

# EXPEDITION: THE ROLEPLAYING CARD GAME

## THE ADVENTURER'S GUIDE TO PRINTING

**BEFORE YOU BEGIN:** Many printers (especially consumer printers) don't handle front-back alignment well. You may end up with up to a 1/8" offset between the front and back of cards. If you think this will bug you, you can buy a professionally printed full-color copy at [ExpeditionGame.com/store](http://ExpeditionGame.com/store) for just \$30.

- I. Download this PDF and take it to your local print shop.
- II. Have it printed on heavy white cardstock (ideally 80-pound or heavier).
- III. Make sure to print double-sided, and to set to document to 100% zoom.
- IV. Cut the cards using a paper cutter. The more precise you are, the easier they'll be to handle later.
- V. Secure your cards with a box or rubber band.
- VI. Accessories: You'll need at least a dozen tracking clips (such as paper clips) and a d20 die.
- VII. Rules: All of the rules are in the app! Get it for web, Android and iOS at [ExpeditionGame.com/app](http://ExpeditionGame.com/app)
- VIII. That's all it takes - now prepare to adventure!

## TERMS OF USE

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## INSPIRING LINE



$\geq 8$

2 Adventurers

**SUCCESS:** Gain 1 persona.

$\geq 20$ : Gain 1 extra persona.

$\leq 1$ : The targets lose 1 persona.

*You deliver a timely, uplifting quote.*



## REASON



$\geq 7$

1 Adventurer

**SUCCESS:** Gain 2 persona.

$\geq 20$ : Gain 2 extra persona.

$\leq 1$ : The target loses 2 persona.

*Rationality can soothe the soul.*



## COMMAND



$\geq 6$

All adventurers

**SUCCESS:** All other adventurers at or above Base persona gain +3 to their first roll this round.

$\geq 20$ : Double the roll boost.

$\leq 1$ : The target loses 2 persona.

*You shout guidance to your allies.*



## GRIM BET



$\geq 7$

1

**SUCCESS:** Deal 5 damage, then lose 4 persona.

$\geq 20$ : Deal double damage.

$< 7$ : Set your persona to Min.

*It's the only option.*



## DIRE PREDICTION



$\geq 8$

1

**SUCCESS:** Deal 2 damage for every persona level you are below Max, then lose 1 persona.

$\geq 20$ : Deal double damage.

$\leq 1$ : You lose 2 persona.

*The darker the deed, the harder the fall.*



## CUTTING WIT



$\geq 8$

1

**SUCCESS:** Deal 4 damage, then lose 1 persona.

$\geq 20$ : Adventurers lose no persona this round.

$\leq 1$ : You lose 2 persona.

*Your insult cuts like a double-edged sword.*



## SCAVENGE



$\geq 6$

Self

**SUCCESS:** Lose 1 persona, then draw one tier 1 loot.

$\geq 20$ : Draw one extra tier 1 loot.

$\leq 1$ : Lose 2 persona.

*You use the environment to your advantage.*



## BOLSTER



$\geq 6$

Self

**SUCCESS:** Lose no persona this round. Gain 1 health.

$\geq 20$ : Also gain 1 persona.

$\leq 1$ : Lose 2 persona.

*You brace against the fear.*

Influence



Ability

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Influence



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 **DECLARE TARGET** 

  $\geq 8$   
 1

**SUCCESS:** Gain 1 persona. Adventurers that damage the target this round also gain 1 persona.

  $\geq 20$ : Gain 1 extra persona.


  $\leq 1$ : The target takes -2 damage this round.


*You coordinate an inspiring attack.* 


 **BASTION OF WILL** 

  $\geq 9$   
 Self

**SUCCESS:** You lose 1 less persona from all enemies and abilities this round. All persona decreases are redirected to you this round.

  $\geq 20$ : Do not lose persona.


  $\leq 1$ : Lose 2 persona.


*You stand strong against the fear and take one for the team.* 


 **LEND A HAND** 

  $\geq 8$   
 1

**SUCCESS:** Deal 1 damage. You gain 1 persona.

  $\geq 20$ : Deal 3 extra damage.


  $\leq 1$ : You lose 2 persona.


*You lend a hand where the battle is worst.* 


 **LET GO** 

  $\geq 5$   
 Self



**SUCCESS:** Discard 1 loot. Gain persona and health equal to the loot's tier.

  $\geq 20$ : An ally may pick up your discarded loot.


  $\leq 1$ : Discard 1 random loot.


*You let go of attachment to material things.* 


 **REPRIMAND** 

  $\geq 6$   
 1 Adventurer

**SUCCESS:** The target loses 1 persona and gains +2 to their first roll and damage this round.

  $\geq 20$ : Double roll and damage bonuses.


  $\leq 1$ : The target deals -2 damage this round.


*Harsh criticism can be a powerful motivator.* 


 **EMPOWER** 

  $\geq 6$   
 1 Adventurer



**SUCCESS:** You lose 1 persona. The target gains 2 persona.

  $\geq 20$ : Do not lose persona.


  $\leq 1$ : You lose 2 persona.


*You put another's sanity first.* 


 **CALM** 

  $\geq 6$   
 All adventurers



**SUCCESS:** Adventurers below Base persona gain 1 persona.

  $\geq 20$ : Gain 1 extra persona.


  $\leq 1$ : Adventurers lose 1 persona.


*Your words bring everyone towards peace.* 


 **FINAL CALL** 

  $\geq 7$   
 All adventurers

**SUCCESS:** Adventurers at or below Base persona deal +2 damage from abilities this round.

  $\geq 20$ : Adventurers gain 1 persona.


  $\leq 1$ : Adventurers lose 1 persona.


*Desperate times call for desperate measures.* 


 **TACTICAL PLAN** 

  $\geq 9$   
 Self

**SUCCESS:** Gain 1 persona. Gain 1 additional persona for each enemy that takes damage this round.

  $\geq 20$ : Gain health equal to the amount of persona gained.

  $\leq 1$ : Take 1 damage for each enemy above 0 health.

*Your plan's success brings confidence.* 

Influence



Ability

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Influence



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## DISENGAGE



$\geq 7$   
⚔ 1 Adventurer

**SUCCESS:** Return to Base persona. If the target was at Min persona last round, do not suffer its effects.

$\geq 20$ : You also take no damage this round.

$\leq 1$ : Take 3 damage.

*Time to clear your mind.*



## CONSCRIPT



$\geq 7$   
⚔ 1

**SUCCESS:** The target takes your damage this round (after reductions). You gain 1 persona.

$\geq 20$ : Gain 1 extra persona.

$\leq 1$ : You take double damage this round.

*You "volunteer" the target to clean up your mistakes.*



## CAUTIONARY TALE



$\geq 8$   
⚔ All adventurers

**SUCCESS:** Adventurers that would end the round at Min persona gain 1 persona.

$\geq 20$ : Gain 1 extra persona.

$\leq 1$ : Adventurers that end the round at Min persona take 1 damage.

*You warn your allies of dangers unknown and unseen.*



*Solving mysteries with a bulwip and a fedora.*

0 1 2 3 4 5 6 7 8 9 10 11 12

## THE INDEPENDENT HISTORIAN



STARTING ABILITIES:

4 Melee  
2 Influence



*Knowledgeable of the ancient and antique.*

0 1 2 3 4 5 6 7 8 9 10 11 12

## THE WIZENED ANTIQUARY



STARTING ABILITIES:

4 Music  
2 Influence



*A fraud...or perhaps a friend?  
Must have been a slip of the tongue.*

0 1 2 3 4 5 6 7 8 9 10 11 12

## THE FRAUD PSYCHIATRIST



STARTING ABILITIES:

4 Magic  
2 Influence



*Can they ever be trusted?*

0 1 2 3 4 5 6 7 8 9 10 11 12

## THE DECEPTIVE GAMBLER



STARTING ABILITIES:

4 Ranged  
2 Influence

## ACOLYTE

Tier I Horror  
+1 damage from

**SURGE:**  
All adventurers below Base persona take 1 damage.

*The acolyte chants ceaselessly in an elder tongue.*



0 1 2 3 4 5 6 7



**DARK YOUNG**  
Tier I Horror  
**SURGE:**  
All adventurers roll.  
  $\leq 8$ :  
Lose 1 persona.

*Many-hooved and tentacled offspring of an Elder God.*



0 1 2 3 4 5 6 7



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

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**Horror**

I

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

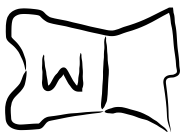
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the roleplaying card game

**Horror**

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**EXPEDITION**  
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**Adventurer**



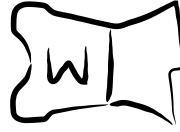
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**Adventurer**



**EXPEDITION**  
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**Adventurer**



**EXPEDITION**  
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**Adventurer**



**Influence**



**Ability**

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**Influence**



**Ability**

**EXPEDITION**  
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**Influence**



**Ability**

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**DHOLE**

Tier II Horror

**SURGE:** All adventurers roll.

☉ ≤ 13:  
Lose 1 persona.

*A slimy, worm-like creature that spits thick mucus. You do not see its other end.*




0 1 2 3 4 5 6 7 8 9 10

**SHOOGOTH**

Tier II Horror

**SURGE:** All adventurers at or below Base persona take 1 damage.

*Faintly self-luminous, its myriad of temporary eyes horrifically form and unform.*




0 1 2 3 4 5 6 7 8 9 10 11

**SOUL EATER**

Tier III Horror

**SURGE:** All adventurers choose to lose either 1 persona or 3 health.

*Gaping mouths and taloned, beckoning tendrils. Oddly enrapturing. You stagger closer...*



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

**TINDALOS HOUND**

Tier III Horror

**SURGE:** All adventurers roll.

☉ ≤ 15:  
Lose 1 persona.

*Seed of a monstrous deed. They drip blue ichor and emerge from dark angles.*



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

**BANDAGE**


Tier I Loot

Single use

Use anytime

1 adventurer gains 2 health and 1 persona.

*Wounds healed and confidence restored.*




**NIGHTGAUNT**

Tier I Horror

**SURGE:** All adventurers with the most persona lose 1 persona.

*Faceless, soundless, flyer in the night.*




0 1 2 3 4 5 6

**MOON-BEAST**

Tier II Horror

**SURGE:** All adventurers with the least persona roll. Lowest roll skips their turn.

*Toadlike and tentacle-faced, infamous for abducting and slaving.*



0 1 2 3 4 5 6 7 8 9 10

**CTHULHI**

Tier V Horror

-2 damage from ☉

**SURGE:** All adventurers below 10 health lose 2 persona.

*A lowly spawn of the mighty Cthulhu.*



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

**DEEP ONE**

Tier IV Horror

-1 damage from ☉

**SURGE:** All adventurers lose 1 persona.

*Fish-headed humanoid with a horrible, croaking voice and moving with an odd, hopping motion.*



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

I



Loot

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Horror

V

0	30
1	29
2	28
3	27
4	26
5	25
6	24
7	23
8	22
9	21
10	20
11	19
12	18
13	17
14	16
15	15
16	14
17	13
18	12
19	11
20	10

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Horror

IV

0	30
1	29
2	28
3	27
4	26
5	25
6	24
7	23
8	22
9	21
10	20
11	19
12	18
13	17
14	16
15	15
16	14
17	13
18	12
19	11
20	10

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Horror

III

0	30
1	29
2	28
3	27
4	26
5	25
6	24
7	23
8	22
9	21
10	20
11	19
12	18
13	17
14	16
15	15
16	14
17	13
18	12
19	11
20	10

EXPEDITION  
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Horror

III

0	30
1	29
2	28
3	27
4	26
5	25
6	24
7	23
8	22
9	21
10	20
11	19
12	18
13	17
14	16
15	15
16	14
17	13
18	12
19	11
20	10

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Horror

II

0	30
1	29
2	28
3	27
4	26
5	25
6	24
7	23
8	22
9	21
10	20
11	19
12	18
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19	11
20	10

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Horror

II

0	30
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20	10

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Horror

II

0	30
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20	10

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Horror

I

0	30
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16	14
17	13
18	12
19	11
20	10

## SNUFFBOX

Tier I Loot  
Single use  
Use anytime

2 adventurers gain 1 persona.

*The strong tobacco smell lifts your spirits.*



## HOLY WATER

Tier II Loot  
Single use  
Use anytime

1 adventurer gains 3 persona.

*A blessing in a bottle.*



## ELDER SIGN

Tier III Loot  
Single use  
Use anytime

Adventurers do not lose health or persona due to enemies and abilities this round.

*A glyph of protection against ancient horrors.*



Max  
- Δ -  
Base  
- ∇ -  
Min

**CONFIDENT:** Play the top ability from your ability deck as though = 20.

**ARROGANT** (Type: Dark)

**TEMPERAMENTAL:** Take 2 damage for every failed party ability this round (max 6).



Max  
- Δ -  
Base  
- ∇ -  
Min

**UNTRoubLED:** All adventurers' failed abilities count as successes this round.

**UNAWARE** (Type: Dark)

**OBLIVIOUS:** You do not benefit from others' abilities and loot this round.



Max  
- Δ -  
Base  
- ∇ -  
Min

**LEISURELY:** Regain 6 health.

**LAZY** (Type: Dark)

**SPINELESS:** If you take damage this round, -10 to your next roll.



Max  
- Δ -  
Base  
- ∇ -  
Min

**AMBITIOUS:** You may play up to 3 abilities this round.

**GREEDY** (Type: Dark)

**EXPLOITATIVE:** You must use another adventurer's loot if possible.



Max  
- Δ -  
Base  
- ∇ -  
Min

**THEATRICAL:** Increase three adventurers' personas by 1.

**TRAGIC** (Type: Dark)

**MELODRAMATIC:** Reduce two adventurers' personas by 1.



Max  
- Δ -  
Base  
- ∇ -  
Min

**CAUTIOUS:** Enemies deal 3 less damage this round.

**PARANOID** (Type: Dark)

**SUPERSTITIOUS:** If your first roll this round is an odd number, skip your turn.



Loot



III

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Loot



II

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Loot



I

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EXPEDITION  
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Persona



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Persona



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Persona



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Persona



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Persona




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Persona





Max  
to  = 20.

- Δ -  
Base  
**LOGICAL** (Type: Light)

- ▽ -  
Min  
**PEDANTIC**: If your next roll is  $\leq 8$ , change it to  = 1.



Max  
**CHARISMATIC**: Remove a tier 1 enemy from combat.

- Δ -  
Base  
**DIGNIFIED** (Type: Light)

- ▽ -  
Min  
**POMPOUS**: Take double damage from enemies this round.



Max  
**COMPLIMENTARY**: One other adventurer regains full health.

- Δ -  
Base  
**ENAMORED** (Type: Light)

- ▽ -  
Min  
**INFATUATED**: The highest-tier enemy regains 4 health.



Max  
**VIRTUOUS**: Increase one other adventurer's persona by 3.

- Δ -  
Base  
**INNOCENT** (Type: Light)

- ▽ -  
Min  
**GULLIBLE**: Your abilities and loot deal 3 less damage to enemies this round.



Max  
**COURAGEOUS**: +2 to all of your damage and rolls this round.

- Δ -  
Base  
**OPTIMISTIC** (Type: Light)

- ▽ -  
Min  
**OVERCONFIDENT**: All your ability rolls this round must be  $\geq 15$  to succeed.



Max  
**BOISTEROUS**: +5 to two targets' next rolls.

- Δ -  
Base  
**LIVELY** (Type: Light)

- ▽ -  
Min  
**UNRULY**: Any damage dealt by you this round is also dealt back to you (max 3).



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**Persona**



**EXPEDITION**  
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**Persona**



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**Persona**



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**Persona**



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**Persona**

