ability

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

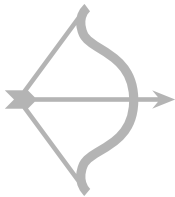


The only solution: more arrows.

Requires Ranged weapon

Split Shot $\frac{3 \times}{\geq 8}$
Projectile
Up to 2 targets

Once per encounter.



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

Requires Ranged weapon

Trick Shot $\frac{5 \times}{\geq 8}$
Projectile
1 target

Once per encounter.

Draw an extra card next round.



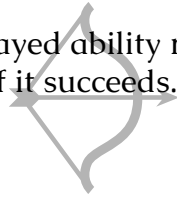
You glance one off the ground and up into your target.

Requires Ranged weapon

Reflex Shot $\frac{-}{\geq 6}$
Effect
Targets self

Play with another ability

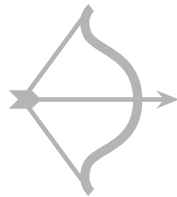
The played ability resolves twice if it succeeds.



The target's surprise attack is anything but.

Requires Ranged weapon

Strafe $\frac{1 \times}{\geq 8}$
Projectile
Up to 3 targets

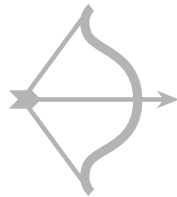


Run to cover. Shoot. Reload, and repeat.

Requires Ranged weapon

Weak Point $\frac{-}{\geq 9}$
Effect
Targets self

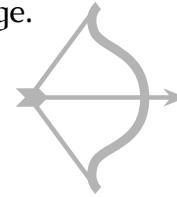
+4 to your next roll.



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

Risky Shot $\frac{5 \times}{\geq 8}$
Projectile
1 target

On failure, take 2 damage.

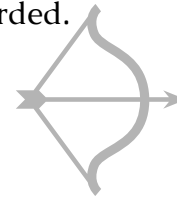


It's worth a shot.

Requires Ranged weapon

Lucky Shot $\frac{4 \times}{\geq 16}$
Direct
1 target

You may hit a target that is guarded.

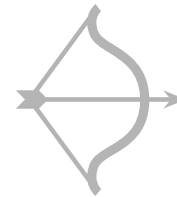


Obstacles are merely inconveniences as you hit a tiny target from a great distance.

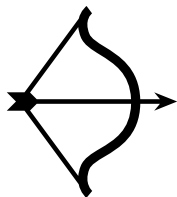
Requires Ranged weapon

Withdraw $\frac{2 \heartsuit}{\geq 6}$
Ongoing
Targets self

You fall back and catch your breath.

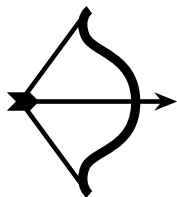


Ranged



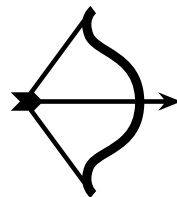
Ability

Ranged



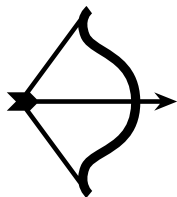
Ability

Ranged



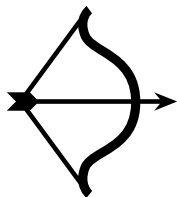
Ability

Ranged



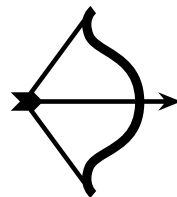
Ability

Ranged



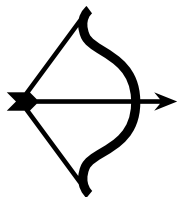
Ability

Ranged



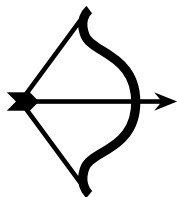
Ability

Ranged



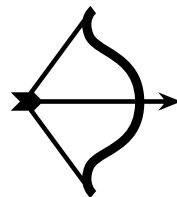
Ability

Ranged



Ability

Ranged



Ability

Still Aim

Projectile
1 target

-
🎲 ≥ 6

Play with another ability.

+1 damage bonus per target hit by played ability. On failure, you take 1 damage.

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.

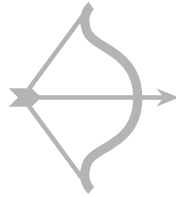
Title

Point Blank

Projectile
1 target

3✖
-

You take +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

+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

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



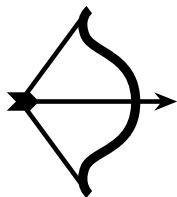
Destroy to automatically critical an ability. Must be wielding a two-handed weapon.

Title

Title

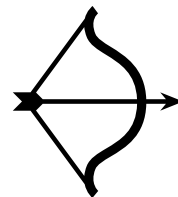


Ranged



Ability

Ranged



Ability

Title



Title



Title



Title



Title



Title



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



Destroy to revive one ally with 5 Health.

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

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

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

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

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

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



Destroy to stun all enemies for a round.

Title

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

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

Title



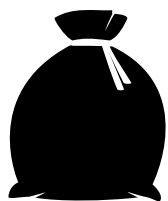
Title



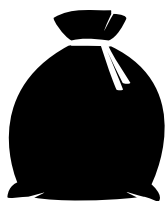
Title



Loot



Loot



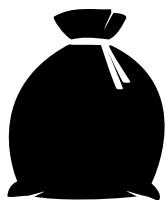
Loot



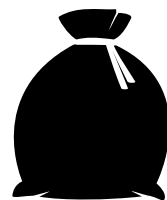
Loot



Loot



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

Noble Longsword

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

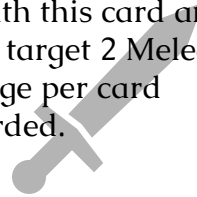


The sword has a beautiful relief engraving on the hilt.

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

Lyre

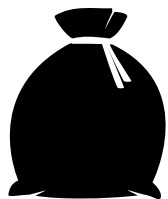
Basic attack: Strengthen an active defensive ability by 2.



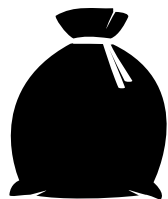
A sturdy, strung harp.

1 hand **Equipment** 20 gold

Loot



Loot



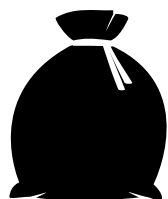
Loot



Loot



Loot



Loot



Loot



Loot

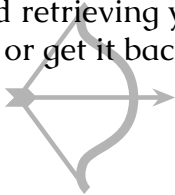


Loot



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.

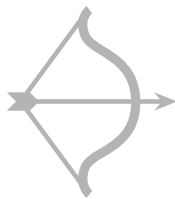


A small and light spear for throwing.

1 hand **Equipment** 20 gold

Throwing Knives

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

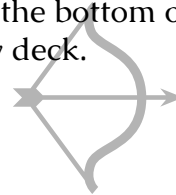


Small, sharp, and deadly.

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.

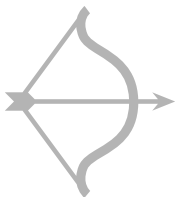


Crafted from fine wood, and tall as a man.

1 hand **Equipment** 20 gold

Wooden Crossbow

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

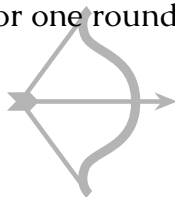


A standard-issue crossbow common to guards and militia.

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

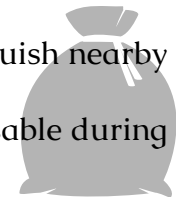
Enthalpy Trap

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

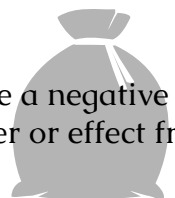
Combat Salve

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

Weystone

Single Use

Teleport your party to a town of your choice.

OR

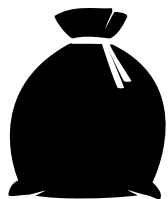
Transport one object instantly to a specific person.



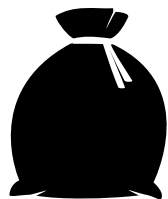
It's a porous stone, bearing carved magical sigils.

Loot 25 gold

Loot



Loot



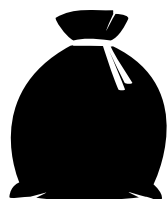
Loot



Loot



Loot



Loot



Loot



Loot



Loot

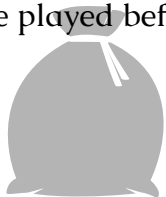


Lucky Charm

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

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

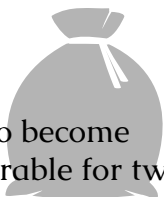
Elixir

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

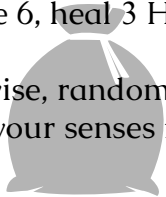
Bargain Potion

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

Oxidation Potion

Single Use

Drink to hold your breath for 10 minutes.

OR

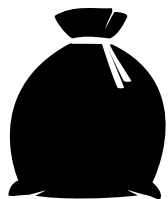
Throw to create an explosion, dealing 2 Fire damage to 4 targets.



Magically enchanted liquid oxygen.

Loot 10 gold

Loot



Loot



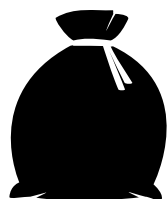
Loot



Loot



Loot



Loot



Loot



Loot



Loot



Venison

Single Use

Heal 5 Health.

OR

Use to placate a wild meat-eating animal.



Salty and delicious.

Loot 10 gold

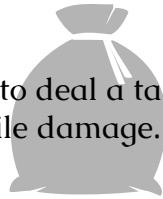
Hard Tack

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.

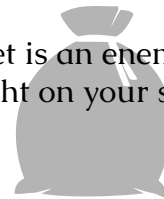
Loot 10 gold

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

Sturdy Rope

Unlimited Use

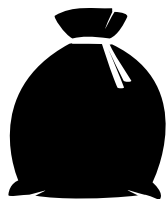
Use to scale cliffs and buildings, bind things together, etc.



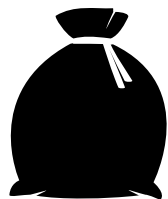
A long, sturdy rope. Handy for adventuring.

Loot 5 gold

Loot



Loot



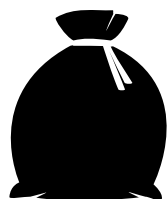
Loot



Loot



Loot



Loot



Loot



Loot



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

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

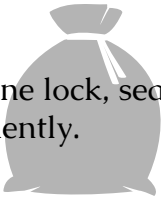
Locksmith's Kit

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.



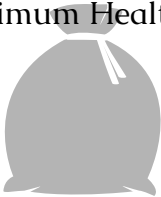
Magically enchanted to attract Electricity.

Loot 10 gold

Balancing Gem

Usable Once per Day

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



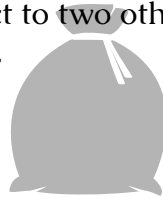
Single facets illuminate one at a time as you turn it in your hand.

Loot 40 gold

Diffraction Gem

Usable Once per Day

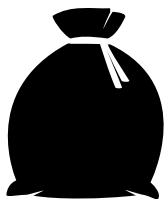
Once per day, transfer one target's negative modifier or effect to two other targets.



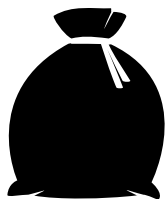
This gem splits nearby light into brilliant colors.

Loot 30 gold

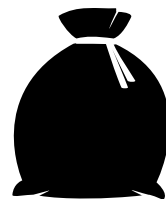
Loot



Loot



Loot



Loot



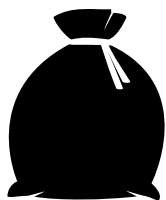
Loot



Loot



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Loot

